# Wind and Storm Conditions

The eternal wind is more than scenery—it's a living presence that shapes every moment on Duskara. This section provides mechanical structure for wind's influence on play.

# Wind Intensity Levels

Wind conditions are represented by **Scene Tags** that apply modifiers to actions:

## Calm (Deep Caves, Sheltered Valleys)

**Modifier:** None **Description:** Air is still or barely moving. Unusual outside of protected spaces. **Effects:**

- No penalties or bonuses
- Uncommon in twilight belt; indicates either sheltered location or ominous stillness before major storm

## Steady Wind (Twilight Belt Normal)

**Modifier:** None **Description:** Constant, predictable wind at 20-40 km/h. This is Duskara's baseline. **Effects:**

- This is normal; characters are adapted to it
- Wind turbines operate optimally
- Travel and communication proceed normally

## Strong Wind (Storm Front Approaching)

**Modifier:** +1 Risk Die to outdoor physical actions **Description:** Wind at 50-80 km/h, with gusts. Storm systems building. **Effects:**

- Outdoor movement becomes difficult
- Loose objects blow away
- Communication requires raised voices or tech assistance
- Wind turbines strain but produce extra power

## Gale (Superstorm Margins)

**Modifier:** +2 Risk Dice to outdoor actions, +1 Risk Die to structural integrity **Description:** Wind at 90-120 km/h. Dangerous to be outside. **Effects:**

- Travel requires Weather Working support or heavy vehicles
- Exposed structures risk damage
- Visibility severely reduced by dust and debris
- Only experienced weather workers attempt to influence conditions

## Superstorm (Catastrophic Event)

**Modifier:** +3 Risk Dice to all outdoor actions, +2 Risk Dice to structures **Description:** Wind exceeding 150 km/h. Extreme danger. **Effects:**

- Outdoor activity is nearly suicidal
- Buildings must be specifically reinforced against superstorms
- Even weather workers struggle to moderate these forces
- Settlements go into emergency lockdown
- Storm may last hours or days

# Storm Season

Duskara's storm patterns follow predictable cycles based on thermal differentials:

**Peak Storm Season:** Several times per local year, when day-night thermal contrast is maximal

- Superstorms occur more frequently
- Settlements prepare with reinforcement and stockpiling
- Travel between settlements becomes extremely dangerous
- Weather workers are in high demand

**Quiet Season:** Periods of relatively stable atmospheric conditions

- Strong winds are less common
- Optimal time for day-side salvage operations
- Inter-settlement trade increases
- Expansion and construction projects proceed

# Using Wind Mechanically

**Dynamic Scene Tags:**

The GM can introduce or shift wind Tags based on:

- Narrative pacing (introduce storms for dramatic tension)
- Character actions (Weather Working shifts conditions)
- Logical progression (storms build over time, don't appear instantly)
- Player requests (players can suggest wind shifts for dramatic effect)

**Weather Working Interaction:**

When characters use Weather Working to influence wind conditions:

1. Frame a closed question: "Can I calm the gale enough for us to cross safely?"
2. Apply the current wind condition as Risk Dice
3. Apply Weather Working Skill as Chance Die
4. Add situational modifiers (position, environmental support, etc.)
5. Resolve the roll
6. On success, shift the wind Tag one step calmer
7. Apply psychic cost (Psychically Drained Condition for significant shifts)

**Example:**

A superstorm approaches Aetherion settlement. The wind shifts from "Strong Wind" to "Gale" as the system arrives. The weather worker on duty, Thalen kin-Hanga Stormridge, attempts to redirect the worst of it.

- **Current Tag:** "Gale" (+2 Risk Dice)
- **Thalen's Pool:**
  - Weather Working (Skill): +1 Chance Die
  - Positioned on Weather Spire (optimal location): +1 Chance Die
  - Storm Season (opposing force): +1 Risk Die
  - Goal is to protect settlement: +1 Chance Die
- **Net Pool:** 1 Action Die + 1 Chance Die
- **Roll:** Thalen rolls two dice (Action + 1 Chance), gets a 5 and a 3
- **Outcome:** "Yes..." The gale is moderated to "Strong Wind," and the settlement is spared major damage. Thalen gains **Psychically Drained** and will need rest.

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