Resource Management

While *Duskara* focuses on emergent narrative, resource scarcity is central to the setting. This system keeps resources present without turning the game into a spreadsheet.

Core Resources

Three resources matter on Duskara:

Water: Precious, carefully recycled, never wasted **Power:** Generated by wind and geothermal, distributed through networks **Provisions:** Food, medicine, equipment, anything consumed or expended

Resource Tags

Rather than tracking exact quantities, settlements and groups have **Resource Status Tags** that reflect current conditions:

Water Status:

- "Water Abundant" (+1 Chance Die to hygiene, agriculture, morale)
- "Water Adequate" (no modifier)
- "Water Rationing" (+1 Risk Die to physically demanding actions)
- "Water Crisis" (+2 Risk Dice to all activity, settlement survival threatened)

Power Status:

- "Full Power Grid" (+1 Chance Die to technology use, communication, comfort)
- "Adequate Power" (no modifier)
- "Rolling Blackouts" (+1 Risk Die to power-dependent systems)
- "Power Failure" (+2 Risk Dice to technology, critical systems down)

Provision Status:

- "Well-Supplied" (+1 Chance Die to morale, health, expedition preparation)
- "Adequate Supplies" (no modifier)
- "Supplies Running Low" (+1 Risk Die to extended activity, health)
- "Critical Shortage" (+2 Risk Dice to survival actions, morale collapses)

How Resource Tags Change

Resource status shifts through:

Negative Triggers:

- Storm damage to infrastructure
- Population increase or refugee arrival
- Trade route disruption
- Equipment failure
- Prolonged expedition or siege
- Failed rationing or conservation efforts

Positive Triggers:

- Successful resource acquisition (water prospecting, supply caravan arrival)
- Infrastructure repair or expansion
- Breakthrough conservation technology
- Trade agreement with other settlements
- Abundant geothermal or wind conditions
- Community cooperation initiatives

Personal Resources

Individual characters don't track resources separately unless they're isolated from settlements for extended periods.

When undertaking major expeditions (deep day-side salvage, long Deep Roads traverses), the GM may assign a **Supplies** Tag to the expedition:

- "Well-Provisioned" (+1 Chance Die to survival actions)
- "Adequate Supplies" (no modifier)
- "Low Supplies" (+1 Risk Die, group must find resources soon)
- "Out of Supplies" (+2 Risk Dice, survival crisis)

This Tag degrades based on time, mishaps, and consumption. It improves through finding caches, successful hunting/foraging, or reaching safe havens.

Using Resources in Play

GM Responsibilities:

- Announce current settlement Resource Tags at session start

- Shift Tags when fictional triggers occur
- Apply modifiers to relevant rolls
- Create adventure hooks around resource crises

Player Opportunities:

- Plan expeditions to improve resource status
- Propose engineering or social solutions
- Accept complications that worsen resource Tags for dramatic effect
- Celebrate when resource status improves

Example:

The settlement of Aetherion is under "Water Rationing" due to damaged aquifer pumps. The players undertake a mission to repair the pumps in the Deep Roads.

- All physically demanding actions in the settlement have +1 Risk Die
- Characters working in vertical farms struggle to maintain crops
- Social tensions increase as rationing enforcement becomes stricter
- Upon successful repair, Aetherion returns to "Water Adequate"
- Community morale improves, and the characters are celebrated

Resource Conflict

Competing settlements may clash over resources:

- Disputed geothermal sites
- Shared aquifer access
- Trade route control
- Salvage claim conflicts

These conflicts create excellent adventure frameworks without requiring detailed economic simulation.

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