

Architecting the Ruins

At the physical core of every outpost are the structures that comprise it. Each building has a set of stats and a building ability which can be used in-between Rests.

Buildings are comprised of 2 main stages: construction, and maintenance. Both require various resources, but those resources will be different for each building stage. These stages will also have a time factor, represented by a single number. Time is measured in Rests, with any time effect being applied once the Rest ends.

Construction is the creation of a new structure. To start construction, pick an existing building to either add a new purpose to, or to upgrade an existing purpose. This will require a set of materials and a duration of construction.

The Outpost does not need to have enough resources to meet the requirements in order to start building one. Instead, for each rest, every tick down of the construction will require one material. If there are not enough materials, the building project will start gaining decay, which must be fixed before it can move forward.

Decay is the natural wear and tear that will happen to each building, and will require resources to maintain. Each building has a resource or two that can remove decay, and by default any bear may choose to focus on a building in order to repair 1 decay with 1 resource.

Decay is measured in a rate, and a critical failure. At the start of every Rest the building will gain the listed amount of Decay, and if enough Decay builds to meet the Critical Failure, the building has collapsed and needs to be rebuilt.

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