

Skies of Glass Economy

Introduction

When designing a game, the underlying economy of the world can affect players in many ways. It will determine what items are available, material scarcity, the cost of gear, and the viability of trade. These mechanics are first seen during character creation, but will crop up again and again as characters try to buy or sell items during play. For more information on developing the economy for a new game, download episode 38 of Fear the Boot.

I. Barter Value

When society collapsed after the nuclear war, so did its economic system. Paper money is difficult to find and generally regarded as worthless. Similarly, electronic accounts have been lost completely. Local money has been developed for some communities, but most have reverted to a system of barter.

A Barter Value chart will be developed for each locality in Skies of Glass, offering a measure of how valuable certain items are in that area. For example, corn may be relatively worthless in a community rich with grain farmers while being highly prized in the famine-stricken urban center nearby.

Barter Value is a meta-game concept that is not intended for use in roleplaying. While a character might note that a particular item, "has a high BV," meaning that it would likely trade well, it's not as if someone would walk into a store and see a "10,000BV" price tag stuck on an item. Indeed, no one measures Barter Value numerically at all. Numbers are only provided for the players and Game Master to help them keep bartering accurate, understanding exactly how much this bar of gold or box of bullets really is worth in a particular place.

As we develop Skies of Glass, we will likely make changes to the Barter Value charts. Therefore, please regard the chart below only as a tentative sample which will likely see revision before the release of the completed game.

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II. Sample Barter Value Chart for Linden, TN

When setting an item's Barter Value, we try to look at a couple of things: what natural resources are abundant/scarse in this area, what pre-bomb remains (if any) are nearby for salvage, how difficult is an item to create, and what manufacturing means does this location have?

In this case, water has no Barter Value at all since Linden is located on the banks of a river and very close to several more. It's also a wooded area with logging operations, so lumber is relatively cheap. Red's Junkyard is driving down the price of general machine salvage and construction metals. However, since Linden lacks true industry, other manufactured items like sophisticated firearms are expensive and in-demand.

Category	Item	Description	Barter Value
Armament	Knife		75
Armament	Pistol	modern	25,000
Armament	Pistol	archaic	5,000
Armament	Pistol cartridge	single shot, modern	100
Armament	Pistol cartridge	single shot, paper, archaic	25
Armament	Rifle	modern	30,000
Armament	Rifle	archaic	6,000
Armament	Rifle cartridge	single shot, modern	150
Armament	Rifle cartridge	single shot, paper, archaic	30
Consumable	Fruits	1 pound	20
Consumable	Grain	1 pound	10
Consumable	Meat	1 pound	50
Consumable	Vegetables	1 pound	15
Consumable	Water	1 gallon, fresh	0
Livestock	Horse	riding	20,000
Livestock	Horse	GC	50,000
Outfitting	Backpack		450
Outfitting	Barrel	50 Gallon	300
Outfitting	Cooking Pot		100
Outfitting	Heavy Coat		400
Outfitting	Large Sack		50
Outfitting	Pants		200
Outfitting	Rope	100 feet	100
Outfitting	Shirt		150
Raw Materials	Gold	1 ounce	10,000
Raw Materials	Lead	1 pound	10
Raw Materials	Lumber	1 board foot	3
Raw Materials	Mechanical Parts	1 pound, assorted salvage	10
Raw Materials	Silver	1 ounce	200
Raw Materials	Steel	1 pound	4