```html
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <title>Fractured States RPG</title>
  <style>
    body {
      font-family: 'Segoe UI', sans-serif;
      background-color: #1e1e1e;
      color: #f0f0f0;
      padding: 20px;
    }
    button {
      padding: 10px;
      margin: 5px;
      background-color: #444;
      color: white;
      border: none;
      cursor: pointer;
      width: 100%;
      text-align: left;
    }
    button:hover {
      background-color: #666;
    }
    #log {
      margin-top: 20px;
      white-space: pre-line;
      background-color: #2c2c2c;
      padding: 10px;
    }
    .section {
      margin-top: 30px;
    }
  </style>
</head>
<body>
  <h1>🛠️ Fractured States</h1>

  <div class="section">
    <h2>🗣️ Dialogue</h2>
    <div id="dialogue">Maya: "You really came back? After all these years?"</div>
    <button onclick="respond(1)">"I had nowhere else to go."</button>
    <button onclick="respond(2)">"I wanted to make things right."</button>
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    <button onclick="respond(3)">"None of your business."</button>
  </div>

  <div class="section">
    <h2>📦 Resources</h2>
    <p>Wood: <span id="wood">0</span> | Metal: <span id="metal">0</span></p>
    <button onclick="gather('wood')">Gather Wood</button>
    <button onclick="gather('metal')">Scavenge Metal</button>
  </div>

  <div class="section">
    <h2>🏗️ Build Structures</h2>
    <button onclick="build('shelter')">Build Shelter (5 wood)</button>
    <button onclick="build('clinic')">Build Clinic (3 wood, 3 metal)</button>
    <button onclick="build('workshop')">Build Workshop (2 wood, 5 metal)</button>
  </div>

  <div class="section">
    <h2>📊 Reputation</h2>
    <p>Reputation Score: <span id="rep">0</span></p>
  </div>

  <div id="log"></div>

  <script>
    let resources = { wood: 0, metal: 0 };
    let reputation = 0;

    function updateDisplay() {
      document.getElementById('wood').innerText = resources.wood;
      document.getElementById('metal').innerText = resources.metal;
      document.getElementById('rep').innerText = reputation;
    }

    function respond(choice) {
      const dialogue = document.getElementById('dialogue');
      document.querySelectorAll('button').forEach(btn => {
        if (btn.parentElement.className === 'section' && btn.innerText.includes("")) {
          btn.style.display = 'none';
        }
      });

      switch(choice) {
        case 1:
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      dialogue.innerText = 'Maya: "That's rough. I figured you might be lost."';
      reputation += 1;
      break;
    case 2:
      dialogue.innerText = 'Maya: "Still trying to be the hero, huh? I respect that."';
      reputation += 3;
      break;
    case 3:
      dialogue.innerText = 'Maya: "Same old Jalen. Closed off and cold."';
      reputation -= 2;
      break;
  }
  updateDisplay();
}

function gather(type) {
  resources[type]++;
  updateDisplay();
  logMessage(`You gathered 1 ${type}.`);
}

function build(structure) {
  const costs = {
    shelter: { wood: 5, metal: 0 },
    clinic: { wood: 3, metal: 3 },
    workshop: { wood: 2, metal: 5 }
  };

  const cost = costs[structure];
  if (resources.wood >= cost.wood && resources.metal >= cost.metal) {
    resources.wood -= cost.wood;
    resources.metal -= cost.metal;
    reputation += 2;
    updateDisplay();
    logMessage(`✅ You built a ${structure}. Reputation increased.`);
  } else {
    logMessage(`❌ Not enough resources to build ${structure}.`);
  }
}

function logMessage(msg) {
  document.getElementById('log').innerText += msg + '\n';
}
</script>
```

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</body>
</html>
```