4. Resolve Action

Resolution uses a simple dice pool system:

Base Pool: Roll 1d6

Add dice for advantages (max 4d6 total):

- **Relevant character:** +1d6 if a character with applicable tags is involved
- **Relevant resource:** +1d6 if you have a resource that directly helps
- **Favorable conditions:** +1d6 if circumstances support the action
- **Cooperation:** +1d6 if multiple characters/groups work together

Success Threshold: 4+ on any die = success

Count successes (how many dice show 4+):

- **0 successes:** Failure with consequences
- **1 success:** Partial success with complications
- **2 successes:** Success with minor cost
- **3+ successes:** Overwhelming success

Psychic Ability Integration:

Characters with psychic tags grant +1d6 in relevant situations:

- **Thermal Sensor:** Detecting danger from temperature changes, navigating hot/cold extremes, finding heat sources
- **Weather Worker:** Predicting storms, calming winds, improving agricultural yields, protecting during superstorms
- **Bonded (specific creature):** Tasks involving that creature type, understanding native ecology, traveling terrain

These abilities emerged from Duskaran radiation and environmental pressures. They're natural tools for living well here, not supernatural powers.

Example Resolution:

Action: Cradle, Host gatherings to build understanding between factions Base: 1d6 +1d6: Mara, a respected Elder (Mediator tag) +1d6: Community Hall (relevant resource) +1d6: Recent shared triumph during storm (favorable conditions) Total: 4d6

Roll: 5, 4, 3, 2 = 2 successes Result: Success with minor cost. The gatherings build bridges, but some hardliners on both sides feel betrayed and withdraw from community life. Progress, but not

perfect.

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