

Appendix A: Glossary

Key: [term] - Definition (See line XXX for detailed explanation)

Core Mechanics

Action Die — The main die rolled in any uncertain situation. Always a single d6. Present in every roll. (See line 845)

Automatic Success — If advantages clearly outweigh obstacles, there's no need to roll dice: the action succeeds automatically. (See line 850)

Chance Dice — Bonus dice added when characters have advantages, help, or favorable conditions. For each advantage, add one d6. (See line 845)

Closed Question — A question that can only be answered with Yes or No. Used to frame actions and guide dice rolls. (See line 900)

Complication — A new obstacle that emerges due to the characters' actions, making the situation more complex. (See line 920)

Conditions — Temporary tags describing physical, mental, or emotional states (e.g., Injured, Frightened, Tired). They can influence actions and must be overcome through narration. (See line 940)

Dice Pool — The set of dice to be rolled to resolve an action. Always includes the Action Die and then any Chance Dice or Risk Dice (which cancel each other out). (See line 845)

Risk Dice — Penalty dice added when there are disadvantages, obstacles, or unfavorable conditions. For each disadvantage, add one d6. (See line 845)

Tag — Short words or phrases describing relevant characteristics of characters, places, objects, or situations. Used to activate advantages or disadvantages during play. (See line 300)

Zoom In / Zoom Out — Two ways to approach a conflict: (See line 2442)

- **Zoom Out:** A single closed question resolves the entire scene.
- **Zoom In:** A series of closed questions explores each phase of the action in detail.

Character & Traits

Concept — A short description of who the character is. Foundation of a character's identity. (See line 280)

Cost — A loss or sacrifice linked to the outcome of an action (time, resources, reputation, psychic energy). (See line 920)

Frailty — Character trait representing a vulnerability or challenge that adds Risk Dice when it comes into play. (See line 325)

Gear — Equipment carried by characters. Can add Chance Dice when relevant to an action. (See line 360)

Goal — What a character wants to achieve. Their driving ambition. (See line 370)

Motive — Why a character pursues their Goal. The emotional or philosophical drive behind their ambition. (See line 370)

Nemesis — A person, organization, force, or concept that opposes a character or complicates their life. (See line 380)

Relationship — A significant bond with another character (ally, rival, mentor, family, etc.). (See line 390)

Skills — Character traits representing training, expertise, or natural talents. Add Chance Dice when relevant. (See line 310)

Traits — Tags related to characters: Concept, Skills, Frailty, Motivation, Goal, and Relationships. Represent what a character is, knows how to do, or desires. (See line 280)

World Building

Duskara — Tidally locked planet where humanity has adapted and thrived for eight centuries after an unplanned landing. (See line 150)

Day Side — Duskara's scorching hemisphere, facing the star constantly. Temperatures exceed 400°C. Uninhabitable without extreme protection. Adds +2 Risk Dice to all physical actions. (See line 600)

Deep Roads — Vast network of tunnels and caverns connecting settlements. Contains geothermal sites, ancient structures, and native ecosystems. (See line 1610)

Geothermal Vents — Sources of heat deep in Duskara's crust. Critical for night-side settlements and power generation. (See line 620)

Night Side — Duskara's frozen hemisphere, facing away from the star. Temperatures drop to -150°C. Inhabited primarily in caverns near geothermal vents. Adds +1 Risk Die to navigation and

perception. (See line 640)

Stellar Horizon — Colony ship that brought humanity to Duskara in ~2250 CE after navigational failure. (See line 200)

Storm Season — Periods when atmospheric conditions create frequent superstorms. Settlements prepare and reinforce infrastructure. (See line 1755)

Superstorm — Catastrophic weather event with winds exceeding 150 km/h. Adds +3 Risk Dice to outdoor actions, +2 to structures. (See line 1743)

Twilight Belt — Habitable zone 200-300 km wide circling Duskara's meridian. Home to 80% of humanity. Temperatures range from temperate to moderately warm. No base dice modifiers. (See line 180)

Psychic Abilities

Deep Bonding — Psychic ability to form connections with native life forms or, at higher levels, other bonded humans. (See line 1067)

Psychic Abilities — Evolutionary adaptations manifested by Duskarans—Weather Working, Thermal Sense, Deep Bonding, Shadow Walking, Water Finding. (See line 1015)

Resonance — Psychic ability to perceive and manipulate vibrations through solid matter, primarily used in cave systems. (See line 1290)

Shadow Walking — Psychic ability to navigate complete darkness using psychic awareness and intuitive sense of surroundings. (See line 1086)

Thermal Sense — Psychic ability to perceive heat signatures and temperature gradients with extraordinary precision. (See line 1048)

Water Finding — Psychic ability to detect water sources through psychic vibrations, critical in resource-scarce environments. (See line 1106)

Weather Working — Psychic ability to sense and subtly influence atmospheric patterns—wind speed, pressure changes, storm formation. (See line 1029)

Settlement & Society

Duskaran Accord — Confederation of settlements managing inter-settlement relations, resource distribution, and collective defense. (See line 2801)

Enemy — A recurring adversary or force actively hostile to the characters' goals, not just in a physical sense. (See line 1501)

Progress Clock — Method for tracking progress toward goals in extended challenges, especially Deep Roads navigation. Divided into segments filled by successful rolls. (See line 1718)

Resource Status Tags — Tags representing settlement-level resource availability (Water, Power, Provisions). Range from Abundant to Crisis. (See line 875)

Settlement — Community of humans living in Twilight Belt, Night Side, or transitional zones. Center of play in most campaigns. (See line 2834)

Wind Riders — Couriers and envoys of the Duskaran Accord who travel between settlements. (See line 2808)

Environmental Terms

Details — Tags related to the environment or scene, such as "curtains on fire" or "guards alerted." Reflect the transformations of the world following characters' actions. (See line 920)

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