Overview

Duskara is a tabletop role-playing game for two or more players that focuses on essential and intuitive rules, enriched by clear examples and insights into the philosophy that inspires its mechanics.

This game is based on *Ensemble*, an evolution of *Freeform Universal (FU)* by Nathan Russell, a revolutionary RPG that, despite not receiving the attention it deserved, has inspired many players. *Duskara* reworks and expands on its concepts, staying true to the spirit of minimalism and flexibility of FU, but explaining its nuances.

Duskara is based on the general principle that ***fiction precedes mechanics*** (we'll explore this further later), so what matters is immersing yourself in your character in a fictional situation, thinking about what they would do, and verifying if their actions can succeed. From the game world's reaction, ***an emergent, non-predetermined narrative will naturally arise***, which you will discover along with the other players.

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