11. Appendices

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Glossary of Duskaran Terms

Auroral Disruption: Night-side aurora intensification causing electromagnetic interference and psychic feedback.

Beastwalker: Individual with psychic bond to native fauna (wind serpents, thermal lizards).

Catch Your Breath: Game mechanic where skills reset but new complication is introduced.

Daywalker: Day-side specialist with exceptional thermal resistance. Salvages mining operations.

Deep Bonding: Psychic connection to native creatures, allowing communication and shared senses.

Deep Roads: Ancient tunnel network beneath Duskara's surface. Origin unknown.

Deepkin: Night-side cave-dwelling culture. Communicates via resonance.

Duskaran Accord: Political confederation uniting twilight belt and cave settlements.

Geothermal Warmth Circle: Deepkin community centered around geothermal vent.

Glowcap: Bioluminescent fungus. Primary food source in caves.

Psychic Burnout: Mental/physical exhaustion from overusing psychic abilities.

Resonance: Psychic ability to perceive and manipulate vibrations through stone.

Shadow Walking: Psychic ability to move unseen in low-light environments.

***Stellar Horizon*:** Colony ship that brought humanity to Duskara in ~2250 CE.

Superstorm: Catastrophic weather event with winds exceeding 150 km/h. Common where hot and cold air masses collide.

Thermal Sensing: Psychic ability to perceive heat signatures and temperature gradients.

Twilight Belt: Habitable zone 200-300 km wide circling Duskara's meridian. Home to 80% of humanity.

Water Judge: Resource arbiter managing water distribution and resolving disputes.

Weather Wraith: Psychic manifestation in storm fronts. Echoes of dead weather workers.

Weather Working: Psychic ability to sense and influence atmospheric patterns—wind, pressure, storms.

Wind-Kin: Alliance of Beastwalker communities and bonded creature populations.

Quick Reference: Core Rules

Making a Check

1. GM telegraphs risk
2. Pick skill, roll matching die
3. Interpret: 1-2 = fail + complication, 3-4 = succeed + complication, 5+ = succeed
4. Reduce skill by one step (d12→d10→d8→d6→d4)

Catch Your Breath

- Resets all skills to original ratings
- Can be done anytime, even in combat
- GM introduces new complication

Loot Checks

- Start with d12 loot die, step down after each use
- Roll: 1-2 = trouble here, 3-4 = trouble ahead, 5+ = find item (die rating matches result)
- Reset loot die when you catch your breath

Stunts

- Use d12 instead of skill rating for extraordinary actions
- Must catch your breath before attempting another

Stress

- Track complications and damage with stress boxes
- 4 stress = vulnerable (failure could mean death)
- Clear 2 stress with med kit or rest in secure location

Character Sheet Template

Name: _____
Pronouns: _____
Role: _____

Skills

- **Endure:** [d4 / d6 / d8 / d10 / d12]
- **Navigate:** [d4 / d6 / d8 / d10 / d12]
- **Perceive:** [d4 / d6 / d8 / d10 / d12]
- **Commune:** [d4 / d6 / d8 / d10 / d12]
- **Resolve:** [d4 / d6 / d8 / d10 / d12]
- **Assert:** [d4 / d6 / d8 / d10 / d12]

Psychic Ability (Optional)

Backpack (3 items max + 1 med kit)

1. _____ [d4 / d6 / d8 / d10 / d12]
2. _____ [d4 / d6 / d8 / d10 / d12]
3. _____ [d4 / d6 / d8 / d10 / d12]

Med Kit: [ ] (clears 2 stress)

Loot Die

[d4 / d6 / d8 / d10 / d12]

Stress

[ ] [ ] [ ] [ ]
(4 stress = vulnerable)

Notes / Resources

Water Tokens: _____
Glowcap Rations: _____
Faction Reputation: _____

Solo Oracle Cheat Sheet

Question Oracle (Yes/No Questions)

- Very unlikely: d4
- Unlikely: d6
- Likely: d8
- Very likely: d10
- Almost certain: d12

Results:

- 1-2: "No, and…" (complication)
- 3-4: "Yes, but…" (cost)
- 5+: "Yes, and…" (benefit)

Risk Oracle (Action Outcomes)

- Chaotic: d4
- Precarious: d6
- Manageable: d8
- Predictable: d10
- Stable: d12

Results:

- 1-2: Very risky → perilous check
- 3-4: Risky → check
- 5+: Not risky → succeed

Solo Game Loop

1. Establish scene (location, goal)
2. Frame intent (what you want to accomplish)
3. Consult oracles (question or risk)
4. Resolve actions (checks if needed)
5. Update resources (stress, skills, supplies)
6. Catch your breath (reset skills + complication)
7. Advance story (interpret results, journal)

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Duskara: Stormtide

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Based on Cradle & Ward Designer's Framework by Roberto Bisceglie

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