9.1 Solo Game Loop

Solo play follows this iterative structure:

Step 1: Establish the Scene

Where are you? What's happening?

Use the **Location Generator** (Section 9.4) or decide based on your character's goals. Set stakes: "I'm escorting a caravan through the twilight belt when a superstorm warning arrives."

Step 2: Frame Your Intent

What do you want to accomplish?

Be specific: "I want to find shelter before the storm hits" or "I want to investigate the ruins for salvageable tech."

Step 3: Consult the Oracles

Use the Question Oracle if your character isn't directly acting: "Is there shelter nearby?"

Use the Risk Oracle if your character is performing an action with uncertain outcome: "Can I navigate to shelter in time?"

Step 4: Resolve Actions

If the Risk Oracle says you need to make a **check** or **perilous check**, roll skills as normal. Reduce skill ratings after rolling.

Interpret results with complications. Use tables in Section 5 or improvise based on context.

Step 5: Update Resources

Mark stress, reduce skills, track water/food/equipment usage. Duskara is unforgiving.

Step 6: Catch Your Breath

When skills are depleted (all at d4 or close), catch your breath. Reset skills but roll on the **Complication Table** (Section 5) to introduce new threat.

Step 7: Advance the Story

Interpret oracle results narratively. Update your character journal. Introduce new challenges based on complications.

Repeat the loop.

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