Checks

When you attempt something risky or challenging, you make a **check** to see how it plays out. If an action isn't risky, you simply succeed—no roll needed.

The GM telegraphs the risk before you roll. Then:

1. **Pick a skill** that matches what you're doing
2. **Roll the die** matching that skill's current rating
3. **Interpret the result:**

- **1-2:** You **fail**, and there's an additional **complication**
- **3-4:** You **succeed**, but there's a **complication**
- **5+:** You **succeed**. The higher the roll, the better

After rolling, reduce the skill's die rating by one step: d12 → d10 → d8 → d6 → d4. Skills cannot go lower than d4.

Group Checks

If an ally helps you, they also make a check, but they share the same risks and consequences. Both of you reduce your skill ratings. Take the highest die result.

Complications

Complications are how Duskara pushes back. They might be:

- A superstorm intensifies, forcing you to seek immediate shelter
- A predator detects your heat signature
- Your water supply is contaminated
- A rival faction notices your activity
- A geothermal vent shows signs of instability
- Psychic feedback causes disorientation

Complications escalate tension and often lead to **stress**.

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