Step 1: Concept

Who are you? Answer these questions:

- **Name:** What are you called?
- **Pronouns:** He/him, she/her, they/them, etc.
- **Role:** What's your place in Duskaran society?

Duskaran Roles

Rather than a "job before the collapse," you have a **role** that defines your expertise:

Daywalker: Day-side salvager with exceptional thermal resistance. You venture into scorching margins to recover mining drones and rare materials.

Weatherworker: Psychic ritualist who senses and influences atmospheric patterns. You guide caravans, protect settlements, and predict superstorms.

Water Judge: Resource arbiter who manages distribution and resolves disputes. You hold power over life and death in a world of scarcity.

Caravanner: Trade guild member who knows the routes, politics, and dangers between settlements. You broker deals and navigate intrigue.

Deepkin Scout: Cave explorer from the night side. You navigate Deep Roads, harvest geothermal resources, and communicate through resonance.

Beastwalker: Fauna bonded, with a psychic connection to wind serpents, thermal lizards, or other native creatures. You're tracker, messenger, and protector.

Archivist: Lore keeper who preserves Earth knowledge and investigates Duskaran mysteries. You decode data crystals and study ancient structures.

Stormchaser: Reckless explorer who pushes into danger zones for discovery, glory, or profit. You thrive on risk and live for the next expedition.

Pick a role or create your own. It's a starting point, not a constraint.

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