Using Complications Effectively

Complications aren't predetermined events—they're prompts you interpret based on what's happening right now.

Roll "You've attracted attention":

- In ruins exploring ancient tech? A salvage crew from rival settlement heard noise and investigates.
- Camping in twilight belt? Wind serpent circles overhead, curious about campfire.
- Deep Roads navigation? Your resonance crystal's frequency attracted something in the dark.

Roll "Equipment malfunction":

- During combat? Weapon jams, forcing tactical improvisation.
- Extreme environment? Thermal suit regulator fails—take stress or retreat.
- Critical moment? Comm crystal dies mid-transmission, losing vital intel.

Roll "Route is blocked":

- Pursuing bandits? They collapsed tunnel behind them.
- Escaping superstorm? Debris avalanche cuts off shelter path.
- Routine travel? Territorial creatures nest across your route—detour or confront.

Key Principle: Let context shape complications. Don't introduce superstorms in caves or predators in settlements unless it makes fictional sense. The complication table is a springboard, not a script.

Frequency: Complications happen often in Breathless—multiple per session. Keep them quick and tactical. Save major plot events (settlement disputes, ancient reactivations, faction wars) for deliberate story moments, not random complication rolls.

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