

Creating Your Chronicle

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Overview

Before beginning, establish the foundation of your chronicle.

What Are You Recording?

You chronicle the **history of Duskaran civilization** through the eyes of successive Archivists. Each generation inherits incomplete records, must interpret new events, and chooses what knowledge to preserve or suppress.

Who Are the Archivists?

They are **memory-keepers** who serve in stone libraries, wander between settlements carrying wind-scrolls and data crystals, or hide in caves transcribing forbidden knowledge. Some Archivists serve ruling powers, others preserve truth in defiance of authority. Each generation brings new perspective.

What Does the Archive Look Like?

The records take many forms:

- Wind-scrolls etched on treated fabric
- Stone tablets carved in sheltered alcoves
- Memory-storing crystals (rare Earth tech)
- Oral traditions passed through song
- Digital fragments from before the crash

Some Archivists maintain all forms. Others specialize. Records are incomplete, contradictory, and contested.

Time Scale

Each turn represents **one generation** (approximately 20-30 Earth years). The dating system uses **cycles**—a Duskanan orbital period of roughly 30-35 Earth days. By the present era (3000 CE), Duskanan has experienced approximately 8,430 cycles since the crash (Cycle 0).

What Changes Matter?

Track changes across multiple dimensions:

- **Material:** Resources, structures, technology, settlements
- **Cultural:** Traditions, beliefs, languages, customs
- **Knowledge:** What is learned, lost, reinterpreted, or suppressed
- **Power:** Who rules, who resists, what factions emerge or fall