

The Loop

Character Generation

Mechanically characters are rated by dice that define various abilities.

Abilities are rated with die-levels (best to worst): d4, d6, d8, d10, d12

Start with 30 points

Die size costs:

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d12 - 1 (1)
d10 - +2 (3)
d8 - +4 (7)
d6 - +8 (15)
d4 - +16 (31)
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Sorcery costs 2x

Save leftover points to develop the character in play (DiP).

Default Abilities

Default abilities begin at d12 for free. If purchased at a higher level, deduct this one free point from the cost.

- Persuasion
- Violence
- Perspicacity
- Hardiness (under consideration)

Other Abilities

Other abilities per Talislanta or Dying Earth?

Wherewithal

Characters start with 7 points of Wherewithal, representing energy and enthusiasm to get things done (see uses in Resolution below).

Motives

Each character has a major motive and a minor motive, which are involved in getting Wherewithal.

Resolution System

Die Pools

Characters roll dice from abilities that pertain.

If no Ability applies, roll d20 or SUCK IT

GM rolls for of opposition: NPC Abilities, or static obstacles (default: d12)

Advantages are represented by additional dice. GM decides which side gets what dice.

Resolving

All sides roll, lowest roll wins. A tie means that nobody rolling gets what they want.

Re-Rolling

Spend a point of Wherewithal to re-roll any die rolled

Refreshing Wherewithal

Pool refreshes to full with “refreshment” scenes. These are anything that would refresh the character. The character gets 1 point back.

Motives

If the character satisfies a Minor Motive, they gain 2 Wherewithal

If the character satisfies a Major Motive, they gain Wherewithal to bring their pool up to 10.

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