

# 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 100 points

Die size costs:

Die Size	Cost
d14	3
d13	5
d12	8
d11	12
d10	17
d9	23
d8	30
d7	38
d6	47
d5	57
d4	68
d3	80

Sorcery costs 2x

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

## Default Abilities

These vary from other abilities only inasmuch as they are cheaper, and broader.

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

### Botches

If the your best die is twice as high as the oppositions best die, then you have botched, and additional badness occurs. Even if you re-roll, you will suffer some penalty.

### 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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