

# 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 75 points

Die size costs:

Die Size	Cost
d20	0*
d14	1
d13	3
d12	6
d11	10
d10	15
d9	21
d8	28
d7	36
d6	45
d5	55
d4	66

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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