

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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