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	Cost Schedule for Consideration	"Level"
d20	0*	0	0
d14	1	3	1
d13	3	7	2
d12	6	12	3
d11	10	18	4
d10	15	25	5
d9	21	33	6
d8	28	42	7
d7	36	52	8
d6	45	63	9
d5	55	75	10
d4	66	88	11

* A player who accepts this level of incompetence in an area gets to select an additional descriptor.

Sorcery costs 2x ?

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

Default Abilities

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

- Persuasion
- Violence
- Perspicacity
- Hardiness
- Subterfuge
- Magic

Descriptors

The character gets 6 descriptors that indicate generally what sorts of methods the character uses or types of skills that they have.

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 a descriptor applies, the die is one better.

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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