

# BOOKWORM

## IS PLAYED BY

I'm \_\_\_\_\_ years old, and my birthday is \_\_\_\_\_  
(remember that I can't be younger than 10 or older than 15)

For each section below, I check one of the options or make up my own

### PROBLEM

- Nobody tells me how my dad died.
- My sister is really sick.
- That weird man is following me.
- 

### DRIVE

- I want to find answers to the big questions in life.
- I need something to brag about.
- 

### NPC RELATIONSHIPS

- Mary, the school librarian, was a friend until she disappeared. I'm sure the school janitor Jeffrey know more than he's saying.
- Gary in my class was attacked by animals while riding his bike home from practice. I can't believe that everyone at school thinks he was attacked by werewolves.
- When Diane Petersen was fired from the Loop, I heard her vow to take revenge on all who live here.
- 

### MY NAME IS

- Elizabeth
- Erin
- Rachel
- Susan
- Aaron
- Darren
- Joshua
- Thomas
- 

### ANCHOR

- Mom or Dad.
- Teacher.
- Local author.
- 

### PRIDE

- I'm the smartest kid in school.
- Nothing scares me.
- 

### RELATIONSHIPS WITH OTHER PCs

Briefly describe your relationship with other PCs, for example if you're best friends, if you're competitors or if you'll make her or him love you.

### HIDEOUT

### BUT I'M CALLED

- Frodo
- Professor
- Wart
- Owl
- 

I distribute a number of points equal to my age on the four attributes and then distribute 10 points on skills, with up to three in my key skills and 1 or nothing on the remaining ones.

<b>BODY</b>	<input type="text"/>	<b>HEART</b>	<input type="text"/>	<b>MIND</b>	<input type="text"/>	<b>TECH</b>	<input type="text"/>
Force +	<input type="text"/>	Charm +	<input type="text"/>	<b>Comprehend</b> +	<input type="text"/>	<b>Calculate</b> +	<input type="text"/>
Move +	<input type="text"/>	Contact +	<input type="text"/>	Empathize +	<input type="text"/>	Tinker +	<input type="text"/>
Sneak +	<input type="text"/>	Lead +	<input type="text"/>	<b>Investigate</b> +	<input type="text"/>	Program +	<input type="text"/>

### CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

### ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Dog named Tiny (+2).
- Encyclopedia (+2).
- Magnifying glass (+2).

### LUCK POINTS

Max  
Used

I start with 15 minus my age in luck points.

### EXPERIENCE

### ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress

My favorite song is

In my room I have

My favorite dish is

School is

Siblings

When I grow up I want to

My parents



My key skills are...

### CALCULATE

...which I use to know how technical objects work and how to use them. It could be robots, machines, magnetriner ships, cyborgs, or an alarm clock. If I succeed, I get to ask two questions, for example

- what is its purpose?
- how does it work?
- how can I use it?
- who built it?
- what problems could it cause?
- is it illegal?

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.

### COMPREHEND

... which I use to have the right piece of information or to be able to find it at the school library or a similar location. The Gamemaster will give me the information, or ask me to come up with something on my own. If I fail the roll, the Gamemaster gives me bad news or the wrong information, but doesn't say which it is.

The bonus effect I can use is

- to get more information and take +1 die on one roll when I use the information, up to +3 dice in total.

### INVESTIGATE

...which I use to find hidden objects, understand clues, break puzzles or survey a place or a situation. If I succeed, I get to ask two questions, for example

- what is hidden here and where is it?
- what does it mean?
- what has happened here?
- how can I get into/out of/past something?
- what threats can I perceive here?
- where is it?

If I fail the roll, I've misunderstood something, someone has found out something about me or I suffer a Condition. The Gamemaster decides.

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.



## BOOKWORM

*When I read, I travel thousands of miles to foreign countries. I speak with mad poets and discuss the meaning of life with philosophers who died hundreds of years ago. I have secret rendezvous at Alpine peaks and shootouts with Russian agents.*

*In real life, I wish my pimples would not show as much as they do, and I long for the day I leave this place, so my life can truly begin.*

**TALES FROM THE LOOP**  
CHARACTER SHEET



# COMPUTER GEEK

## IS PLAYED BY

I'm \_\_\_\_\_ years old, and my birthday is \_\_\_\_\_  
(remember that I can't be younger than 10 or older than 15)

For each section below, I check one of the options or make up my own

## PROBLEM

- The tough guys hit me.
- My parents are always arguing.
- My love doesn't even know I exist.
- 

## DRIVE

- I love puzzles.
- Peer pressure makes me do it.
- 

## NPC RELATIONSHIPS

- My friend Leeanne told me that strange creatures have moved into the Cooling Towers. She thinks they are aliens.
- Everyone seems to be having nightmares about that horrible teenager Peter.
- My friend Elisabeth has built a computer program that cracks codes, and we use it to listen to a scrambled radio communication. Some guys, who called each other fish names, talked about her mother as "one of the targets".
- 

## MY NAME IS

- Elizabeth
- Erin
- Rachel
- Susan
- Aaron
- Darren
- Joshua
- Thomas
- 

## ANCHOR

- Mom or Dad.
- Science teacher.
- The guy who owns the comic shop.
- 

## PRIDE

- When the shit hits the fan, I don't back down.
- I'm the smartest kid in school.
- 

## RELATIONSHIPS WITH OTHER PCs

Briefly describe your relationship with other PCs, for example if you're best friends, if you're competitors or if you'll make her or him love you.

## HIDEOUT

## BUT I'M CALLED

- Frodo
- Professor
- Wart
- Owl
- 

I distribute a number of points equal to my age on the four attributes and then distribute 10 points on skills, with up to three in my key skills and 1 or nothing on the remaining ones.

<b>BODY</b>	<input type="text"/>	<b>HEART</b>	<input type="text"/>	<b>MIND</b>	<input type="text"/>	<b>TECH</b>	<input type="text"/>
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Move +	<input type="text"/>	Contact +	<input type="text"/>	Empathize +	<input type="text"/>	Tinker +	<input type="text"/>
Sneak +	<input type="text"/>	Lead +	<input type="text"/>	Investigate +	<input type="text"/>	<b>Program</b> +	<input type="text"/>

## CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

## ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Computer (+2).
- Pocket calculator (+2).
- Toy lightsaber (+2).

## LUCK POINTS

I start with 15 minus my age in luck points.

Max   
Used

## EXPERIENCE

## ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress \_\_\_\_\_

My favorite song is \_\_\_\_\_

In my room I have \_\_\_\_\_

My favorite dish is \_\_\_\_\_

School is \_\_\_\_\_

Siblings \_\_\_\_\_

When I grow up I want to \_\_\_\_\_

My parents \_\_\_\_\_



My key skills are...

### CALCULATE

...which I use to know how technical objects work and how to use them. It could be robots, machines, magnetron ships, cyborgs, or an alarm clock. If I succeed, I get to ask two questions, for example

- what is its purpose?
- how does it work?
- how can I use it?
- who built it?
- what problems could it cause?
- is it illegal?

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.

### COMPREHEND

... which I use to have the right piece of information or to be able to find it at the school library or a similar location. The Gamemaster will give me the information, or ask me to come up with something on my own. If I fail the roll, the Gamemaster gives me bad news or the wrong information, but doesn't say which it is.

The bonus effect I can use is

- to get more information and take +1 die on one roll when I use the information, up to +3 dice in total.

### PROGRAM

...which I use to create and manipulate computer programs and electronic devices.

#### Create

The gamemaster will tell me what I need to create something, for example

- a certain Item
- must succeed with **Calculate**
- must succeed with **Comprehend**
- must succeed with **Tinker**
- lots of time
- new tools

When I succeed I get an Item with a +1 bonus.

The bonus effect I can use is

- get +1 to the bonus, up to +3 at most, because it is more effective than expected.
- get +1 to the bonus, up to +3 at most, because it can do more than expected.

#### Manipulate

I can manipulate computers and other electronic devices to infect a computer with a virus, disable an alarm or electronic lock, confuse or control robots and operate strange machines. I may need to **Calculate** first to figure out how to do it.

The bonus effects I can use are

- give a success to another Kid.
- don't need to roll to overcome the exact same Trouble in the future.
- do it quickly.
- get new or unexpected information.
- Show off.



## COMPUTER GEEK

*I know exactly what is important in life – to break the record in Super Mario Bros, to build revolutionary programs on my computer, to understand how a robot works, or to cast just the right spell to save the party during roleplaying nights. Who cares what all the others think?*

**TALES FROM THE LOOP**  
CHARACTER SHEET



# HICK

## IS PLAYED BY

I'm \_\_\_\_\_ years old, and my birthday is \_\_\_\_\_  
(remember that I can't be younger than 10 or older than 15)

For each section below, I check one of the options or make up my own

## PROBLEM

- Someone is poisoning our animals.
- Mom or dad doesn't want to accept that she or he is sick.
- I seriously hurt someone by mistake.
- 

## DRIVE

- There is more to this world than what meets the eye.
- They need me.
- 

## NPC RELATIONSHIPS

- The school janitor seems so lonely since Mary, the school librarian, disappeared. I wish I could help him.
- The Police officer Karen Richards asked me if we could help her out on her boat this weekend.
- I have seen that stranger, the former rock singer Mikey Hayes, sneaking around in the forest near the company NAI.
- 

## MY NAME IS

- Mary
- Lee-Anne
- Laura
- Dawn
- Benjamin
- Jeremy
- Ronald
- Todd
- 

## ANCHOR

- Mom or Dad.
- Fellow hunter.
- Riding instructor.
- 

## PRIDE

- My machines will one day conquer the world.
- I help other people.
- 

## RELATIONSHIPS WITH OTHER PCs

Briefly describe your relationship with other PCs, for example if you're best friends, if you're competitors or if you'll make her or him love you.

## HIDEOUT

## BUT I'M CALLED

- Diesel
- Scratch
- Banjo
- Buzz
- 

I distribute a number of points equal to my age on the four attributes and then distribute 10 points on skills, with up to three in my key skills and 1 or nothing on the remaining ones.

<b>BODY</b>	<input type="text"/>	<b>HEART</b>	<input type="text"/>	<b>MIND</b>	<input type="text"/>	<b>TECH</b>	<input type="text"/>
<b>Force</b>	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
<b>Move</b>	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	<b>Tinker</b>	+ <input type="text"/>
Sneak	+ <input type="text"/>	Lead	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

## CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

## ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- German Shepard (+2).
- Crowbar (+2).
- Tractor (+2).

## LUCK POINTS

I start with 15 minus my age in luck points.

Max   
Used

## EXPERIENCE

## ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress \_\_\_\_\_

My favorite song is \_\_\_\_\_

In my room I have \_\_\_\_\_

My favorite dish is \_\_\_\_\_

School is \_\_\_\_\_

Siblings \_\_\_\_\_

When I grow up I want to \_\_\_\_\_

My parents \_\_\_\_\_



My key skills are...

### FORCE

...which I use to lift heavy things, fight and endure physically stressful situations.

The bonus effects I can use are

- give a success to another Kid.
- impress, frighten or humiliate.
- pin my opponent.
- take something from my opponent.
- knock my opponent unconscious.
- don't need to roll to overcome the exact same Trouble in the future.
- avoid collateral damage.

### MOVE

... which I use to climb high, balance, run fast and chase after someone or get away myself.

The bonus effects I can use are

- give a success to another Kid.
- impress someone.
- avoid being noticed.

### TINKER

...which I use to build and manipulate machines and other mechanical items.

#### Build

The gamemaster will tell me what I need to build something, for example

- a certain Item
- must succeed with **Calculate**
- must succeed with **Comprehend**
- must succeed with **Program**
- lots of time
- new tools

When I succeed, I get an Item with a +1 bonus.

The bonus effect I can use is

- get +1 to the bonus, up to +3 at most, because it is more durable than expected.
- get +1 to the bonus, up to +3 at most, because it can do more than expected.
- get +1 to the bonus, up to +3 at most, because it is more discreet than expected.

#### Manipulate

I can manipulate computers and other electronic devices to infect a computer with a virus, disable an alarm or electronic lock, confuse or control robots and operate strange machines. I may need to **Calculate** first to figure out how to do it.

The bonus effects I can use are

- give a success to another Kid.
- don't need to roll to overcome the exact same Trouble in the future.
- do it quickly.
- get new or unexpected information.
- showing off.



# HICK

*My classmates smile at me because of my tan, my pronunciation and my jokes, but what does it matter when I get to go out in the fields and the woods every day? The smell of corn and the grateful sounds that the cows make at morning milking have been a part of my life since I was born. I know how to build and repair an engine, how to drive a tractor, and how to hunt and slaughter animals.*

**TALES FROM THE LOOP**  
CHARACTER SHEET



# JOCK

## IS PLAYED BY

I'm \_\_\_\_\_ years old, and my birthday is \_\_\_\_\_  
(remember that I can't be younger than 10 or older than 15)

For each section below, I check one of the options or make up my own

## PROBLEM

- My brother refuses to go out of his room since the accident.
- My teacher hates me.
- I cannot read very well, and they want to move me to a special class.
- 

## DRIVE

- I'm in it for the thrill.
- It's the right thing to do.
- 

## NPC RELATIONSHIPS

- That new police officer, Karen Richards, has rented a boat to investigate something in the lake, but she hasn't told anyone what it is.
- Several of my teammates are having strange dreams.
- A scientist named Olivia Martinez came to our training session and asked the coach if we wanted to take part in some kind of medical experiment, but I could tell she was lying about something.
- 

## MY NAME IS

- April
- Heather
- Kimberly
- Tammy
- Chad
- Brock
- Brad
- Billy
- 

## ANCHOR

- Father or mother.
- Coach for the team.
- Brother or sister.
- 

## PRIDE

- My father is a firefighter.
- No one calls me chicken!
- 

## RELATIONSHIPS WITH OTHER PCs

Briefly describe your relationship with other PCs, for example if you're best friends, if you're competitors or if you'll make her or him love you.

## HIDEOUT

## BUT I'M CALLED

- Iceman
- Butch
- Scooter
- Sneak
- 

I distribute a number of points equal to my age on the four attributes and then distribute 10 points on skills, with up to three in my key skills and 1 or nothing on the remaining ones.

<b>BODY</b>	<input type="text"/>	<b>HEART</b>	<input type="text"/>	<b>MIND</b>	<input type="text"/>	<b>TECH</b>	<input type="text"/>
<b>Force</b>	+ <input type="text"/>	<b>Charm</b>	+ <input type="text"/>	<b>Comprehend</b>	+ <input type="text"/>	<b>Calculate</b>	+ <input type="text"/>
<b>Move</b>	+ <input type="text"/>	<b>Contact</b>	+ <input type="text"/>	<b>Empathize</b>	+ <input type="text"/>	<b>Tinker</b>	+ <input type="text"/>
<b>Sneak</b>	+ <input type="text"/>	<b>Lead</b>	+ <input type="text"/>	<b>Investigate</b>	+ <input type="text"/>	<b>Program</b>	+ <input type="text"/>

## CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

## ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Baseball bat (+2).
- Hockey stick (+2).
- BMX bike (+2).

## LUCK POINTS

I start with 15 minus my age in luck points.

Max   
Used

## EXPERIENCE

## ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress \_\_\_\_\_

My favorite song is \_\_\_\_\_

In my room I have \_\_\_\_\_

My favorite dish is \_\_\_\_\_

School is \_\_\_\_\_

Siblings \_\_\_\_\_

When I grow up I want to \_\_\_\_\_

My parents \_\_\_\_\_



My key skills are...

### FORCE

...which I use to lift heavy things, fight and endure physically stressful situations.

The bonus effects I can use are

- give a success to another Kid.
- impress, frighten or humiliate.
- pin my opponent.
- take something from my opponent.
- knock my opponent unconscious.
- don't need to roll to overcome the exact same Trouble in the future.
- avoid collateral damage.

### MOVE

... which I use to climb high, balance, run fast and chase after someone or get away myself.

The bonus effects I can use are

- give a success to another Kid.
- impress someone.
- avoid being noticed.

### CONTACT

...which I use to know the right person and get a hold of them. If I fail the roll, the contact doesn't want to help me or may even want to hurt, humiliate or make like difficult for me.

The bonus effects I can use are

- the contact has all the right tools with them.
- the contact may heal one of my Conditions.
- the contact brings more people, also ready to help.
- I don't have to roll to get a hold of this contact again during this Mystery.
- the contact knows something important.
- I can use the contact once as an Item with bonus +1 (up to +3).



# JOCK

*I feel at home in sweaty locker rooms and at lit training fields in the autumn darkness. Nothing beats the feeling of a perfect shot, the aching muscles after training, and the companionship with teammates. I wish everything in life was as easy.*

**TALES FROM THE LOOP**  
CHARACTER SHEET





# POPULAR KID

## IS PLAYED BY

I'm \_\_\_\_\_ years old, and my birthday is \_\_\_\_\_  
(remember that I can't be younger than 10 or older than 15)

For each section below, I check one of the options or make up my own

## PROBLEM

- My aunt lives in our basement and she is crazy.
- Mom or dad is having a secret love affair.
- My rival knows what I'm trying to hide.
- 

## DRIVE

- It's a relief to get away from the burden of popularity.
- I hate secrets.
- 

## NPC RELATIONSHIPS

- That new teen Lisa and her friends from the Wildlife Club are scary. I wonder what they are up to?
- The school janitor, Jeffrey, seems to hate me, but I know he is hiding something.
- Nobody knows it, but the former rock star Mikey Hayes lives in a cottage at Hemenway Park. I talked to him and he said something horrible is happening at Svartsjölandet.
- 

## MY NAME IS

- Shannon
- Kelly
- Melissa
- Tiffany
- John
- Jason
- Ryan
- Sean
- 

## ANCHOR

- Older sibling.
- Mom or Dad.
- Famous friend of the family.
- 

## PRIDE

- Everybody likes me.
- I know everything about everyone.
- 

## RELATIONSHIPS WITH OTHER PCs

Briefly describe your relationship with other PCs, for example if you're best friends, if you're competitors or if you'll make her or him love you.

## HIDEOUT

## BUT I'M CALLED

- Baby
- The King
- The Queen
- Blue-eyes
- Sunny
- 

I distribute a number of points equal to my age on the four attributes and then distribute 10 points on skills, with up to three in my key skills and 1 or nothing on the remaining ones.

<b>BODY</b>	<input type="text"/>	<b>HEART</b>	<input type="text"/>	<b>MIND</b>	<input type="text"/>	<b>TECH</b>	<input type="text"/>
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Sneak +	<input type="text"/>	<b>Lead</b> +	<input type="text"/>	Investigate +	<input type="text"/>	Program +	<input type="text"/>

## CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

## ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Pack of chewing gum (+2).
- Diary with juicy secrets (+2).
- Hairspray bottle (+2).

## LUCK POINTS

Max  
Used

I start with 15 minus my age in luck points.

## EXPERIENCE

## ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress

My favorite song is

In my room I have

My favorite dish is

School is

Siblings

When I grow up I want to

My parents



My key skills are...

### CHARM

...which I use charm, lie, befriend and make people do what I want.

The bonus effects I can use are

- she keeps believing me.
- form a lasting relationship.
- she will take risks to help me.
- she will try to persuade others to believe me.
- she's frightened, confused or impressed.
- she's infatuated.

### CONTACT

...which I use to know the right person and get a hold of them. If I fail the roll, the contact doesn't want to help me or may even want to hurt, humiliate or make life difficult for me.

The bonus effects I can use are

- the contact has all the right tools with them.
- the contact may heal one of my Conditions.
- the contact brings more people, also ready to help.
- I don't have to roll to get a hold of this contact again during this Mystery.
- the contact knows something important.
- I can use the contact once as an Item with bonus +1 (up to +3).

### LEAD

... which I use to make my friends work together, to help them focus on the task at hand in difficult situations and to soothe them when they are scared or confused.

If I have the time, I may inspire and prepare my friends for a difficult situation, by rolling to overcome a Trouble. My successes become a dice pool (with each success I roll resulting in 2 dice for the dice pool) that I can distribute to my friends in the upcoming scenes when they roll to overcome Trouble – but only if they do as I say. If I fail the roll I suffer a Condition and I have to ask the others how our relationship has been hurt.

There can be only one pool active at a time.

I can also heal my friends' Conditions if I spend time with them privately, but not if they're Broken. If I fail, I suffer the same Condition they have.

The bonus effects I can use are

- heal another Condition.
- heal one of my own Conditions.



## POPULAR KID

*I decide what is lame and what's cool in school, and I know who's in love with who and who did what at the kiosk on Saturday night. Others listen when I talk, and I'm used to being liked. It doesn't matter why they love me, just that they do.*

**TALES FROM THE LOOP**  
CHARACTER SHEET



# ROCKER

## IS PLAYED BY

I'm \_\_\_\_\_ years old, and my birthday is \_\_\_\_\_  
(remember that I can't be younger than 10 or older than 15)

For each section below, I check one of the options or make up my own

### PROBLEM

- My parents are about to divorce.
- I steal money.
- Unrequited love.
- 

### DRIVE

- I'm doing it for love.
- Hunger for everything in life.
- 

### NPC RELATIONSHIPS

- My mom thinks that she is being followed because she's a scientist, but dad thinks she's going crazy.
- My older sister has joined the Wildlife Club; now she's stopped talking to me, and she sneaks out in the middle of the night.
- The strange scientist, Diane Petersen is my aunt, but that doesn't mean I like her.
- 

### MY NAME IS

- Lori
- Amanda
- Crystal
- Jamie
- Justin
- Gary
- Kevin
- Mark
- 

### ANCHOR

- Music teacher.
- Older brother or sister.
- The guy at the music store.
- 

### PRIDE

- I play the guitar.
- I stood up for my friend.
- 

### RELATIONSHIPS WITH OTHER PCs

Briefly describe your relationship with other PCs, for example if you're best friends, if you're competitors or if you'll make her or him love you.

### HIDEOUT

### BUT I'M CALLED

- Tommy-Lee
- Spike
- Ozzy
- Fuzz
- 

I distribute a number of points equal to my age on the four attributes and then distribute 10 points on skills, with up to three in my key skills and 1 or nothing on the remaining ones.

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Sneak +	<input type="text"/>	Lead +	<input type="text"/>	Investigate +	<input type="text"/>	Program +	<input type="text"/>

### CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

### ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Boombox (+2).
- Electric guitar (+2).
- Leather jacket (+2).

### LUCK POINTS

- Max
- Used

I start with 15 minus my age in luck points.

### EXPERIENCE

- 

### ABOUT ME

Finish the sentences below to give me some character and place in the world.

- I dress \_\_\_\_\_
- My favorite song is \_\_\_\_\_
- In my room I have \_\_\_\_\_
- My favorite dish is \_\_\_\_\_
- School is \_\_\_\_\_
- Siblings \_\_\_\_\_
- When I grow up I want to \_\_\_\_\_
- My parents \_\_\_\_\_



My key skills are...

### CHARM

...which I use charm, lie, befriend and make people do what I want.

The bonus effects I can use are

- she keeps believing me.
- form a lasting relationship.
- she will take risks to help me.
- she will try to persuade others to believe me.
- she's frightened, confused or impressed.
- she's infatuated.

### EMPATHIZE

...which I use to study what makes a person, an animal or a conscious robot or cyborg tick, how to find its weakness. I need time to study or talk to the creature or person, though.

The bonus effects I can use are

- what is her weak spot?
- how can I make her do something?
- what does she feel?
- what does she want?
- what will she do?
- is she lying?

The bonus effect I can use is

- ask one additional question and take +1 die on one roll when using that information (up to +3).

### MOVE

... which I use to climb high, balance, run fast and chase after someone or get away myself.

The bonus effects I can use are

- give a success to another Kid.
- impress someone.
- avoid being noticed.



## ROCKER

*A worn cassette tape changed my life. When that song had finished playing, I'd found a home. I'm an insane hard rocker who is high on life and play music so loud that the windows crack. Well, I wish it would be like that. But I've just learned to play a C on my electric guitar and soon I'll form a band down at the recreation center.*

**TALES FROM THE LOOP**  
CHARACTER SHEET



# TROUBLEMAKER

## IS PLAYED BY

I'm \_\_\_\_\_ years old, and my birthday is \_\_\_\_\_  
(remember that I can't be younger than 10 or older than 15)

For each section below, I check one of the options or make up my own

## PROBLEM

- My parents say that I'm good for nothing.
- My mom or dad drinks a lot.
- We are short of money.
- 

## DRIVE

- I'll do anything to get away from home.
- My friends and what we do is the only thing not broken in my life.
- 

## NPC RELATIONSHIPS

- I wonder why the Priest in St Christopher's bought explosives, and why his clothes are so filthy?
- They think I meet with Mikey at Hemenway Park because he was famous or because I'm buying drugs, but I would never do drugs and I don't care about fame. I actually like him, though he keeps talking about how the owner of the company NAI destroyed his life and the lives of many others.
- My teacher Neil is the only teacher I have ever liked, and now he is in the hospital and he won't wake up from whatever nightmare he is having.
- 

## MY NAME IS

- Marylee
- Jenna
- Stacey
- Charlene
- Ray
- Jerry
- Troy
- Steve
- 

## ANCHOR

- Janitor at school.
- School psychologist.
- Grandma.
- 

## PRIDE

- I helped a bird with a broken wing.
- I stood up to the teacher.
- 

## RELATIONSHIPS WITH OTHER PCs

Briefly describe your relationship with other PCs, for example if you're best friends, if you're competitors or if you'll make her or him love you.

## HIDEOUT

## BUT I'M CALLED

- Knuckles
- Ninja
- Sharky
- Bird-killer
- 

I distribute a number of points equal to my age on the four attributes and then distribute 10 points on skills, with up to three in my key skills and 1 or nothing on the remaining ones.

<b>BODY</b>	<input type="text"/>	<b>HEART</b>	<input type="text"/>	<b>MIND</b>	<input type="text"/>	<b>TECH</b>	<input type="text"/>
<b>Force</b>	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	Empathize	+ <input type="text"/>	Tinker	+ <input type="text"/>
<b>Sneak</b>	+ <input type="text"/>	<b>Lead</b>	+ <input type="text"/>	Investigate	+ <input type="text"/>	Program	+ <input type="text"/>

## CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

## ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Lighter and cigarettes (+2).
- Knife (+2).
- Skateboard (+2).

## LUCK POINTS

Max

Used

I start with 15 minus my age in luck points.

## EXPERIENCE

## ABOUT ME

Finish the sentences below to give me some character and place in the world.

I dress \_\_\_\_\_

My favorite song is \_\_\_\_\_

In my room I have \_\_\_\_\_

My favorite dish is \_\_\_\_\_

School is \_\_\_\_\_

Siblings \_\_\_\_\_

When I grow up I want to \_\_\_\_\_

My parents \_\_\_\_\_



My key skills are...

### FORCE

...which I use to lift heavy things, fight and endure physically stressful situations.

The bonus effects I can use are

- give a success to another Kid.
- impress, frighten or humiliate.
- pin my opponent.
- take something from my opponent.
- knock my opponent unconscious.
- don't need to roll to overcome the exact same Trouble in the future.
- avoid collateral damage.

### SNEAK

...which I use to hide, sneak or steal.

The bonus effects I can use are

- give a success to another Kid.
- find something unexpected, or more of what I was looking for.

### LEAD

... which I use to make my friends work together, to help them focus on the task at hand in difficult situations and to soothe them when they are scared or confused.

If I have the time, I may inspire and prepare my friends for a difficult situation, by rolling to overcome a Trouble. My successes become a dice pool (with each success I roll resulting in 2 dice for the dice pool) that I can distribute to my friends in the upcoming scenes when they roll to overcome Trouble – but only if they do as I say. If I fail the roll I suffer a Condition and I have to ask the others how our relationship has been hurt.

There can be only one pool active at a time.

I can also heal my friends' Conditions if I spend time with them privately, but not if they're Broken. If I fail, I suffer the same Condition they have.

The bonus effects I can use are

- heal another Condition.
- heal one of my own Conditions.



## TROUBLEMAKER

*I'm the tough one who never holds back. My classmates are afraid of me or look up to me, the teachers hate me, and everybody is nagging me to change. But they don't understand that I don't live in the same world as they do. When life turns on me, humiliates me, and hurt me, there is only one thing to do. Fight back.*

**TALES FROM THE LOOP**  
CHARACTER SHEET



# WEIRDO

## IS PLAYED BY

I'm \_\_\_\_\_ years old, and my birthday is \_\_\_\_\_  
(remember that I can't be younger than 10 or older than 15)

For each section below, I check one of the options or make up my own

### PROBLEM

- My father is a communist.
- My brother is doing weird things in his room.
- I get bullied at school.
- 

### DRIVE

- They say I'm the most curious person alive.
- I'm drawn to anything different or strange.
- 

### NPC RELATIONSHIPS

- The Priest in St Christopher's, Joseph, is the only adult whom I trust. Now he has disappeared.
- That kid Bryan told me that his friend, Peter, who works at the Dream Shop, is about to do something bad.
- She wants me to call her Stacey, and she's older than me, and lives by herself in a house outside Hemenway. She hates all grownups.
- 

### MY NAME IS

- Sandra
- Amy
- Michele
- Christina
- Jeffrey
- Charles
- Edward
- Peter
- 

### ANCHOR

- Another Kid's mom or dad.
- Neighbor.
- Grandmother.
- 

### PRIDE

- I'm not heterosexual.
- Mom says that I am beautiful.
- 

### RELATIONSHIPS WITH OTHER PCs

Briefly describe your relationship with other PCs, for example if you're best friends, if you're competitors or if you'll make her or him love you.

### HIDEOUT

### BUT I'M CALLED

- Freaky
- Commie
- Ghost
- Rat
- 

I distribute a number of points equal to my age on the four attributes and then distribute 10 points on skills, with up to three in my key skills and 1 or nothing on the remaining ones.

<b>BODY</b>	<input type="text"/>	<b>HEART</b>	<input type="text"/>	<b>MIND</b>	<input type="text"/>	<b>TECH</b>	<input type="text"/>
Force	+ <input type="text"/>	Charm	+ <input type="text"/>	Comprehend	+ <input type="text"/>	Calculate	+ <input type="text"/>
Move	+ <input type="text"/>	Contact	+ <input type="text"/>	<b>Empathize</b>	+ <input type="text"/>	Tinker	+ <input type="text"/>
<b>Sneak</b>	+ <input type="text"/>	Lead	+ <input type="text"/>	<b>Investigate</b>	+ <input type="text"/>	Program	+ <input type="text"/>

### CONDITIONS

- Exhausted
- Injured
- Scared
- Upset
- Broken**

### ICONIC ITEM AND OTHER STUFF I CARRY AROUND

- Razorblade (+2).
- Drawing pad (+2).
- Pet rat (+2).

### LUCK POINTS

I start with 15 minus my age in luck points.

Max   
 Used

### EXPERIENCE

### ABOUT ME

Finish the sentences below to give me some character and place in the world.

- I dress \_\_\_\_\_
- My favorite song is \_\_\_\_\_
- In my room I have \_\_\_\_\_
- My favorite dish is \_\_\_\_\_
- School is \_\_\_\_\_
- Siblings \_\_\_\_\_
- When I grow up I want to \_\_\_\_\_
- My parents \_\_\_\_\_



My key skills are...

### EMPATHIZE

...which I use to study what makes a person, an animal or a conscious robot or cyborg tick, how to find its weakness. I need time to study or talk to the creature or person, though.

The bonus effects I can use are

- what is her weak spot?
- how can I make her do something?
- what does she feel?
- what does she want?
- what will she do?
- is she lying?

The bonus effect I can use is

- ask one additional question and take +1 die on one roll when using that information (up to +3).

### SNEAK

...which I use to hide, sneak or steal.

The bonus effects I can use are

- give a success to another Kid.
- find something unexpected, or more of what I was looking for.

### INVESTIGATE

...which I use to find hidden objects, understand clues, break puzzles or survey a place or a situation. If I succeed, I get to ask two questions, for example

- what is hidden here and where is it?
- what does it mean?
- what has happened here?
- how can I get into/out of/past something?
- what threats can I perceive here?
- where is it?

If I fail the roll, I've misunderstood something, someone has found out something about me or I suffer a Condition. The Gamemaster decides.

The bonus effect I can use is

- to ask one additional question and take +1 die on one roll when I use the information, up to +3 dice in total.



## WEIRDO

*They make fun of me for my clothes, my interests, my choice of words and they call me "weirdo", but I don't care. They know nothing about my thoughts and feelings, or what I've been through. I want the world to see that I'm different. One day I'll outshine them all.*

**TALES FROM THE LOOP**  
CHARACTER SHEET

