

# Tales From The Loop - Overview

**Always describe how you are doing something.**

*This is story centric, improv:  
"yes, and" instead of "no, but"*

## Six Principles

Your home town is full of strange and fantastic things.

Everyday life is dull and unforgiving

Adults are out of reach and out of touch

The land of the Loop is dangerous, but kids will not die.

The game is played scene by scene.

The world is described collaboratively.

## Conditions

Upset	-1
Scared	-1
Exhausted	-1
Injured	-1
Broken	Auto fail

## Hideout

Here the kids can gather safely.  
No NPCs will find the hideout unless shown by the kids.  
Heal conditions when spending time here.

## Anchor

Kid's personal safe connection.  
Cannot be put into trouble with the anchor.  
Heal all conditions when spending time with the anchor.

## Change after Mystery

### Experience points

*+1 skill per 5 experience points.*  
1 Experience is gained per item

Participation

Trouble related to problem or relationship

Used or struggled with pride

Put yourself at risk for other kids

Learned something new (what is it?)

## Change other things

*Pride, Problem, Iconic Item, Relationships*

Any of these can have changed throughout the mystery.  
You can select or can have found a new iconic item. Could have done something new to be proud of.  
Relationships to NPCs or kids could have changed.  
Your Problem could have been solved.

If you are bored with any of these, these can also change, and might require a scene.

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## Trouble

### Dice Roll

Roll Attribute Level + Skill Level # dice

Difficulty	Sixes needed
Normal	1
Hard	2
Almost Impossible	3

### Iconic Item

*Stays, use when appropriate*

+2 dice

### Pride

*Refills each mystery*

+1 success

### Push Roll

Reroll any failed dice.

Push yourself (+1 condition)

Can only be done once, immediately after failed roll

### Luck

*Refill each session*

Spend after failed roll, reroll non-success dice.

(after fail, before or after push)

Describe how luck helped (or ask GM)

### Help each other (trouble)

Fail: suffer same condition

Describe how you help, +1 die for the helped kid.

## Kid vs Kid

Roll your dice as normal, kid with highest # of 6 wins.

## Extended Trouble

### Stages

*Set the Stakes*  
(what happens on fail)

*Threat level*  
(Normal, hard, almost impossible)

*Make a plan*  
Kids discuss: who uses which skill, how will they do it?

*Play each scene*  
1 per kid  
Can roll Lead before starting, instead of rolling towards trouble

*Outcome*  
Final sum of successes decides outcome.

### Threat Level

### Sixes needed

Normal

2 \* # of kids

Hard

3 \* # of kids

Almost Impossible

4 \* # of kids

### Sixes

### Outcome

< half needed

Complete fail

> half needed

Check conditions to add successes  
(describe how!), part success

>= needed

Full success

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## Skills (Bonus effects)

*Bonus effects can be bought for extra sixes. (these are examples)*

### Sneak (Body)

*Hide, sneak or steal*

+1 success for other kid

Find sth. unexpected or more of what you're looking for

### Force (Body)

*Lift heavy things, fight, endure physical stress*

+1 success for other kid

Impress, frighten or humiliate

Pin opponent

Take sth. from opponent

Opponent knocked out

Don't need to roll again to overcome same trouble

Avoid collateral damage

### Move (Body)

*Climb, balance, run, chase, get away*

+1 success for other kid

Impress someone

No one notices you

### Tinker (Tech) - Build

*Build mechanical items*

You need items, tools, time and/or extra skills / help to build

More durable (+1 bonus, up to 3x)

Can do more (+1 bonus, up to 3x)

More discreet (+1 bonus, up to 3x)

### Tinker (Tech) - Manipulate

*Break, use or jury-rig machines, pick locks, drive motor vehicles*

Can require calculate, to figure out

+1 success to other kid

Auto-success for same trouble

Do it more quickly

Do it more quietly

Show off

### Program (Tech) - Create

*Create a program*

You need items, tools, time and/or extra skills / help to build

More effective (+1 bonus, up to 3x)

Can do more (+1 bonus, up to 3x)

### Program (Tech) - Manip.

*Manipulate electronic items. (hack, disable, control, etc)*

May need to calculate first.

+1 success to other kid

Auto-success on same trouble

Did it quickly

Get new / unexpected information

Show off

### Calculate (Tech)

*Know how tech. obj. Work and how to use them.*

Success: Ask two questions

+1 question (up to +3)

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## Contact (Heart)

*Know the right person and contact them*  
Describe person and roll.

Contact has all the right tools

May heal 1 condition

Brings more people, who also help

Auto-success for same contact

Contact has important information

May use contact as +1 item (up to +3)

## Charm (Heart)

*Charm, lie, befriend, manipulate.*

Keeps believing you

Form lasting relationship

Takes risks to help you

Will try to persuade others

Frightened, confused or impressed

Infatuated

## Lead (Heart) - inspire

*Help others work together, focus*  
Can create dice pool for trouble. Kids can use dice only if they do as you say.

**Dice pool:** # of sixes \* 2

## Lead (Heart) - heal

*Soothe, heal condition of other kid*  
(private time with kid, cannot heal broken)  
Fail: Suffer same condition

Heal another condition

Heal you own condition

## Investigate (Mind)

*Find hidden objects, clues, survey place.*

Ask two questions

Fail: Misunderstand / someone finds out a secret about you / condition

+1 question and +1 die when use information (up to +3)

## Comprehend (Mind)

*Have or find the right information.*

Fail: Incorrect or bad information

+1 question and +1 die when use information (up to +3)

## Empathize (Mind)

*Study what makes someone tick (person, animal, cyborg, etc.)*

Need time to study or talk to the person, 2 questions on success

Fail: Incorrect or bad information

+1 question and +1 die when use information (up to +3)