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## WHAT IS SEMI-COMPLEX? “LOOT ROLL STANDARD”

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These terms are interchangeable, but semi-complex follows a simpler list of requirements than Quest Standard, however, this does not give leeway to spam the group with low quality images, or giant images cut into multiple parts for quicker posting.

It's important to note that **ANY LOOT ROLL ENTRY WILL NOT COUNT UNDER THE REGULAR XP SYSTEM**. Do not try to calculate regular XP alongside Loot Rolls, you **will** get confused.

ART/LITERATURE is worth: **15 XP & 5 Bones**  
(5 UXP) for “General Piece” (*\*assuming you're the creator*)

*\*To compensate, you will roll from 2-50 bonus XP, per LR entry.*

*\*This is considered the worth of HALF a quest standard entry.*

*\*Anything that classifies as “semi-complex” will take this flat rate worth. (effective 3/10/2021)*

### ART: Requires the following elements: FullBody, Shaded, & BG

#### 1. Fullbody, lined/colored suka

- a. (with at bare minimum, eyes, nose, and paws/toe detail)
- b. Simplistic (cell) shading is required.
- c. “Chibi” or simplistic styles of your original style may be acceptable, so long as it's fitting to the scene and has all the elements required. ([Example.](#)) ([Example](#) for lineless/vector art)

#### 2. A semi-complex BG rendering

- a. ([Example](#)) ([BG Example with clipart/brush use](#) should be minimal, see the tree to the right.) ([Example](#) for pixel/binary art users)
  - b. Needs at least the sky, ground, and (1) “other” element to help the scene setting (trees/river/buildings/bushes/etc).
  - c. This is where you may want to consider landmarks or canon locations.
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### 3. Make sure multiple-stacked Loot Rolls differ in appearance.

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- a. If you want to compile all your loot rolls for the season into one area, you can, but it should be clear and distinct that each image is its own scenario. This [example](#) shows the same subject (hunting), but depicts different scenes or setups and action. Anything that looks like it was MADE ON THE SAME CANVAS, but just cut into separate parts (i.e. a continuous BG that slightly changes the day/night cycle per loot roll) would not work.
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### 4. Include 250w response to your art entry.

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- a. Within the 250w, either explain (plainly) what's happening in the scene OR you can tell parts of the story in that 250w if you want to write creatively. *(if you need to explain outcome, reaction, or action - this is the place to do it as well if you feel your piece may not explicitly be decipherable.)*
  - b. “But I did all that art, why do I have to write!?” Because admins do not always know what's happening in an artist's portrayal of something, and we need to most likely read it in your words to accurately decide if the image meets the right ARO outlines.
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## WRITING: Requires the following elements: A.R.O & 500w

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### 5. Action & Setting

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- a. “Bingo stood in a field next to some horses” and “Bingo moved quietly through the tall grass of the Bayside plains, to avoid being seen by the local rancher suka's horses and braying donkeys” are two different things, consider this when writing, it's easy to ignore what's usually arbitrary to note.
  - b. You'll need to make sure you provide a setting (or scene) and that your suka is interacting with it in some way, and make it feel like more than just “dog doing dog stuff”.
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### 6. Reaction & Conflict

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- a. Make sure that if there IS conflict, there's a response or resolution to it. If there's no conflict, make sure to include your character's thoughts, feelings, and emotions as they

enact their action. This would also be a place to cutaway to flashbacks, or memories that relate to what's already happening (the action or setting)

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## 7. Outcome or Consequences

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- a. So what happens after your suka acts and reacts to a situation? There's always some outcome - even if it's boring and otherwise arbitrary to mention - remember LR's are depicting the everyday life of your suka. If all they do is go to sleep after battling a stranger who broke into their home, then that's their outcome and it should be mentioned.

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## 8. Include a 500w written response, this is your entry.

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- a. The 500w minimum is where you could stop if there's nothing left to say, however you may be free to continue past that if you need to - but do not send in any 2,000 word LR's.
- b. Make sure it's formatted nicely, that the text is readable, and it's separated into paragraphs in an easy to read and concisely outlined manner. IF you paste 500w onto a blank doc and do not try to alleviate its format at all, you can be asked to provide corrections.

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## 9. Include a medallion, headshot, banner, of your suka, in the writing.

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- a. This is **REQUIRED**, since the artists need to write, you'll need to provide some sort of art with your writing too. Make anything that can be considered "decor" to your written response, below are examples. This "decor" doesn't require anything specific such as a full body or lined and colored, it just needs to be decorative.
  - b. **YES**, you may reuse a specific suka's medallion if you're writing them, try to add different text, decor, or other items to the medallion to help set it apart for each entry.
  - c. **TRY NOT TO**, reuse banners, especially simply made ones, unless it's highly customized.
  - d. Need an example? Here's [One](#), [Two](#), and [Three](#). (3rd example links to our gallery folder, where you can see preview banners for literature, upon clicking the deviation you can no longer see the preview banner and instead are taken directly to the writing - *this is fine*.)
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## WHAT IS A.R.O? "ACTION , REACTION , OUTCOME"

Use ARO to help you outline a Loot Roll, it can sometimes be hard to know what may or may not count - using Action, Reaction, Outcome (ARO) will help you properly address issues or loopholes that may encounter corrections. (?) *Important to note that the terms may mean wildly different things outside of their specific use right here.*

| ACTION   | REACTION  | OUTCOME   |
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| <p><b>Action refers to the movement your suka is doing or conflict.</b></p> <p>☞ If you're drawing, action is action-poses or referencing some sort of conflict in the image, like a moose charging you for getting too close.</p> <p>❖ If you're writing, action refers to the movement, what are they doing? Not just hunting, how are they hunting? With weapons? Bare teeth? Make it unique to sukas (ie not just licking their dog butts and peeing on territory)</p> <p><b>Action heavily depends on SETTING.</b><br/>If your suka is leisuring inside their home, they can't really hunt in there, but they can be reading a book or cleaning and cooking, or have someone breaking and entering. The "action" can be mild or slightly turbulent.</p> | <p><b>Reaction refers to what your suka thinks about the action in the scene.</b></p> <p>☞ If you're drawing, this would likely be more noted in your required written area, explain to us what's happening in the picture - what's the suka feeling about it? Otherwise, something simple like showing expressions can help with reaction.</p> <p>❖ If you're writing, reaction again refers to thought, emotion, maybe this is the spot to start talking about the character, who they are, and why the scene may be important to them, even if mundane.</p> <p><b>Reaction depends on the SUKA</b>, each suka reacts to the same situation differently, they're individuals!</p> | <p><b>Outcome tells the audience what's to expect from the rest of this scene.</b></p> <p>☞ If you're drawing, again this would likely be somewhere in your description, but after all this - what's the suka's next move for the day? This may or may not be depicted in your art, that'll just depend on the artist's portrayal of the situation.</p> <p>❖ If you're writing, again, what is the next move for this scene? After reading a good book, does a commotion start up outside? Or do they drink an ale, eat a cooked meal, and snuggle up for the night?</p> <p><b>Outcome should tie up any "what's going on here" ideas.</b> If your entry is particularly lucid or abstract, make sure you include the outcome in a concise and neat way. (i.e "And then Bingo woke up from that weird LSD dream of his.")</p> |

Anything that is **too vague** or **not actually depicting any action or thought**, can be **rejected**. Even though LR's are meant to be simpler in writing requirements, we want you to outline to us what's happening, concisely and neatly! Let's look at (3) good/bad examples, and within those examples, what makes them good or bad, using our ARO model.



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