

VIVID 5.0

PLAYER	_____
CHARACTER	CALEB CAIRN
CAMPAIGN/SETTING	MARUZAR
CONCEPT	African-American outlaw, ex-US Cavalry
HERITAGE	Terran/African-American
	+1 Guts, Needs more water than a Maruzarian
	Ignorant of Maruzar

TRAITS

Hardboiled Texan Outlaw	_____
Hard-drinkin Gambler	_____
Lady's Man	_____
Built Like a Buffalo	_____
Thundering Right Hook	_____

FORTES

Ex-cavalryman, Devil w 2 Sixguns, Desert Survivor, Fight Like an Apache, Tactician

Drink like a fish	_____
_____	_____
_____	_____
_____	_____

ASSETS

Guts	7	_____	Wits	4	_____	Luck	_____	Power	_____
------	---	-------	------	---	-------	------	-------	-------	-------

TALES

A nose for gold	_____
An eye for the ladies	_____
Born rebel	_____
I won't be a slave	_____

OUTFIT

2 Colt revolvers, 24 bullets, cavalry saber, Bowie knife	_____
_____	_____
_____	_____

You can draw your character portrait here

PLAY GUIDE

Actions

- 1) Declare your action. Describe your intent, how you will do it, and which of your Traits and Fortes you can apply.
- 2) The GM will give you a number of Action Dice and Adversity Dice.
- 3) Roll all the dice and compare your highest Action Die vs. the highest Adversity Die.
- 4) The results are as follows:

- | | |
|------------------|--|
| Great: | your Action Dice rolled multiple sixes |
| Good: | highest Action Die > highest Adversity Die |
| Mixed: | highest Action Die = highest Adversity Die |
| Bad: | highest Action Die < highest Adversity Die |
| Terrible: | all Action Dice came up 1 |
| Impact: | equal to highest die rolled, +2 for Great/Terrible results |

On a Mixed Result

- Offer a price to achieve what you wanted, or
- Accept a lesser result but avoid unwanted consequences

Cinematic Damage

When you lose a combat roll, choose how to deal with the consequences as follows:

- 1) Accept the winner's stated consequence
- 2) Roll With the Punches: spend Assets or Armor = Impact and narrate what happened. Example: "I block with my shield!"
- 3) Take a Setback: spend Assets or Armor = 1/2 Impact and narrate what happened. Example: "The blow knocks me over backwards!"
- 4) Take a Condition: spend 1 from Assets or Armor and narrate what happened. Example: "The blow was so powerful it broke my arm!"