VIVID 5.0

PLAYER

CHARACTER FERALA

CAMPAIGN/SETTING MARUZAR

CONCEPT Telepathic Vyari courtesan turned spy

HERITAGE Vyari

Extremely beautiful, Gracefully athletic

You can draw your character portrait here

TRAITS	FORTES
Wily Courtesan Turned Spy	Subtly manipulate conversation, Versatile performer, Read between the lines
Secret Rogue Telepath	Mind Reading
Amateur Huntress	Knack for archery
Exceptional Dancer	
Highly Intelligent	

ASSETS

Guts 2 **Wits** 6 **Luck** _____ **Power** 2

TALES

I want to be free, I want to know what real life is like,

OUTFIT

nomad clothes, Keshai longknife, hidden dagger, bow and arrows

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 witth 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 Asets or Armor and narrate what happened. Example: "The blow was so powerful it broke my arm!"