

VIVID 5.0

PLAYER	
CHARACTER	GARN DAKAR
CAMPAIGN/SETTING	MARUZAR
CONCEPT	Dashing aeronaut from Dor Amaris
HERITAGE	Marud
	Adapted to desert, +1 Guts

TRAITS	FORTES
Dashing Aeronaut	Instinct for aerial combat, Insane Aerial Maneuvers*, Wingcloak Racer, Gunnery
Daring Swordsman	Furious Flurry
Avid Carouser	
Knack for Mechanics	
Roguish Charm	

ASSETS			
Guts 7	Wits 4	Luck	Power
TALES			
Loyal to Aman Zaor			
Hates Lemius Ras			
Prone to overconfidence			
Loves the good life a bit too much			

OUTFIT	
sword, pistol crossbow + 24 bolts, feather mantle (indicates aeronaut status)	
leather armor and bracers (Armor 2)	

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!"