

# VIVID 5.0

PLAYER \_\_\_\_\_

CHARACTER \_\_\_\_\_

CAMPAIGN/SETTING \_\_\_\_\_

CONCEPT \_\_\_\_\_

HERITAGE \_\_\_\_\_

\_\_\_\_\_

## TRAITS

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## FORTES

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## ASSETS

Guts \_\_\_\_\_ Wits \_\_\_\_\_ Luck \_\_\_\_\_ Power \_\_\_\_\_

## TALES

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\_\_\_\_\_

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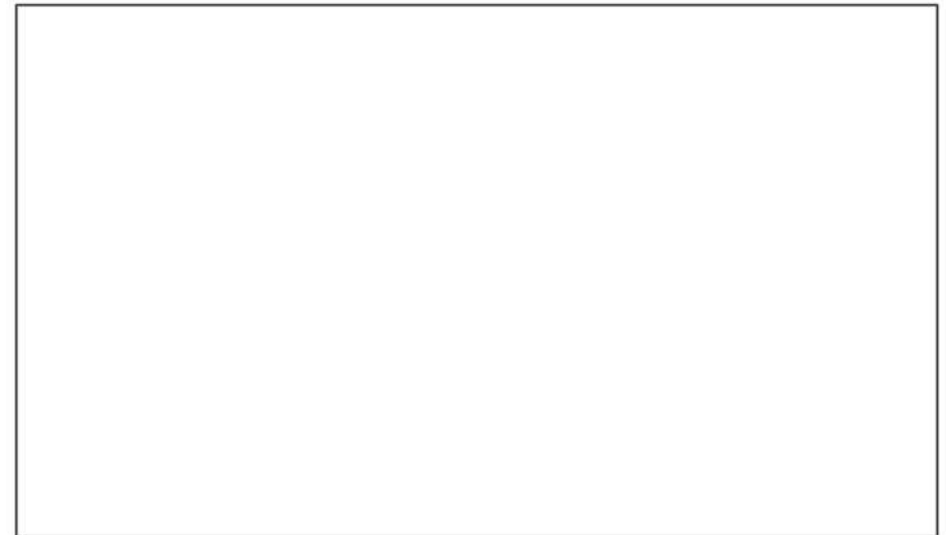
## OUTFIT

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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!"