

VIVID 5.0

PLAYER

CHARACTER

CAMPAIGN/SETTING

CONCEPT

HERITAGE

AMAN ZAOR

MARUZAR

Dispossessed Jerdun of Dor Amaris

Azhir

Very tall, Beautiful, Aura of command,

Prone to Nightfall Plague

TRAITS

Determined Warrior Noble

Dispossessed Jerdun of Dor Amars

Quick Thinker

Mentalist

Mercenary Cavalryman Guise

FORTES

Trained by master gladiators, Sword and dagger, Tactician, Inspire comrades

Loyal friends in Dor Amaris

ASSETS

Guts 7

Wits 3

Luck

Power

TALES

I want my city back

Djana, my twin sister is in my enemy's hands

Hates the Spaceclans

A price on my head

OUTFIT

sword, galvanic bow + 30 arrows, mercenary's armored robe 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!"