

VIVID 5.0

PLAYER	_____
CHARACTER	SALLY TWO-FEATHERS
CAMPAIGN/SETTING	MARUZAR
CONCEPT	Half-Comanche outlaw and tricks hooter
HERITAGE	Terran/Raised as a Comache
	Good Rider, Desert Survival, Rootless without her tribe
	Needs more water than a Maruzarian, Ignorant of Maruzar

TRAITS

Circus Sharpshooter	_____	FORTES	
Occasional Thief	_____	Nail moving targets, Nail tiny targets, Quick draw, Aim by ear	
Silent Footfalls	_____		
Wilderness-sharpened Perception	_____	Keen Hearing	
Feisty Scrapper	_____		

ASSETS

Guts 3 _____ Wits 5 _____ Luck 2 _____ Power _____

TALES

Need to be free, Need to belong, Fascinated by gadgets, _____

Gold can buy me a better life _____

OUTFIT

Winchester rifle + 12 bullets, Colt revolver + 12 bullets, hideout 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!"