

VIVID 5.0

PLAYER _____

CHARACTER _____

CAMPAIGN/SETTING _____

CONCEPT _____

HERITAGE _____

TRAITS

FORTES

ASSETS

Guts _____ Wits _____ Luck _____ Power _____

TALES

OUTFIT



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!"