

# VIVID 5.0

PLAYER \_\_\_\_\_  
CHARACTER BALAN ZAIS  
CAMPAIGN/SETTING MARUZAR  
CONCEPT Retired Zhar gladiator looking for peace  
HERITAGE Zhar  
Big and strong, Four arms, Powerful tail,  
+2 Guts, Considered subhuman

## TRAITS

Retired Gladiator Tired of Killing \_\_\_\_\_  
Former Lord's Bodyguard \_\_\_\_\_  
Big for a Zhar \_\_\_\_\_  
Great Sense of Smell \_\_\_\_\_  
Gifted Cook \_\_\_\_\_

## FORTES

Master: Zhar Greataxe, Four-handed fighting, Fight for show

Anticipate trouble

## ASSETS

Guts 9 Wits \_\_\_\_\_ Luck 3 Power \_\_\_\_\_

## TALES

Looking for meaning in life \_\_\_\_\_  
The world won't let me find peace \_\_\_\_\_  
I want my own tavern but lack money \_\_\_\_\_

## OUTFIT

Zhar greataxe, Gladiator's manica (Armor 1) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

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!"