

# 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 \_\_\_\_\_  
Occasional Thief \_\_\_\_\_  
Silent Footfalls \_\_\_\_\_  
Wilderness-sharpened Perception \_\_\_\_\_  
Feisty Scrapper \_\_\_\_\_

## FORTES

Nail moving targets, Nail tiny targets, Quick draw, Aim by ear  
\_\_\_\_\_

## 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!"