

# VIVID 5.0

PLAYER \_\_\_\_\_  
CHARACTER SORAN BEK  
CAMPAIGN/SETTING MARUZAR  
CONCEPT Keshai nomad warrior/scout  
HERITAGE Keshai  
Adapted to desert, Desert-wise, +1 Guts  
Blood feuds with other nomad clans

## TRAITS

Stealthy Nomad Scout \_\_\_\_\_  
Tricky Knife Fighter \_\_\_\_\_  
Cool Thinker \_\_\_\_\_  
Alert and Wary \_\_\_\_\_  
Skilled Tracker \_\_\_\_\_

## FORTES

Desert survivor, Archer, Hunting, Sneaking  
Confusing Flurry \_\_\_\_\_

## ASSETS

Guts 3 Wits 8 Luck \_\_\_\_\_ Power \_\_\_\_\_

## TALES

Hates Jakharans (they massacred his family)  
Hates the Spaceclans (they hired the Jakharans)  
Watch Zohara's back  
Let's not be hasty

## OUTFIT

bow + 30 arrows, Keshai longknife, dagger,  
nomad robes and hood  
\_\_\_\_\_  
\_\_\_\_\_

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!"