

VIVID 5.0

PLAYER _____
CHARACTER ZOHARA 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

Nomad Warrior-Woman _____
Lithe and Agile _____
Keen-eared _____
Stealthy Scout _____
Erratic Telepath* _____

FORTES

Spear/staff, Two knives flashing, Desert survivor

ASSETS

Guts 6 Wits 5 Luck _____ Power _____

TALES

Hates Jakharans (they massacred her family)
Hates the Spaceclans (they hired the Jakharans)
Always protect Soran
I've yet to meet a man I have any use for

OUTFIT

spear, pair of Keshai longknives, 4 throwing knives
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!"