Legends Vim

Your **Vim** is your character's total power and energy, encompassing all sources, such as physical, mental, magical, spiritual, etc.

Vim are points you spend to push yourself or use special powers.
- **Use a Secret** by spending 1 Vim for minor effects, 2 Vim for most moderate effects, or 3+ Vim for Major effects.
- **Upgrade on EFFORT** by spending 1 Vim and naming a Trait.
- **Soak 1 Damage** by spending 1 Vim and naming a Trait.
- **Upgrade on ULT** by spending 1 Vim and roleplaying your high concept (possibly justified by naming a Secret).

Your Vim is set whenever you rest. Whenever you rest, set your Vim based on the *quality of rest* you received. This can potentially lower your Vim, so don't laze around all day and just get out there.
- ☐ **1 Vim -** You take a moment to catch your breath.
- ☐ **2 Vim -** You take a few minutes to rest and drink some water.
- ☐ **3 Vim -** You have a snack and water and a 30 minute cat nap.
- ☐ **5 Vim -** You sleep for a few hours and take a light meal & water.
- ☐ **6 Vim -** You sleep most or all of the night, and have a bit to eat, but would have rested longer or more comfortably if you could.
- ☐ **7 Vim -** You get a full uninterrupted night of sleep in comfortable bedding, take a full meal & water, and clean yourself up a bit.
- ☐ **9 Vim -** You feel deeply rested after a few days of clean living, full nights of rest, and three square meals a day, with opportunities to clean yourself as well as maintain mental health (e.g. playing music or writing, spending time with people, etc).
- ☐ **11 Vim -** You enjoy a luxurious rest you will always remember, going beyond the above to also enjoy festivals, banquet feasts, the hospitality of the Elves, etc.

You gain 1 Vim whenever you *downgrade* on ULT, for any reason. This might happen if your GM is emphasising some monster special

attack, or because you roleplay some weakness or Dark Secret of your character, etc. You cannot exceed the maximum Vim (6).

Notes

- You normally have 7 Vim if you are working hard but sleeping and eating well. You will reach 9 Vim after a long, uneventful and restul downtime, such as an intermission between adventures, regardless of your initial value.
- Any Vim used for ongoing effects, such as maintained spells, still counts towards your maximum Vim.
- You can use various tokens (coins, chips, dice, etc) to track Vim, or scratch paper.

Design Notes

Vim replaces Tapping of Traits and Secrets, you no longer need to cross out parts of your character sheet.

This variant addresses a problem with how Traits and Secrets are used today. Currently, players **Tap Traits and Secrets to use them**. This is similar to using OSR spells. However, it has drawbacks:

1. This leads to a lot of markup on the character sheet.
2. This is difficult for the GM or other players to track. (Compare with a MAGIC Life Counter.)
3. This creates a power curve, as characters gain more Traits and Secrets over time, and a stark power disparity for players who aren't playing the Paths part of the game.
4. This binds the capacity to expend effort to Traits and Themes written on the character sheet. However, sometimes we might want to allow expenditure of effort based on a Theme, overcoming a Dark Secret, or even the "negotiated character role in the group" represented by "ULT".
5. There are times when a player legitimately wants to use a Trait or Secret more than one time in the same scene. ("Sorry, I can't read these runes because I read those other runes.")

6. Recovery of Traits and Secrets is bookkeeping heavy, and has proven difficult to manage for short rest cycles. This has led to the mechanic of waiting for a "long downtime" to minimize bookkeeping, but that brings its own issues, for example players might not get to use favorite abilities again for several game sessions.