# Legends Vim

**Vim are points you spend** to push yourself or use special powers.
- **Use a Secret** by spending 1 Vim.
- **Upgrade on EFFORT** by spending 1 Vim and name a Trait.
- **Soak 1 Damage** by spending 1 Vim and name a Trait.
- **Upgrade on ULT** by spending 1 Vim and roleplay your high concept (possibly justified by naming a Secret).

**Reset to 1-5 Vim after resting**, based on the *quality of rest* you received. Also Vim 6 is sometimes possible.
- ☐ **1 Vim -** You only have time to catch your breath.
- ☐ **2 Vim -** You take a few minutes to drink some water, or eat a snack, or a quick cat nap.
- ☐ **3 Vim -** You sleep for a few hours, and get a light meal (a little food and some water).
- ☐ **4 Vim -** You get a full uninterrupted night of sleep, and a full meal (food and water) and feel amazing.
- ☐ **5 Vim -** You enjoy a long restful downtime with multiple nights of sleep, and several full meals (food and water), with opportunities to clean yourself as well as maintain mental health (e.g. playing music or writing, spending time with people, etc).
- ☐ **6 Vim -** A special rest you will always remember, going beyond the above to also enjoy festivals, banquet feasts, the hospitality of the Elves, etc.

For example, you will reset to 5 Vim after a long, uneventful and restul downtime, such as an intermission between adventures. In other words, you reset to the max value, regardless of initial value.

**Also gain 1 Vim when you *downgrade* on ULT**. 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 can only get this benefit once between rests.

# Design Notes

1. Vim is your overall power and energy, including physical stamina and strength as well as intangibles such as mental focus, morale, honor, faith, and mana. Vim is plot armor and a metagame currency, so don't overthink it.
2. Vim replaces Tapping of Traits and Secrets, you no longer need to cross out parts of your character sheet.

# Design Rationale

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.