

Legends Vim

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

You usually have 8 Vim when starting an adventure, assuming you are working hard but sleeping and eating well. Thereafter, keep track of your Vim, which will reset when you rest.

Vim are points you spend to push yourself or use special powers. If you run out of Vim you cannot do any of these things.

- **Using a Secret** costs 2 Vim for most effects, or 1 Vim for minor effects, or 3+ Vim for Major effects. Also note that Secrets with ongoing effects hold onto Vim for as long as you keep them going, counting towards your total.
- **Upgrading on EFFORT** costs 1 Vim if you have an ideal Trait to roleplay, otherwise 2 Vim.
- **Soaking 1 Damage** costs 2 Vim if you have an ideal defensive Trait, otherwise 3 Vim. The cost lowers to 1 Vim if your defensive Trait is very rare and specialized. In any case, a maximum of 1 Damage per hit can be Soaked.

Your Vim resets whenever you rest. Whenever you take an action to rest, set your Vim based on the *quality of rest* you received, using the examples below as a guide. This can potentially lower your Vim, so don't laze around all day and just get out there. Also note that if another player wants to rest for longer than a brief moment, everyone will reset unless you split the party to account for the two timestreams.

- ☐ **1 Vim** - You take a brief moment (e.g. a single combat round) 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.
- ☐ **4 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, and clean yourself up a bit.
- ☐ **8 Vim** - You get a full uninterrupted night of sleep in comfortable bedding, take a full meal & water, and take the time for normal daily personal hygiene.
- ☐ **10 Vim** - You feel deeply rested after a brief holiday, a few days of clean living, full nights of rest, and three square meals a day, with opportunities to clean yourself as well as regain mental health (e.g. playing music or writing, spending time with people, etc). You feel amazing.
- ☐ **12 Vim** - You have a profoundly restful retreat you will always remember, a month of rest in the countryside, a month in the royal palace, the hospitality of the Elves, etc.

Vim and ULT

These are optional rules that combine the concepts of Vim and ULT.

Upgrading on ULT costs 1 Vim and still requires roleplaying your high concept (also still possibly justified by naming a Secret).

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 Vim 12, and keep in mind this resets when you rest.

Design Notes

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

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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.