

# 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.

# Using Secrets

As noted above, using Secrets costs 2 Vim normally, or 1 Vim for a minor use, or 3+ for something more major. The GM will still usually call for a roll when using a Secret to do something non-routine or quickly such as in combat.

## Secret Attacks

If you use a Secret to attack a foe, handle this as a normal attack and make a roll. Even if you are not using a weapon, your attack is still considered Weapon Class 1, and in addition you may choose one Secret Weapon Tag from the list below. You may also pay an extra 1 Vim to get an extra Tag.

### Secret Weapon Tags

**Energy** - Your attack hits with energy (e.g. fire, lightning, etc.) instead of a weapon, which ignores non-magical armor (e.g. Orichalcum or an armor spell).

**Piercing** - Magically penetrate armor, adding WC equal to the Vim spent. Does not help against special or magical armor (e.g. Orichalcum or an armor spell).

**Multiattack** - Hit multiple opponents in the attack area (e.g. a sweep or line), up to a number of opponents of twice the Vim spent (i.e. 4 for a normal 2 Vim Secret attack, 6 for 3 Vim, etc).

**Returning** - Return your weapon back to you after the attack, e.g. a thrown "returning" weapon, an arrow that always returns to your quiver, a sword that can't be dropped, etc.

**Sharpness** - The attack gains the Cutty Weapon Tag.

A Secret granting you magic armor work similarly, counting as AC 1, but you can select a Secret Armor Tag from the list below.

### Secret Armor Tags

**Mage Armor** - You have magic armor with Armor Class of Vim spent.

**Parma Magica** - You have a magical shield to defend you. This works exactly as a normal shield, but does not need to be held, and has an Armor Class of double the Vim spent.

**Ward Pact vs Weapons** - You gain armor in all hit locations of AC equal to twice the Vim spent, but only against manmade weapons such as swords, arrows, spears, daggers, etc.

## 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.