Legends Vim

You have 5 Vim, which represents your overall power and energy.

Spend 1 Vim to push yourself, demonstrate heroism, or use special powers. Examples:
- **Upgrade a roll of EFFORT** if you can name a relevant Trait and spend 1 Vim.
- **Soak 1 Damage** if you can name a relevant Trait and spend 1 Vim.
- **Use a Secret** by spending 1 Vim.
- **Upgrade on ULT** by roleplaying your high concept (possibly justified by a Secret) and spending 1 Vim.

Recover 1 Vim when you rest. You will revert to 5 Vim after a long downtime.

Recover 1 Vim when you roll ULT and *downgrade*. This might happen because your GM is emphasising some monster special attack, or because you roleplay some weakness or Dark Secret of your character.

Your maximum Vim is 5, but your GM might modify this based on extreme conditions. This is usually just +1/-1.
- The "hospitality of the elves", "banquet feast", or a "potion of vim" might temporarily set your maximum Vim to 6.
- Starvation or disease might set your maximum Vim to 5.

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, just keep track of your Vim.

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.