

# Vim Trait

Add one more Status Trait "Vim" to represent your magical, spiritual, or social energies. You might regain Vim by meditating, praying, playing music, focusing mystic energies, speaking with your dark master, etc.

When using a Secret you must Tap a Trait. If your Trait is ideal you can also Tap a Status Trait for a larger effect.

When Soaking Damage you must use a defensive Trait or a Status Trait, or both if you need to Soak 2 Damage.

Secrets are no longer tapped, and Tapping always refers to Traits. We tried this before and the problem was new chars didn't have enough traits to use their secrets, and Status Traits fixes that.

# 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.

## 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.