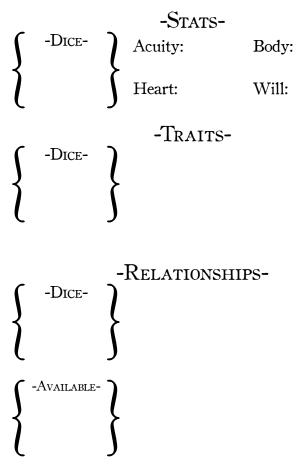
Dogs $_{\text{THE}}^{\text{IN}}$ Vineyard

Name:

Background:



-Belongings-



-RAISE & SEE-RAISE with 2 dice SEE with 1 die: Reverse the Blow SEE with 2 dice: Block or Dodge SEE with 3+ dice: Take the Blow

-CONFLICTS-NON-PHYSICAL: Acuity+Heart Physical: Body+Heart Fighting: Body+Will Gunfighting: Acuity+Will

-ELEMENTS OF CEREMONY-Anointing with Sacred Earth (d8s) Calling by Name (d4s) Invoking the Ancients (d4s) Laying on Hands (d6s) Making the Sign of the Tree (d6s) Reciting the Book of Life (d4s) Singing Praise (d6s) Three In Authority (d8s)

-FALLOUT DICE-Non-physical: d4s or ceremonial Physical: d6s Weapon: d8s Gunshot: d10s

-FALLOUT ROLL-Any Is: Experience 2-7: Short-term. 8-11: 1 Long term. 12: 2 Long term. 12-15: Injured. 16-19: Badly Injured. 20: Dying.

-THINGS' DICE-Normal: 1d6 Big: 1d8 High Quality: 2d6 Big & High Quality: 2d8 Crap: 1d4 Guns: •1d4





-SHORT-TERM FALLOUT-Subtract 1 from one of your character's Stats for your next conflict. Take a new trait rated 1d4 for your next conflict. Change the dice of one of your character's Relationships to d4s for your next conflict. Have your character leave the scene and spend some time alone. Only choose this one if nobody else launches a followup conflict.

-LONG-TERM FALLOUT-Subtract 1 from one of your character's Stats. Take a new trait at 1d4. Take a new relationship at 1d4. Add 1d to an existing d4 trait or relationship. Subtract 1d from an existing d6+ trait or relationship. Change the die size of an existing trait or relationship to d4. Erase a Belonging from your character's sheet.

-Experience Fallout-Add 1 to one of your Stats. Create a new Trait at 1d6. Add or subtract 1 die from an existing Trait. Change the d-size of an existing Trait. Create a new Relationship at 1d6. Add or subtract 1 die from an existing Relationship. Change the d-size of an existing Relationship. Write a Belonging on your character sheet and give it its usual dice.



Notes

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