

DOGS IN THE VINEYARD

Name:

Background:

-STATS-

{	-DICE-	}	Acuity:	Body:
			Heart:	Will:

-TRAITS-

{	-DICE-	}

-RELATIONSHIPS-

{	-DICE-	}

{	-AVAILABLE-	}

-BELONGINGS-

REFERENCE

-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 1s: 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

REFERENCE

-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 follow-up 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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