Dogs in the Vineyard
Character Sheet

Name:
Background:

-Stats-
Acuity: Heart:
Body: Will:

-Traits-

-Relationships-
Free Dice: d4s d6s d8s d10s
Blood: 1d6

-Belongings-
Coat:

-Conflicts-
Non-Physical: Acuity+Heart
Physical: Body+Heart
Fighting: Body+Will
Gunfighting: Acuity+Will

-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 & suffer Fallout.

-Fallout Dice-
Non-Physical: d4s or Ceremonial.
Physical: d6s.
Weapon: d8s.
Gunshot: d10s.

-Fallout Roll-
1-7: One Short-term Fallout.
8-11: One Long-term Fallout.
12-15: Two Long-term Fallout & Injured.
16-19: Two Long-term Fallout & Badly Injured.
20: Dying.
Any 1s: One Experience Fallout.

-Short-term Fallout-
- Subtract 1d 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 1d 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.
- Rewrite your coat's description to include permanent damage. Reduce your coat's dice if it's called for.

-Experience Fallout-
- Add 1d to one of your Stats.
- Create a new Trait at 1d6.
- Add or subtract 1d from an existing Trait.
- Change the d-size of an existing Trait.
- Create a new Relationship at 1d6.
- Add or subtract 1d from an existing Relationship.
- Change the d-size of an existing Relationship.
- Add a new Belonging to your character sheet.

-Fallout Dice Totals-
d4s d6s

d8s d10s