

Det här är **din** rollperson. Innan scenariot börjar får du flytta om tärningar, byta traits eller skaffa mer utrustning för att få den som du vill ha den.

# DOGS IN THE VINEYARD

CHARACTER SHEET

Name:

Background: Well-rounded

## -STATS-

{ -DICE- } Acuity: 3T6 Body: 3T6  
 { 17T6 } Heart: 3T6 Will: 3T6

## -RELATIONSHIPS-

{ -DICE- } Släktingar 1T6  
 { 4T6, } Hundarna 1T6  
 { 2T8 }

## -TRAITS-

{ -DICE- } Skoghuggare 2T6  
 { 1T4, 4T6, } Jag kan hantera mina vapen 1T8  
 { 2T8 } Jag är hårdast i varje grupp 1T4  
 Stor kroppshyddda 2T6  
 Kan inte läsa 1T8

{ -AVAILABLE- }  
 { 4T6, }  
 { 2T8 }

## -BELONGINGS-

{ Coat: 2T6 }  
 { Stor häst 1T8, Livets Bok 1T6, liten burk }  
 { helgad jord 2T6, revolver 2T6+1T4, }  
 { stort bra gevär 2T8+1T4, vedyxa 1T6 }

## -FALLOUT-

{ }  
 { }  
 { }

## ✦ 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

### -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.  
 Rewrite your coat's description to include permanent damage. Reduce your coat's dice if it's called for.

### -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.

### -REFLECTION FALLOUT-

Choose once from Experience Fallout. Also, choose one of these:  
 Add any 2 dice to your Available Relationship Dice.  
 Add 2d4 plus any 1 die to your Available Relationship Dice.  
 Rewrite your coat to reflect repairs or replacement. Change your coat's dice if it's called for.  
 Choose again from Experience Fallout.

Det här är **din** rollperson. Innan scenariot börjar får du flytta om tärningar, byta traits eller skaffa mer utrustning för att få den som du vill ha den.

# DOGS IN THE VINEYARD

CHARACTER SHEET

Name:

Background: Complicated community

## -STATS-

{ -DICE- } Acuity: 5T6 Body: 2T6  
 { 15T6 } Heart: 3T6 Will: 5T6

## -RELATIONSHIPS-

{ -DICE- } Släktingar 1T6  
 { 4T4, 2T6, }  
 { 2T8, 2T10 }

## -TRAITS-

{ -DICE- } Med ålder kommer visdom 1T6  
 { 6T6, } Jag kan lika bra som de unga 1T8  
 { 2T8 } Jag kopplar av med min pipa 1T6  
 Slagsmål 1T8  
 Van att ge order 2T6  
 Jag har sett det förut 2T6

{ -AVAILABLE- }  
 { 4T4, 2T6, }  
 { 2T8, 2T10 }

## -BELONGINGS-

{ Coat: 2T6 }  
 { Skruttig häst 1T4, Livets Bok 2T6, liten }  
 { burk helgad jord 1T6, revolver 1T6+1T4, }  
 { pipa och tobak 1T6, glasögon 2T6 }

## -FALLOUT-

{ }  
 { }  
 { }

## ✦ 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

### -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.  
 Rewrite your coat's description to include permanent damage. Reduce your coat's dice if it's called for.

### -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.

### -REFLECTION FALLOUT-

Choose once from Experience Fallout. Also, choose one of these:  
 Add any 2 dice to your Available Relationship Dice.  
 Add 2d4 plus any 1 die to your Available Relationship Dice.  
 Rewrite your coat to reflect repairs or replacement. Change your coat's dice if it's called for.  
 Choose again from Experience Fallout.

Det här är **din** rollperson. Innan scenariot börjar får du flytta om tärningar, byta traits eller skaffa mer utrustning för att få den som du vill ha den.

# DOGS IN THE VINEYARD

CHARACTER SHEET

Name:

Background: Complicated history

## -STATS-

{ -DICE- } Acuity: 2T6 Body: 5T6  
 { 15T6 } Heart: 3T6 Will: 5T6

## -RELATIONSHIPS-

{ -DICE- } Släktingar 1T6  
 { 5T6, } Hundarna 1T8  
 { 2T8 }

## -TRAITS-

{ -DICE- } Mitt ansikte har brunnit 1T10  
 { 4T4, 2T6, } Inget skrämmer mig längre 1T10  
 { 2T10 } Tron skänker mig lugn 2T4  
 Aggressiv 1T6  
 Ingen ska tycka synd om mig 2T4  
 Hantera skjutvapen 1T6

{ -AVAILABLE- }  
 { 5T6, }  
 { 1T8 }

## -BELONGINGS-

{ Coat: 2T6 }  
 { Häst 1T6, Livets Bok 1T6, liten burk helgad }  
 { jord 1T6, revolver 1T8+1T4, lindrande salva }  
 { för ansiktet 1T6, kniv i stöveln 1T6 }

## -FALLOUT-

{ } { } { }

## ✦ 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

### -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.  
 Rewrite your coat's description to include permanent damage. Reduce your coat's dice if it's called for.

### -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.

### -REFLECTION FALLOUT-

Choose once from Experience Fallout. Also, choose one of these:  
 Add any 2 dice to your Available Relationship Dice.  
 Add 2d4 plus any 1 die to your Available Relationship Dice.  
 Rewrite your coat to reflect repairs or replacement. Change your coat's dice if it's called for.  
 Choose again from Experience Fallout.

Det här är **din** rollperson. Innan scenariot börjar får du flytta om tärningar, byta traits eller skaffa mer utrustning för att få den som du vill ha den.

# DOGS IN THE VINEYARD

CHARACTER SHEET

Name:

Background: Complicated history

## -STATS-

{ -DICE- } Acuity: 4T6 Body: 4T6  
15T6 } Heart: 3T6 Will: 4T6

## -RELATIONSHIPS-

{ -DICE- } Släktingar 1T6  
5T6, } Hundarna 1T8  
2T8 }

## -TRAITS-

{ -DICE- } Jag växte upp Österut 2T4  
4T4, 2T6, } Skjuta 1T6  
2T10 } Slagsmål 1T10  
Jag vet hur en brottsling tänker 1T10  
Kaxig 2T4  
Ljuga utan att själv tänka på det 1T6

{ -AVAILABLE- }  
5T6, }  
1T8 }

## -BELONGINGS-

{ Coat: 1T4  
Häst 1T6, Livets Bok 1T6, liten burk helgad }  
jord 1T6, stor revolver 1T8+1T4,  
fin fickplunta 2T6, ett brev Österifrån 1T6 }

## -FALLOUT-

{ }  
{ }  
{ }

## ❖ 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

### -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

### -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)

### -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.  
Rewrite your coat's description to include permanent damage. Reduce your coat's dice if it's called for.

### -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.

### -REFLECTION FALLOUT-

Choose once from Experience Fallout. Also, choose one of these:  
Add any 2 dice to your Available Relationship Dice.  
Add 2d4 plus any 1 die to your Available Relationship Dice.  
Rewrite your coat to reflect repairs or replacement. Change your coat's dice if it's called for.  
Choose again from Experience Fallout.

Det här är **din** rollperson. Innan scenariot börjar får du flytta om tärningar, byta traits eller skaffa mer utrustning för att få den som du vill ha den.

# DOGS IN THE VINEYARD

CHARACTER SHEET

Name:

Background: Strong history

## -STATS-

{ -DICE- } Acuity: 5T6 Body: 2T6  
 { 13T6 } Heart: 3T6 Will: 3T6

## -RELATIONSHIPS-

{ -DICE- } Släktingar 1T6  
 { 1T4, 3T6, }  
 { 2T8 }

## -TRAITS-

{ -DICE- } Jag låter ingen dö 2T10  
 { 3T6, 4T8, } Kvicktänkt 2T6  
 { 3T10 } Slagsmål 1T6  
 Jag är en Hund 1 T10  
 Välutbildad 2T8  
 Citera Livets Bok 1T8  
 Jag har varit i armén 1T8

{ -AVAILABLE- }  
 { 1T4, 3T6, }  
 { 2T8 }

## -BELONGINGS-

{ Coat: 2T6 }  
 { Häst 1T6, Livets Bok 2T6, liten burk helgad }  
 { jord 2T6, revolver 1T6+1T4, läkarväska 2T8 }

## -FALLOUT-

{ } { } { }

## ❖ 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

### -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

### -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)

### -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.  
 Rewrite your coat's description to include permanent damage. Reduce your coat's dice if it's called for.

### -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.

### -REFLECTION FALLOUT-

Choose once from Experience Fallout. Also, choose one of these:  
 Add any 2 dice to your Available Relationship Dice.  
 Add 2d4 plus any 1 die to your Available Relationship Dice.  
 Rewrite your coat to reflect repairs or replacement. Change your coat's dice if it's called for.  
 Choose again from Experience Fallout.

Det här är **din** rollperson. Innan scenariot börjar får du flytta om tärningar, byta traits eller skaffa mer utrustning för att få den som du vill ha den.

# DOGS IN THE VINEYARD

CHARACTER SHEET

Name:

Background: Strong history

**-STATS-**

{ -DICE- } Acuity: 3T6 Body: 2T6  
 { 13T6 } Heart: 5T6 Will: 3T6

**-RELATIONSHIPS-**

{ -DICE- } Släktingar 1T6  
 { 1T4, 3T6, }  
 { 2T8 }

**-TRAITS-**

{ -DICE- } Förtroendeingivande 2T8  
 { 3T6, 4T8, } Envis 1T10  
 { 3T10 } Min pappa lärde mig skjuta 2T6  
 Jag är Hund 1T10  
 Jag har dödat en människa 1T10  
 Motstå demoniska frestelser 1T8  
 Känna empati 1T8

**-AVAILABLE-**

{ 1T4, 3T6, }  
 { 2T8 }

**-BELONGINGS-**

{ Coat: 2T6 }  
 { Bra häst 2T6, Livets Bok 2T6, liten burk }  
 { helgad jord 2T6, revolver 1T6+1T4, }  
 { halsband som pappa gett mig 2T6 }

**-FALLOUT-**

{ }  
 { }  
 { }

## ❖ 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

**-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.  
 Rewrite your coat's description to include permanent damage. Reduce your coat's dice if it's called for.

**-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.

**-REFLECTION FALLOUT-**

Choose once from Experience Fallout. Also, choose one of these:  
 Add any 2 dice to your Available Relationship Dice.  
 Add 2d4 plus any 1 die to your Available Relationship Dice.  
 Rewrite your coat to reflect repairs or replacement. Change your coat's dice if it's called for.  
 Choose again from Experience Fallout.