

Dogs in the Vineyard



Chase

Talking: Acuity + Heart

Violance: Body + Will

Physical: Body + Heart

Guns: Acuity + Will

Short Term

- Subtract 1 from one of your characters Stats for your next conflict.
- Take a new trait rated 1d4 for your next conflict.
- Change the dice of one of your characters 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

- Subtract 1 from one of your characters 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 characters sheet.
- Rewrite your coats description to include permanent damage. Reduce your coats dice if its called for.

Experience

- 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 new Belonging on your character sheet and give it its usual dice.

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