CREATING YOUR CHARACTER

(See DitV p. 50 for full outline)

First, choose one:

Well-rounded:		
17d6 for Stats	1d4 4d6 2d8 for Traits	4d6 2d8 for Relationships

Strong History:	Complicated History:
13d6 for Stats	15d6 for Stats
3d6 4d8 3d10 for Traits	4d4 2d6 2d10 for Traits
1d4 3d6 2d8 for Relationships	5d6 2d8 for Relationships

Strong Community:	Complicated Community:
13d6 for Stats	15d6 for Stats
1d4 3d6 2d8 for Traits	6d6 2d8 for Traits
4d6 4d8 3d10 for Relationships	4d4 2d6 2d8 2d10 for Relationships

Second, divvy your Stat dice between ACUITY, BODY, HEART, and WILL. Give every Stat at least 2 dice.

Third, create some TRAITS and assign your Trait dice to them.

Fourth, create a couple of RELATIONSHIPS and assign some dice to them. Leave most of your relationship dice Available (unassigned).

Fifth, write down your character's BELONGINGS and assign them their dice. Don't forget about your coat.

It's normal: 1d6	It's excellent: 2d6	It's big: 1d8	It's big and excellent: 2d8	It's crap: 1d4	All guns get an additional 1d4

SIXTH, when the GM comes around to you, say something that you hope your character accomplished during initiation. After conflict resolution, you'll end up with a new Trait at 1d6.

Resolving Conflicts

(See DitV p. 79 for full outline)

First, say WHAT'S AT STAKE.

Second, SET THE STAGE and THE OPENING ARENA.

Third, ROLL STAT DICE, depending on the opening arena:

Just talking:	Physical, not fighting:
Acuity + Heart	Body + Heart
Fighting hand to hand:	**Gun fighting:**
Body + Will	Acuity + Will

Fourth, ROLL RELATIONSHIP DICE if they apply.

Fifth, TAKE TURNS RAISING.

Sixth, WHEN SOMEONE CAN'T SEE A RAISE, or else WHEN SOMEONE GIVES, that person's out of the conflict.

Seventh, everybody rolls FALLOUT.

Eigth, launch a FOLLOW-UP CONFLICT, or move on to the next scene.