

Brother/Sister _____

Background: *Well-Rounded*

Stats 

Distribute 17d6 between your Stats, with at least 2 dice in each. Assign all of these dice now.

	<i>Physical</i> ↓ (Heart + Body)	<i>Shooting</i> ↓ (Acuity + Will)
<i>Talking</i> → (Heart + Acuity)	<i>d6 Heart</i>	<i>d6 Acuity</i>
<i>Fighting</i> → (Body + Will)	<i>d6 Body</i>	<i>d6 Will</i>

Traits 

Distribute 1d4, 4d6 and 2d8 between your Traits. Assign all of these dice now.

<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>

You must take either a Trait like “I’m a Dog” or a Relationship with the Dogs.

Relationships 

Distribute 4d6 and 2d8 between your Relationships. You may assign some now, and some in play. As well as people, you can have Relationships with institutions, demons, and sins—but best to stick to people for now.

<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>

Blood relations get a Relationship at 1d6 ‘for free’ (i.e. not from your unassigned relationship dice). You may add more d6s, or replace the free d6 with dice of another size, from your unassigned relationship dice.

Belongings

A Thing gets 1d4 if it’s crap, 1d6 if it’s normal, 1d8 if it’s big, 2d6 if it’s excellent, and 2d8 if it’s both big and excellent. All guns get +1d4—this is the only exception to the rule against mixing die sizes.

If you think it might be crap, it probably is—but there’s no hard-and-fast rule. It’s only big if people would notice and comment on it: “Holy smokes, that’s a big knife.” It’s only excellent if people would notice and comment on it: “Ooh, that’s a mighty fine horse.” It’s only big and excellent if people would notice and comment on both aspects: “Look at the size of that book! How d’you even carry that beast? C’n see why you do, though—can’t rightly say I’ve ever seen prettier illumination or illustration.”

<i>d</i>	<i>Coat</i>	<i>d</i>	<i>Book of Life</i>	<i>d</i>
<i>d</i>	<i>+1d4 Gun</i>	<i>d</i>	<i>Sacred Earth</i>	<i>d</i>
<i>d</i>	<i>Horse</i>	<i>d</i>		<i>d</i>

PLAY YOUR CHARACTER!

A Dog’s Duties

- Hold the Faith together.
- Carry mail and news.
- Preach.
- Deliver doctrine and new interpretation as needed to the branch’s Steward and other office holders, and consult with them about the challenges the branch faces.
- Officiate or participate in holy ceremonies: naming babies, dedicating children to the Faith, solemnizing weddings, blessing the sick, anointing and sanctifying the dead. Most branches will have a Steward who can perform these, but the Faithful will be honored by your participation.
- Participate in, but hold yourself apart from, the branch’s social functions and celebrations.
- Help the branch out with physical work, like bringing in a harvest or digging out from a blizzard, only when the need is immediate and acute.

Rituals

To Name a Baby

Hold the baby on your left arm. Mark the baby’s forehead with Sacred Earth. Say something like, “by the authority given me by the Ancient Prophets of Life, I name you...” and say the baby’s name. If you’re moved to do so, you can give the baby some specific blessing or make some prophecy about the baby’s life.

To Solemnize a Marriage

Have the couple hold hands before you. Mark both of their foreheads with Sacred Earth. Call upon the authority of the Ancients and recite one of the many relevant passages from the Book of Life, declaring them wed. Call the wife by her new name.

To Heal a Sick Person

Lay hands on the sick person and anoint him with Sacred Earth. Calling him by name, command him to health. If he’s able, have him sing one of the healing hymns with you.

To Drive Demons out of a House

Make the sign of the tree. Declare the authority you have from the Ancients and command the demons to depart. Bolster your commands— and make the place less hospitable to them— by reciting scripture and singing hymns. If you know the demons’ names, use them!

To Dedicate a Person to Office

Lay hands on the person. Call him by name. Give him his new office, call upon the Ancients of the Faith to give him their authority, and charge him to serve faithfully until such time as he is released from duty.

To Sanctify a Corpse

Mark the corpse’s forehead with Sacred Earth, reciting the Passages for the Dead from the Book of Life. If you know the person’s name, use it. According to the folk beliefs of the Faithful, after you’ve died, each minute that passes before someone sanctifies your corpse presents a temptation to remain on earth as a ghost, which is a sin and will count against you at Judgment. The Faith has no such official doctrine.

DRIVE PLAY TOWARD CONFLICT!

Something’s Wrong

Pride means wanting something better, or more, or higher, than your fellows have. Pride doesn’t value a thing for *itself*: it isn’t Pride to say “I want that because it’s pretty.” Pride values a thing only by contrast to what others have: it’s Pride to say “I want that because I should have something *prettier than yours*.”

Pride, enacted, creates Injustice.

... which leads to...

Sin, allowing Demonic Attacks.

... which lead to...

False Doctrine, manifest as Corrupt Worship

... which grows into...

False Priesthood, a Sorcerous cult

...which leads to...

Hate & Murder.

Ceremonies

Ceremony can be used to Raise or See in a Conflict against possessed people or sorcerers.

Anointing with Sacred Earth

Sacred Earth is consecrated river clay. All Dogs carry a jar of it. You anoint someone with it by marking it on his or her forehead.

Calling by Name

When you call someone by their full, whole name, with authority, their soul can’t ignore you.

Invoking the Ancients

This means simply declaring your authority as a Dog and an office holder of the Faith.

Laying on Hands

Generally you put both your hands on the top of someone’s head, but any contact between the palm of your hand and someone else’s skin will do.

Making the Sign of the Tree

The Faith’s most sacred symbol is a stylized tree, the Tree of Life. You make the Sign of the Tree by holding your right hand up at shoulder level, palm forward, with your fingers wide spread.

Reciting the Book of Life

The Book of Life is the Faith’s scripture.

Singing Praise

Lots of the Faith’s rituals incorporate sung hymns.

Three In Authority

Whenever possible, have at least two other Dogs or office holders of the Faith perform ceremony with you. (Dogs are generally sent out in groups of three or four, although two is acceptable because most branches have a Steward who can make the third.)

Brother/Sister _____

Background: Strong History

Stats 

Distribute 13d6 between your Stats, with at least 2 dice in each. Assign all of these dice now.

	<i>Physical ↓</i> (Heart + Body)	<i>Shooting ↓</i> (Acuity + Will)
<i>Talking →</i> (Heart + Acuity)	<i>d6 Heart</i>	<i>d6 Acuity</i>
<i>Fighting →</i> (Body + Will)	<i>d6 Body</i>	<i>d6 Will</i>

Traits 

Distribute 3d6, 4d8 and 3d10 between your Traits. Assign all of these dice now.

<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>

You must take either a Trait like “I’m a Dog” or a Relationship with the Dogs.

Relationships 

Distribute 1d4, 3d6 and 2d8 between your Relationships. You may assign some now, and some in play. As well as people, you can have Relationships with institutions, demons, and sins—but best to stick to people for now.

<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>

Blood relations get a Relationship at 1d6 ‘for free’ (i.e. not from your unassigned relationship dice). You may add more d6s, or replace the free d6 with dice of another size, from your unassigned relationship dice.

Belongings

A Thing gets 1d4 if it’s crap, 1d6 if it’s normal, 1d8 if it’s big, 2d6 if it’s excellent, and 2d8 if it’s both big and excellent. All guns get +1d4—this is the only exception to the rule against mixing die sizes.

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<i>d</i>	<i>Coat</i>	<i>d</i>	<i>Book of Life</i>	<i>d</i>
<i>d</i>	<i>+1d4 Gun</i>	<i>d</i>	<i>Sacred Earth</i>	<i>d</i>
<i>d</i>	<i>Horse</i>	<i>d</i>		<i>d</i>

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- Carry mail and news.
- Preach.
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- Help the branch out with physical work, like bringing in a harvest or digging out from a blizzard, only when the need is immediate and acute.

Rituals

To Name a Baby

Hold the baby on your left arm. Mark the baby’s forehead with Sacred Earth. Say something like, “by the authority given me by the Ancient Prophets of Life, I name you...” and say the baby’s name. If you’re moved to do so, you can give the baby some specific blessing or make some prophecy about the baby’s life.

To Solemnize a Marriage

Have the couple hold hands before you. Mark both of their foreheads with Sacred Earth. Call upon the authority of the Ancients and recite one of the many relevant passages from the Book of Life, declaring them wed. Call the wife by her new name.

To Heal a Sick Person

Lay hands on the sick person and anoint him with Sacred Earth. Calling him by name, command him to health. If he’s able, have him sing one of the healing hymns with you.

To Drive Demons out of a House

Make the sign of the tree. Declare the authority you have from the Ancients and command the demons to depart. Bolster your commands— and make the place less hospitable to them— by reciting scripture and singing hymns. If you know the demons’ names, use them!

To Dedicate a Person to Office

Lay hands on the person. Call him by name. Give him his new office, call upon the Ancients of the Faith to give him their authority, and charge him to serve faithfully until such time as he is released from duty.

To Sanctify a Corpse

Mark the corpse’s forehead with Sacred Earth, reciting the Passages for the Dead from the Book of Life. If you know the person’s name, use it. According to the folk beliefs of the Faithful, after you’ve died, each minute that passes before someone sanctifies your corpse presents a temptation to remain on earth as a ghost, which is a sin and will count against you at Judgment. The Faith has no such official doctrine.

DRIVE PLAY TOWARD CONFLICT!

Something’s Wrong

Pride means wanting something better, or more, or higher, than your fellows have. Pride doesn’t value a thing for *itself*: it isn’t Pride to say “I want that because it’s pretty.” Pride values a thing only by contrast to what others have: it’s Pride to say “I want that because I should have something *prettier than yours*.”

Pride, enacted, creates Injustice.

... which leads to...

Sin, allowing Demonic Attacks.

... which lead to...

False Doctrine, manifest as Corrupt Worship

... which grows into...

False Priesthood, a Sorcerous cult

...which leads to...

Hate & Murder.

Ceremonies

Ceremony can be used to Raise or See in a Conflict against possessed people or sorcerers.

Anointing with Sacred Earth

Sacred Earth is consecrated river clay. All Dogs carry a jar of it. You anoint someone with it by marking it on his or her forehead.

Calling by Name

When you call someone by their full, whole name, with authority, their soul can’t ignore you.

Invoking the Ancients

This means simply declaring your authority as a Dog and an office holder of the Faith.

Laying on Hands

Generally you put both your hands on the top of someone’s head, but any contact between the palm of your hand and someone else’s skin will do.

Making the Sign of the Tree

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Reciting the Book of Life

The Book of Life is the Faith’s scripture.

Singing Praise

Lots of the Faith’s rituals incorporate sung hymns.

Three In Authority

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Brother/Sister _____

Background: *Complicated History*

Stats 

Distribute 15d6 between your Stats, with at least 2 dice in each. Assign all of these dice now.

	<i>Physical ↓</i> (Heart + Body)	<i>Shooting ↓</i> (Acuity + Will)
<i>Talking →</i> (Heart + Acuity)	<i>d6 Heart</i>	<i>d6 Acuity</i>
<i>Fighting →</i> (Body + Will)	<i>d6 Body</i>	<i>d6 Will</i>

TRAITS 

Distribute 4d4, 2d6 and 2d10 between your Traits. Assign all of these dice now.

<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>

You must take either a Trait like “I’m a Dog” or a Relationship with the Dogs.

Relationships 

Distribute 5d6 and 2d8 between your Relationships. You may assign some now, and some in play. As well as people, you can have Relationships with institutions, demons, and sins—but best to stick to people for now.

<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>

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<i>d Coat</i>	<i>d Book of Life</i>	<i>d</i>
<i>d +1d4 Gun</i>	<i>d Sacred Earth</i>	<i>d</i>
<i>d Horse</i>	<i>d</i>	<i>d</i>

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Ceremonies

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Anointing with Sacred Earth

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Calling by Name

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Invoking the Ancients

This means simply declaring your authority as a Dog and an office holder of the Faith.

Laying on Hands

Generally you put both your hands on the top of someone’s head, but any contact between the palm of your hand and someone else’s skin will do.

Making the Sign of the Tree

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Reciting the Book of Life

The Book of Life is the Faith’s scripture.

Singing Praise

Lots of the Faith’s rituals incorporate sung hymns.

Three In Authority

Whenever possible, have at least two other Dogs or office holders of the Faith perform ceremony with you. (Dogs are generally sent out in groups of three or four, although two is acceptable because most branches have a Steward who can make the third.)


Brother/Sister _____

Background: *Strong Community*

Stats 

Distribute 13d6 between your Stats, with at least 2 dice in each. Assign all of these dice now.

	<i>Physical</i> ↓ (Heart + Body)	<i>Shooting</i> ↓ (Acuity + Will)
<i>Talking</i> → (Heart + Acuity)	<i>d6 Heart</i>	<i>d6 Acuity</i>
<i>Fighting</i> → (Body + Will)	<i>d6 Body</i>	<i>d6 Will</i>

Traits 

Distribute 1d4, 3d6 and 2d8 between your Traits. Assign all of these dice now.

<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>

You must take either a Trait like “I’m a Dog” or a Relationship with the Dogs.

Relationships 

Distribute 4d6, 4d8 and 3d10 between your Relationships. You may assign some now, and some in play. As well as people, you can have Relationships with institutions, demons, and sins—but best to stick to people for now.

<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>

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<i>Fighting</i> → (Body + Will)	<i>d6 Body</i>	<i>d6 Will</i>

Traits 

Distribute 6d6 and 2d8 between your Traits. Assign all of these dice now.

<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>

You must take either a Trait like “I’m a Dog” or a Relationship with the Dogs.

Relationships 

Distribute 4d4, 2d6, 2d8 and 2d10 between your Relationships. You may assign some now, and some in play. As well as people, you can have Relationships with institutions, demons, and sins—but best to stick to people for now.

<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>
<i>d</i>	<i>d</i>	<i>d</i>	<i>d</i>

Blood relations get a Relationship at 1d6 ‘for free’ (i.e. not from your unassigned relationship dice). You may add more d6s, or replace the free d6 with dice of another size, from your unassigned relationship dice.

Belongings

A Thing gets 1d4 if it’s crap, 1d6 if it’s normal, 1d8 if it’s big, 2d6 if it’s excellent, and 2d8 if it’s both big and excellent. All guns get +1d4—this is the only exception to the rule against mixing die sizes.

If you think it might be crap, it probably is—but there’s no hard-and-fast rule. It’s only big if people would notice and comment on it: “Holy smokes, that’s a big knife.” It’s only excellent if people would notice and comment on it: “Ooh, that’s a mighty fine horse.” It’s only big and excellent if people would notice and comment on both aspects: “Look at the size of that book! How d’you even carry that beast? C’n see why you do, though—can’t rightly say I’ve ever seen prettier illumination or illustration.”

<i>d Coat</i>	<i>d Book of Life</i>	<i>d</i>
<i>d +1d4 Gun</i>	<i>d Sacred Earth</i>	<i>d</i>
<i>d Horse</i>	<i>d</i>	<i>d</i>

PLAY YOUR CHARACTER!

A Dog’s Duties

- Hold the Faith together.
- Carry mail and news.
- Preach.
- Deliver doctrine and new interpretation as needed to the branch’s Steward and other office holders, and consult with them about the challenges the branch faces.
- Officiate or participate in holy ceremonies: naming babies, dedicating children to the Faith, solemnizing weddings, blessing the sick, anointing and sanctifying the dead. Most branches will have a Steward who can perform these, but the Faithful will be honored by your participation.
- Participate in, but hold yourself apart from, the branch’s social functions and celebrations.
- Help the branch out with physical work, like bringing in a harvest or digging out from a blizzard, only when the need is immediate and acute.

Rituals

To Name a Baby

Hold the baby on your left arm. Mark the baby’s forehead with Sacred Earth. Say something like, “by the authority given me by the Ancient Prophets of Life, I name you...” and say the baby’s name. If you’re moved to do so, you can give the baby some specific blessing or make some prophecy about the baby’s life.

To Solemnize a Marriage

Have the couple hold hands before you. Mark both of their foreheads with Sacred Earth. Call upon the authority of the Ancients and recite one of the many relevant passages from the Book of Life, declaring them wed. Call the wife by her new name.

To Heal a Sick Person

Lay hands on the sick person and anoint him with Sacred Earth. Calling him by name, command him to health. If he’s able, have him sing one of the healing hymns with you.

To Drive Demons out of a House

Make the sign of the tree. Declare the authority you have from the Ancients and command the demons to depart. Bolster your commands— and make the place less hospitable to them— by reciting scripture and singing hymns. If you know the demons’ names, use them!

To Dedicate a Person to Office

Lay hands on the person. Call him by name. Give him his new office, call upon the Ancients of the Faith to give him their authority, and charge him to serve faithfully until such time as he is released from duty.

To Sanctify a Corpse

Mark the corpse’s forehead with Sacred Earth, reciting the Passages for the Dead from the Book of Life. If you know the person’s name, use it. According to the folk beliefs of the Faithful, after you’ve died, each minute that passes before someone sanctifies your corpse presents a temptation to remain on earth as a ghost, which is a sin and will count against you at Judgment. The Faith has no such official doctrine.

DRIVE PLAY TOWARD CONFLICT!

Something’s Wrong

Pride means wanting something better, or more, or higher, than your fellows have. Pride doesn’t value a thing for *itself*: it isn’t Pride to say “I want that because it’s pretty.” Pride values a thing only by contrast to what others have: it’s Pride to say “I want that because I should have something *prettier than yours*.”

Pride, enacted, creates Injustice.

... which leads to...

Sin, allowing Demonic Attacks.

... which lead to...

False Doctrine, manifest as Corrupt Worship

... which grows into...

False Priesthood, a Sorcerous cult

...which leads to...

Hate & Murder.

Ceremonies

Ceremony can be used to Raise or See in a Conflict against possessed people or sorcerers.

Anointing with Sacred Earth

Sacred Earth is consecrated river clay. All Dogs carry a jar of it. You anoint someone with it by marking it on his or her forehead.

Calling by Name

When you call someone by their full, whole name, with authority, their soul can’t ignore you.

Invoking the Ancients

This means simply declaring your authority as a Dog and an office holder of the Faith.

Laying on Hands

Generally you put both your hands on the top of someone’s head, but any contact between the palm of your hand and someone else’s skin will do.

Making the Sign of the Tree

The Faith’s most sacred symbol is a stylized tree, the Tree of Life. You make the Sign of the Tree by holding your right hand up at shoulder level, palm forward, with your fingers wide spread.

Reciting the Book of Life

The Book of Life is the Faith’s scripture.

Singing Praise

Lots of the Faith’s rituals incorporate sung hymns.

Three In Authority

Whenever possible, have at least two other Dogs or office holders of the Faith perform ceremony with you. (Dogs are generally sent out in groups of three or four, although two is acceptable because most branches have a Steward who can make the third.)