

Name:		<h1>ROCK N ROLL DREAMS</h1>					
Back ground:							
-STATS-							
Acuity:	B ody:						
H eart	W ill						
TRAITS:		-RELATIONSHIPS-					
		Available:					
		Sex 1d6					
BONDS:							
BELONGINGS:							
<p>-RAISE & SEE- Raise with 2 dice See with 1 die: Reverse the Blow 2 dice: Block or Dodge 3+ dice: Take the Blow</p> <p>-CONFLICTS- Non-physical: Acuity+Heart Physical: Body+Heart Fighting: Body+Will Gunfighting: Acuity+Will</p> <p>-ELEMENTS- Fluttering in the Wind (d4) Rain (d4) Moonlight (d6) Motorcycles (d6) Music (d6) Rock n Rd1 (d8) Love (d8)</p>		<p>-FALLOUT DICE- Non-physical: d4s or elements Physical: d6s Weapon: d8s Gunshot: d10s</p> <p>-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.</p> <p>-THINGS' DICE- Normal: 1d6 Big: 1d8 High Quality: 2d6 Big & High Quality: 2d8 Crap: 1d4 Guns: +1d4</p>		<p>-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.</p> <p>-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, bond or relationship. Change the die size of an existing trait, bond or relationship to d4. Erase a belonging from your sheet. Rewrite your Ride's description to include permanent damage. Reduce its dice if it's called for.</p>		<p>-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 sheet and give it its usual dice.</p> <p>-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. Add a new bond at 1d6. Add or subtract 1 die from a bond. Change the d-size of an existing bond. Rewrite your Ride to reflect repairs or replacement. Change its dice if called for. Choose again from Experience Fallout.</p>	