

DOGS IN THE VINEYARD

CHARACTER SHEET

Name:

Background:

{ -DICE- }	-STATS-	Acuity:	Body:	{ -DICE- }	-RELATIONSHIPS-	Blood 1d6
	Heart:	Will:				
{ -DICE- }	-TRAITS-			{ -AVAILABLE- }		

{ Coat:	-BELONGINGS-				-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.
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 relationship 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.

—†— SOMETHING'S WRONG †—

PRIDE?

INJUSTICE?

SIN?

DEMONIC ATTACKS?

FALSE DOCTRINE?

CORRUPT WORSHIP?

FALSE PRIESTHOOD?

SORCERY?

HATE & MURDER?

—TOWNSPEOPLE—

—†— TOWN: †—

WHAT DO THE TOWNSPEOPLE WANT FROM THE DOGS?

WHAT DO THE DEMONS WANT?

WHAT DO THE DEMONS WANT THE DOGS TO DO?

WHAT WOULD HAPPEN IF THE DOGS DIDN'T COME?

—CREATING A TOWN—

PRIDE: Stewardship, women and men, love, sex, marriage, polygamy, money. Who and which?

INJUSTICE: Hardship: money, role, righteousness. Who and which?

SIN: Violence, sex, deceit, disunity, blasphemy, apostasy, worldliness, faithlessness. Who and which?

DEMONIC ATTACKS: Isolate the community, endanger its survival, exacerbate its injustices, prosper its sinners, oppress its faithful. Who and which?

FALSE DOCTRINE: The sinner justifies, the victim explains. What and who?

CORRUPT WORSHIP: Bad religious practice, incorrect ceremony. What and who?

FALSE PRIESTHOOD: Three or more worshippers makes a cult. Who?

SORCERY: The power of a cult is that the demons serve it. What do they do?

HATE AND MURDER: Eventually someone murders someone. Who and how?

DOGS IN THE VINEYARD

DOGS IN THE VINEYARD

PLAY REFERENCE & INDEX

-HOW TO GM-

Play the Town.	91
Drive Play Toward Conflict.	
Reveal the Town in Play.	
Follow the Players' Lead.	
Escalate, Escalate, Escalate.	
Don't have a Solution in Mind.	
Don't play God.	

✦ Roll dice or say yes. ✦

-SOMETHING'S WRONG-

Overview	61
Pride	61
Enacted, Creates Injustice	67
Sin	68
Allows Demonic Attacks	68
False Doctrine	69
Creates Corrupt Worship	69
False Priesthood	70
Is Sorcery	70
Hate & Murder	70

-BETWEEN TOWNS-

Players: Reflection Fallout	79
GM: Prepare the next town	80

-DEMONIC INFLUENCE-

Description & Application	46
What's the worst the Dogs have seen?	
Injustice: 1d10	
Demonic Attacks: 2d10	
Heresy: 3d10	
Sorcery: 4d10	
Hate and Murder: 5d10	

-CREATING NPCs-

Proto-NPCs	81
NPCs in Play	83
Groups	84
Possessed People	85
Sorcerers	86
Demons	88
Names	88

-THINGS' DICE-

Assigning Dice	15
Normal: 1d6	
Big: 1d8	
High Quality: 2d6	
Big & High Quality: 2d8	
Crap: 1d4	
Guns: •1d4	

-RESOLVING CONFLICTS-

Overview & Recap	33, 48
What's at Stake?	34
Set the Stage	34
Roll Stat Dice	34, 37
Non-physical: Acuity•Heart	
Physical: Body•Heart	
Fighting: Body•Will	
Gunfighting: Acuity•Will	
Escalating	37
Roll Relationship Dice	14, 34, 41,
With your opponent	42
With what's at stake	
Raise & See	35
In Best Roll Order	35, 43
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	
Roll Trait Dice	13, 34, 37
When you incorporate the Trait into a Raise or See	
Roll a Thing's Dice	15, 35, 37
When you incorporate the thing into a Raise or See	
Multiple Opponents	43
Helping One Another	44
NPCs Helping PCs	85

-FALLOUT-

When you Take the Blow	36, 39
Roll Fallout Dice equal to the number of dice you used to See	
Fallout Dice	36
Non-Physical: d4s	
or Ceremonial	46
Physical: d6s	
Weapon: d8s	
Gunshot: d10s	
NPCs': If nobody cares, roll	41
NPCs' Fallout Dice into the PCs' side of the Follow-up Conflict	

-ELEMENTS OF CEREMONY-

Description & Application	23, 45
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-

SHORT-TERM FALLOUT 39

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 39

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 41

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 79

Choose once from Experience Fallout.

Choose one of these:

Add any 2 dice to your Unassigned Relationship Dice

Add 2d4 plus any 1 die to your Unassigned Relationship Dice

Rewrite your coat to reflect repairs or replacement.

Change your coat's dice if it's called for.

Choose again from the Experience Fallout List

✦ If you don't know what to do right now, check the outline on pages 57-59. ✦