

DOGS IN THE VINEYARD

Name:

Background:

-STATS-

{ -DICE- } Acuity: Body:
 { } Heart: Will:

-TRAITS-

{ -DICE- }

-RELATIONSHIPS-

{ -DICE- } Blood 1d6

{ -AVAILABLE- }

-BELONGINGS-

Coat:

{ -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.
 12-15: Injured.
 16-19: Badly Injured.
 20: Dying.

-THINGS' DICE-

Normal: 1d6
 Big: 1d8
 High Quality: 2d6
 Big & High Quality: 2d8
 Crap: 1d4
 Guns: +1d4

REFERENCE

-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 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.

-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.

DOGS IN THE VINEYARD

Town:

Pride:

Injustice:

Sin:

Demonic Attacks:

False Doctrine:

Corrupt Worship:

False Priesthood:

Sorcery:

Hate & Murder

What do the people want?

What do the demons want?

What would happen if the Dogs didn't come?

-TOWNSPEOPLE-

}

-FREE DICE-

ROLL: 1 - 2d4 4 - 1d8
2 - 2d6 5 - 2d8
3 - 4d6 6 - 1d10

ROLL	STATS	TRAIT	RELATIONSHIP
1	4 3 2 2 2	d4	2d4
2	4 3 3 2	1d4	1d4
3	4 4 3 2	1d6	1d6
4	5 4 3 2	1d8	1d8
5	5 5 3 2	1d10	1d10
6	4 4 4 3	2d6	2d6
7	5 4 4 3	2d8	2d8
8	5 5 4 3	2d10	2d10
9	6 5 4 3	-	3d6
10	6 5 5 4	-	3d8

Groups: Each member gives the group NPC +2d6 to Stats, and is a Trait.
 Possessed People: Choose Manifestations and Powers (Cunning, Ferocity, Preservation, Viciousness) equal to the dice in the person's Relationship with the demon.
 Sorcerers: Give the NPC a Relationship with a demon at four dice. Sorcerers can: call on demons (roll the current Demonic Influence into any side of a conflict); become possessed at will; invite demons to possess their followers.

Name: _____	Name: _____
Acuity: _____	Acuity: _____
Heart: _____	Heart: _____
-TRAITS- { }	-TRAITS- { }
-RELATIONSHIPS- { }	-RELATIONSHIPS- { }
Blood 1d6 { }	Blood 1d6 { }
Body: { }	Body: { }
Will: { }	Will: { }

Name: _____	Name: _____
Acuity: _____	Acuity: _____
Heart: _____	Heart: _____
-TRAITS- { }	-TRAITS- { }
-RELATIONSHIPS- { }	-RELATIONSHIPS- { }
Blood 1d6 { }	Blood 1d6 { }
Body: { }	Body: { }
Will: { }	Will: { }

Name: _____	Name: _____
Acuity: _____	Acuity: _____
Heart: _____	Heart: _____
-TRAITS- { }	-TRAITS- { }
-RELATIONSHIPS- { }	-RELATIONSHIPS- { }
Blood 1d6 { }	Blood 1d6 { }
Body: { }	Body: { }
Will: { }	Will: { }

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Physical: Body•Heart	
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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	
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When you incorporate the Trait into a Raise or See	
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-FALLOUT-

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Physical: d6s	
Weapon: d8s	
Gunshot: d10s	
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-FALLOUT-

SHORT-TERM FALLOUT	37
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	37
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.	
EXPERIENCE FALLOUT	38
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	
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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	
Choose again from the Experience Fallout List	

-THINGS' DICE-

Assigning Dice	14
Normal: 1d6	
Big: 1d8	
High Quality: 2d6	
Big & High Quality: 2d8	
Crap: 1d4	
Guns: +1d4	

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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)	

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Injustice: 1d10	
Demonic Attacks: 2d10	
Heresy: 3d10	
Sorcery: 4d10	
Hate and Murder: 5d10	

-MY BEST ADVICE-

Roll dice or say yes.	88
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DOGS IN THE VINEYARD

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