

# DOGS IN THE VINEYARD

My coat looks like...

I was chosen because...

My name is...

my picture

## CONFLICT

- *Talking* – roll Acuity + Heart
- *Physical* – roll Body + Heart
- *Weapon* – roll Body + Will
- *Gunfighting* – roll Acuity + Will

## ACTIONS

- *Attack* – with any 2 dice
- *Defend* – with dice equal or greater than attack's value
- *Reverse* – defend with 1 die, reuse die for attack
- *Block* – defend with 2 dice
- *Damaged* – defend with 3+ dice, record fallout
- *Lose* – you have no more dice for your attack/defend
- *Escalate* – change conflict, roll any new stat dice, and ignore the current attack
- *Help* – give 1 die to a friend but you can only attack with 1 die on your next attack
- *Give up* – don't have to defend and keep 2 highest dice you rolled for later

## FALLOUT (roll fallout after conflict)

- *Any 1s*: 1 Experience, only 1 per conflict
- *2-7*: 1 Short Term
- *8-11*: 1 Long Term, 1 Short Term
- *12-15*: 2 Long Term, 1 Short Term
- *16-19*: 2 Long Term, 2 Short Term
- *20*: Dead or Dying
- Choose results appropriate to the conflict.

## SHORT TERM (lasts for one conflict)

- Give your 2 best fallout dice to the GM.
- Subtract 1 die from a Stat.
- You're unsure, change one Trait to d4s.
- You're lost, all Relationships = d4s.
- You're unprepared, all Belongings = d4s.
- You're alone and in trouble.
- If you've sinned, confess and repent.

## LONG TERM (permanent)

- Subtract 1 die from a Stat.
- Take a new Trait or Relationship at 1d4.
- Subtract 1d from an existing d6+ trait or relationship.
- Change the d-size of a trait or relationship to d4.
- Lose a Belonging.

## EXPERIENCE (permanent)

- Add 1 to one of your Stats.
- Gain 1d6 Trait dice.
- Gain 1d6, 1d8 or 1d6, 2d4 Relationship dice.
- Add or subtract 1 die from a Trait or Relationship.
- Change the d-size of a Trait or Relationship.
- Gain a Belonging.

## REFLECTION (between towns)

- Rephrase any Traits, Relationships, and Belongings.
- Choose twice from Experience Fallout.
- Choose once from Long Term Fallout.

## BACKGROUND

Choose one of the following.

- *Educated*: Stats 13d6 Traits 3d6 4d8 3d10 Relationships 1d4 3d6 2d8
- *Dangerous past*: Stats 15d6 Traits 4d4 2d6 2d10 Relationships 5d6 2d8
- *Caring family*: Stats 13d6 Traits 1d4 3d6 2d8 Relationships 4d6 4d8 3d10
- *Broken family*: Stats 15d6 Traits 6d6 2d8 Relationships 5d4 2d8 3d10

## STATS

Divvy your Stat Dice between the following.

- { } ACUITY (perception, alertness, intelligence...)
- { } BODY (health, strength, quickness...)
- { } HEART (charisma, faith, empathy...)
- { } WILL (aggressiveness, confidence...)

## TRAITS

Name your Traits (tidbits of history, facts, skills, attitudes, weaknesses).

Assign dice. You may save dice to create Traits in play.

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## RELATIONSHIPS

Name and describe your Relationships (people, groups, places, sins). 2 of your Relationships must be shared with other players. Assign dice. You may save dice to create Relationships in play.

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## BELONGINGS

Every Dog owns a coat, hoarse, a Book of Life, and a gun. Name anything else you own. Assign dice. Normal = 1d6. Powerful = 1d8. High quality = 2d6. Powerful and high quality = 2d8. Crap = 1d4. Guns have an extra 1d4.

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## FALLOUT

When you defend with more than 3 dice you take fallout equal to the number of dice you defended with. Record the type and number of fallout below.

- { } TALKING (d4s)
- { } PHYSICAL (d6s)
- { } WEAPON (d8s)
- { } GUNFIGHTING (d10s)