



# DOGS IN THE VINEYARD

## CHARACTER SHEET

### YOU PLAY

A teenage virgin gunslinger priest with ultimate power and no life experience judging people for doing bad things for good reasons.

### BACKGROUND : WELL-ROUNDED

You are straightforward, balanced and effective. A common background for men born in the Faith.

### WHY WERE YOU CHOSEN TO BE A DOG?

Keep the answer in mind when replying to the questions below.

### ARE YOU MALE OR FEMALE?

Although there can be sexism in this setting, a female Dog has as much power as her male counterparts. Becoming a female Dog means the power to break gender expectations and make your own way in life.

### WHAT IS YOUR NAME?

**Female Names:** Abigail, Angeline, Barbara, Caroline, Clarissa, Duty, Elvira, Fidelity, Helen, Joy, Lydia, Mary, Patience, Virtue.

**Male Names:** Aaron, Artemis, Bartholomew, Cyrus, Elijah, Gabriel, Jackson, Jesse, Lazarus, Matthew, Newton, Samson, Stephen, Virgil.

{ name } Brother / Sister \_\_\_\_\_

### STATS

You have four Stats: **ACUITY, BODY, HEART, WILL.** Acuity for talking & shooting. Body for physical & violence. Heart for talking & physical. Will for violence & shooting. Assign them below in any order, 1 Stat per line.

{ 5d6 } \_\_\_\_\_  
 { 5d6 } \_\_\_\_\_  
 { 4d6 } \_\_\_\_\_  
 { 3d6 } \_\_\_\_\_

### TRAITS

**Traits are anything that helps you get what you want** (that isn't a person or a thing). You can express Traits as skills, quotes, or even flaws. There are no set Traits to choose from. You make them up! Assign your Traits below in any order, one Trait per line with a number. You don't have to choose all your Traits now. Feel free to make them up as we play.

**Examples:** "You'll be dead before you can pull the trigger", "Well read", "I never break my promises, you can trust me", "I can run faster than a deer chased by a wolf", "Winning isn't important, only how you win", "My hands and faith can heal you", "I'm good with tools".

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d4 } \_\_\_\_\_  
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### BELONGINGS

**What do you carry with you?** Every Dog at the very least must have a coat. What else do you have? You can have anything you can reasonably carry or acquire. You make them up! Assign your Belongings below in any order, one Belongings per line with a number. You don't have to choose all your Belongings now. Feel free to make them up as we play.

**Note:** If you have a **gun**, add **+1d4** to it. You **must** have a **coat** below.

**Examples:** Dogs coat, Book of life, Gun, Horse, Jar of consecrated earth, Knife, Mail, Medicine, Rope, Special boots, Tools, a dog.

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d8 } \_\_\_\_\_  
 { 1d6 } \_\_\_\_\_  
 { 1d4 } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_

### DESCRIBE YOUR COAT

**What does your coat look like?** Describe any colors, patterns, or symbols and what they mean. Your family and community make your coat while you are at Dog's school. Your coat is a reflection of what your family and community thinks of you. When you graduate, you receive your coat. Your coat tells the world: **"I am a Watchdog of the King of Life."**

{ coat } \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### RELATIONSHIPS

**Who do you know?** Choose Relationships from a list of specific people the GM will give you. At least **2** of your Relationships must be with NPCs that other players also chose as Relationships. Additionally, one of your Relationships **must** be to the Dogs. Assign your Relationships below in any order, one Relationship per line with a number.

**Note:** One of your Relationships below must be to the Dogs.

**How do you know them?** Write down how you know each Relationship.

**Who:** Are you related to? Has something you want? Took something from you? Do you love? Do you hate? Trained you? Is your hero? Wronged you? Did you have sex with (wait, I thought you were virgins)? Do you owe an apology to? Do you owe a debt to? Did you save from sin? Saved you from sin? Almost killed you? Did you almost kill? Knows your secret?

{ 2d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d8 } \_\_\_\_\_  
 { 1d8 } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_  
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# DOGS IN THE VINEYARD

## CHARACTER SHEET

### YOU PLAY

A teenage virgin gunslinger priest with ultimate power and no life experience judging people for doing bad things for good reasons.

### BACKGROUND : STRONG HISTORY

You have a good education, lots of experience, or specialized training. A good background for anyone in the Faith.

### WHY WERE YOU CHOSEN TO BE A DOG?

Keep the answer in mind when replying to the questions below.

### ARE YOU MALE OR FEMALE?

Although there can be sexism in this setting, a female Dog has as much power as her male counterparts. Becoming a female Dog means the power to break gender expectations and make your own way in life.

### WHAT IS YOUR NAME?

**Female Names:** Agnes, Anna, Belinda, Catherine, Deborah, Edith, Emily, Forgiveness, Honor, Madelena, Matilda, Obedience, Peace, Sophia.

**Male Names:** Abel, Asher, Benjamin, David, Emmanuel, Hamilton, Jacob, Jobe, Levi, Mathias, Noah, Samuel, Thaddeus, Zachary.

{ name } Brother / Sister \_\_\_\_\_

### STATS

You have four Stats: **ACUITY, BODY, HEART, WILL.** Acuity for talking & shooting. Body for physical & violence. Heart for talking & physical. Will for violence & shooting. Assign them below in any order, 1 Stat per line.

{ 5d6 } \_\_\_\_\_  
 { 3d6 } \_\_\_\_\_  
 { 3d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_

### TRAITS

Traits are anything that helps you get what you want (that isn't a person or a thing). You can express Traits as skills, quotes, or even flaws. There are no set Traits to choose from. You make them up! Assign your Traits below in any order, one Trait per line with a number. You don't have to choose all your Traits now. Feel free to make them up as we play.

**Examples:** "The light of the king quiets my fears", "My family is wealthy", "I know the book of life inside and out", "I've never worked a hard day in my life", "I can smell the demon inside you", "I'm good at teaching those who want to learn", "Sometimes a blow between the belt is all it takes".

{ 2d10 } \_\_\_\_\_  
 { 1d10 } \_\_\_\_\_  
 { 2d8 } \_\_\_\_\_  
 { 2d8 } \_\_\_\_\_  
 { 3d6 } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_

### BELONGINGS

**What do you carry with you?** Every Dog at the very least must have a coat. What else do you have? You can have anything you can reasonably carry or acquire. You make them up! Assign your Belongings below in any order, one Belongings per line with a number. You don't have to choose all your Belongings now. Feel free to make them up as we play.

**Note:** If you have a gun, add +1d4 to it. You must have a coat below.

**Examples:** Dogs coat, Book of life, Gun, Horse, Something inherited, Books, Pen & stationary, Jewelry, Mail, Whip, Fine clothing, Servant.

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d8 } \_\_\_\_\_  
 { 1d6 } \_\_\_\_\_  
 { 1d4 } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_

### DESCRIBE YOUR COAT

**What does your coat look like?** Describe any colors, patterns, or symbols and what they mean. Your family and community make your coat while you are at Dog's school. Your coat is a reflection of what your family and community thinks of you. When you graduate, you receive your coat. Your coat tells the world: "I am a Watchdog of the King of Life."

{ coat } \_\_\_\_\_  
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### RELATIONSHIPS

**Who do you know?** Choose Relationships from a list of specific people the GM will give you. At least 2 of your Relationships must be with NPCs that other players also chose as Relationships. Additionally, one of your Relationships must be to the Dogs. Assign your Relationships below in any order, one Relationship per line with a number.

**Note:** One of your Relationships below must be to the Dogs.

**How do you know them?** Write down how you know each Relationship.

**Who:** Are you related to? Has something you want? Took something from you? Do you love? Do you hate? Trained you? Is your hero? Wronged you? Did you have sex with (wait, I thought you were virgins)? Do you owe an apology to? Do you owe a debt to? Did you save from sin? Saved you from sin? Almost killed you? Did you almost kill? Knows your secret?

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d6 } \_\_\_\_\_  
 { 1d4 } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_  
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# DOGS IN THE VINEYARD

## CHARACTER SHEET

### YOU PLAY

A teenage virgin gunslinger priest with ultimate power and no life experience judging people for doing bad things for good reasons.

### BACKGROUND : COMPLICATED HISTORY

You overcame a troubled, dangerous, or challenging upbringing. A good choice for converts to the Faith.

### WHY WERE YOU CHOSEN TO BE A DOG?

Keep the answer in mind when replying to the questions below.

### ARE YOU MALE OR FEMALE?

Although there can be sexism in this setting, a female Dog has as much power as her male counterparts. Becoming a female Dog means the power to break gender expectations and make your own way in life.

### WHAT IS YOUR NAME?

**Female Names:** Alice, Betsy, Celestia, Diana, Eleanor, Emma, Friendship, Hope, Kindness, Margaret, Melissa, Olive, Pleasant, Rosanna.

**Male Names:** Abraham, August, Cain, Ebenezer, Enoch, Isaac, Jedidiah, Jonah, Luke, Micah, Paul, Seth, Thomas, Zebediah.

{ name } Brother / Sister \_\_\_\_\_

### STATS

You have four Stats: **ACUITY, BODY, HEART, WILL.** Acuity for talking & shooting. Body for physical & violence. Heart for talking & physical. Will for violence & shooting. Assign them below in any order, 1 Stat per line.

{ 6d6 } \_\_\_\_\_  
 { 4d6 } \_\_\_\_\_  
 { 3d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_

### TRAITS

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**Examples:** "Dirty fighting", "You can't hurt me the way the demon inside does", "All is fair in war", "An open hand always beats a closed fist", "I once survived 3 weeks in the woods with no supplies", "I've seen and tried the worst in life", "I lied my whole life, you can't lie to me".

{ 1d10 } \_\_\_\_\_  
 { 1d10 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 2d4 } \_\_\_\_\_  
 { 2d4 } \_\_\_\_\_  
 { } \_\_\_\_\_  
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### BELONGINGS

**What do you carry with you?** Every Dog at the very least must have a coat. What else do you have? You can have anything you can reasonably carry or acquire. You make them up! Assign your Belongings below in any order, one Belongings per line with a number. You don't have to choose all your Belongings now. Feel free to make them up as we play.

**Note:** If you have a **gun**, add **+1d4** to it. You **must** have a coat below.

**Examples:** Dogs coat, Book of life, Gun, Horse, Something demonic, Special hat, Religious item from another faith, Knife, Spikes, Spurs.

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d8 } \_\_\_\_\_  
 { 1d6 } \_\_\_\_\_  
 { 1d4 } \_\_\_\_\_  
 { } \_\_\_\_\_  
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 { } \_\_\_\_\_

### DESCRIBE YOUR COAT

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{ coat } \_\_\_\_\_  
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{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d6 } \_\_\_\_\_  
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# DOGS IN THE VINEYARD

## CHARACTER SHEET

### YOU PLAY

A teenage virgin gunslinger priest with ultimate power and no life experience judging people for doing bad things for good reasons.

### BACKGROUND : STRONG COMMUNITY

You are socially adept and from a strong, caring family. A good choice for women born in the Faith.

### WHY WERE YOU CHOSEN TO BE A DOG?

Keep the answer in mind when replying to the questions below.

### ARE YOU MALE OR FEMALE?

Although there can be sexism in this setting, a female Dog has as much power as her male counterparts. Becoming a female Dog means the power to break gender expectations and make your own way in life.

### WHAT IS YOUR NAME?

**Female Names:** Antoinette, Beulah, Charity, Dolly, Eliza, Eve, Grace, Isabella, Laura, Mercy, Page, Polly, Ruth, Tabitha.

**Male Names:** Absalom, Balthazar, Caleb, Eli, Esau, Isaiah, Jeremiah, Joseph, Malachi, Moses, Philip, Silas, Tobias, Zebulon.

{ name } Brother / Sister \_\_\_\_\_

### STATS

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{ 4d6 } \_\_\_\_\_  
 { 4d6 } \_\_\_\_\_  
 { 3d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_

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**Examples:** "My mom taught me how to shoot", "Empathic", "My smile will warm the coldest soul", "I don't know how to lie, but I know when you do", "I don't know my own strength", "I know what it's like to be possessed.", "I can use guilt as a weapon".

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d6 } \_\_\_\_\_  
 { 1d4 } \_\_\_\_\_  
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**Note:** If you have a **gun**, add **+1d4** to it. You **must** have a coat below.

**Examples:** Dogs coat, Book of life, Gun, Horse, Something inherited from your parents, a Raven, Mail, Manacles, Rifle, History books, Dynamite.

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d8 } \_\_\_\_\_  
 { 1d6 } \_\_\_\_\_  
 { 1d4 } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_  
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### DESCRIBE YOUR COAT

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{ coat } \_\_\_\_\_  
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{ 3d10 } \_\_\_\_\_  
 { 2d8 } \_\_\_\_\_  
 { 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
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# DOGS IN THE VINEYARD

## CHARACTER SHEET

### YOU PLAY

A teenage virgin gunslinger priest with ultimate power and no life experience judging people for doing bad things for good reasons.

### BACKGROUND : COMPLICATED COMMUNITY

You are socially vulnerable or from a broken or destructive family. Unfortunately not as uncommon as people in the Faith like to think.

### WHY WERE YOU CHOSEN TO BE A DOG?

Keep the answer in mind when replying to the questions below.

### ARE YOU MALE OR FEMALE?

Although there can be sexism in this setting, a female Dog has as much power as her male counterparts. Becoming a female Dog means the power to break gender expectations and make your own way in life.

### WHAT IS YOUR NAME?

**Female Names:** *Amelia, Ashley, Bonny, Chastity, Drusilla, Ellen, Faith, Josephine, Lola, Modesty, Pamela, Prudence, Samantha, Victoria.*

**Male Names:** *Adam, Barnabas, Cornelius, Elias, Ezekiel, Israel, Jeremy, Jude, Marcus, Nathaniel, Raphael, Solomon, Uriah, Zechariah.*

{ name } Brother / Sister \_\_\_\_\_

### STATS

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{ 6d6 } \_\_\_\_\_  
 { 4d6 } \_\_\_\_\_  
 { 3d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_

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**Examples:** *"I shot a wolf hunting my farm's animals", "The loss of innocence burns like fire in my veins", "I don't know much but I know what's right", "I used to wrestle my older brother", "I understand, I was a sinner too", "I know where to hurt you", "Physical pain no longer hurt me".*

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
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**Note:** If you have a **gun**, add **+1d4** to it. You **must** have a coat below.

**Examples:** *Dogs coat, Book of life, Gun, Horse, Something you stole, Machete, Something from your childhood, Animal teeth, Barbed wire.*

{ 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 1d8 } \_\_\_\_\_  
 { 1d6 } \_\_\_\_\_  
 { 1d4 } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_  
 { } \_\_\_\_\_

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{ coat } \_\_\_\_\_  
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{ 2d10 } \_\_\_\_\_  
 { 2d8 } \_\_\_\_\_  
 { 2d6 } \_\_\_\_\_  
 { 2d4 } \_\_\_\_\_  
 { 2d4 } \_\_\_\_\_  
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 { } \_\_\_\_\_

