# Dogs ${ }_{\text {rive }}^{\text {IN }}$ Vineyard <br> Character Generation Summary 

## First Step: Background

- Well-Rounded: If you want to be straightforward, balanced and effective.

A good choice for men born in the Faith.
Stats 17d6, Traits 1d4 4d6 2d8, Relationship 4d6 2d8

- Strong History: If you want to have had a good education, lots of experience, or specialized training. Stats 13d6, Traits 3d6 4d8 3d10, Relationship 1d4 3d6 2d8
- Complicated History: If you want to have overcome a troubled, dangerous, or challenging upbringing. A good choice for converts to the Faith. Stats 15d6, Traits 4d4 2d6 2d10, Relationship 5d6 2d8
- Strong Community: If you're socially adept and from a strong, caring family. A good choice for women born in the Faith. Stats 13d6, Traits 1d4 3d6 2d8, Relationship 4d6 4d8 3d10
- Complicated Community: If you're socially vulnerable or from a broken, in-crisis, or destructive family.
Stats 15d6, Traits 6d6 2d8, Relationship 4d4 2d6 2d8 2d10


## Second Step: Stats

Divide all your stat dice among Acuity, Body, Heart, and Will, at least 2 dice in each.

## Third Step: Traits

Divide all your trait dice among whatever traits you care to define. You can't mix dice sizes in the same trait (that is, 1d6 or 2d6 is fine, but 1d6+1d8 is not allowed.) If you don't have some trait like "I'm a Dog" you'll need to take a relationship with the Dogs in the next step.

## Fourth Step: Relationships

Choose two people that are important to you and assign one or more dice to them; write your remaining dice under -available- to be assigned in play. If you didn't take some trait about being a Dog, you need to take a relationship with the Dogs.

## Fifth Step: Belongings

Freely define whatever important belongings your character has. A Dog has a colorful coat made by their kin and community (usually high quality), a copy of the Book of Life, a small jar of consecrated earth. and usually a horse and a gun. See -THINGS' dICE- on the character sheet for what dice to assign each item.

## Sixth and Final Step: Accomplishment

Define something that you hoped your character accomplished or learned during initiation as a Dog. This will be played out as the stakes of a conflict.

