Dogs in the Vineyard – Conflict Process

Conflict:

1. Agree what is STAKE (the why/goal, not just the what).
2. Decide the conflict type, and create your initial dice pool from your STATS:
   - Talking = ACUITY + HEART
   - Physical = BODY + HEART
   - Fighting = BODY + WILL
   - Gun fighting = WILL + ACUITY
3. Add RELATIONSHIPS, if they are your opponent or what's at stake.
4. Roll your initial pool (STATS + RELATIONSHIPS).
5. Each ROUND, each character still in the conflict has a GO (turn):
   - In the first ROUND, the person who initiates the conflict acts first.
   - Otherwise act in order of highest pair of dice at the start of each ROUND.
6. On your GO choose to GIVE (drop out) or RAISE. If you have no dice left you must GIVE.
   i. If you RAISE, describe your action.
   ii. If the description includes any TRAITS or BELONGINGS, roll their dice and add them to your pool. If the description ESCALATES the conflict, roll the relevant STATS not already in your pool and add them. Each thing only adds dice once to a conflict.
      - If you have already escalated from talking to fighting, and all your STATS are already in the pool, you can still escalate to gun fighting, to include relevant BELONGINGS and TRAITS.
   iii. A friend can also HELP your RAISE, by giving you a die from their pool (they will then only get one die to RAISE on their GO). A character can only help once between their GOES.
   iv. Pick two dice from your pool (including any newly added) to total for your RAISE.
      - If you HELPED someone else, or only have one die left, you only Raise with only one die.
7. Each opponent affected by your action must choose to GIVE (drop out) or SEE.
   i. If they SEE, they must describe their action.
   ii. If their description includes any TRAITS or BELONGINGS, they can roll the dice and include them in their pool. If their description ESCALATES (even if you haven't yet), add the relevant STATS.
   iii. One of their friends can also HELP them by giving them a die (and only get to RAISE with one).
   iv. To SEE, they pick dice whose total is at least equal to the RAISE:
      - If they SEE with one die, that is REVERSING THE BLOW. They get to reuse it as part of their RAISE during their next GO. They describe the action.
      - If they SEE with two dice, that is a BLOCK or DODGE. They describe how this plays out.
      - If they SEE with three or more dice, that is TAKING THE BLOW. They describe what happens and how they are affected. They get an equivalent number of FALLOUT dice based on the described action (d4 non-physical, d6 physical, d8 weapon, d10 bullet).
         - If no one cares about NPC fallout, the dice are bonus dice for any follow-up conflict.
      - If they can't meet the total, then they are out of the conflict.
8. Once everyone has SEEN (or GIVEN), then next character still in the conflict has their GO (step 6).
9. Once everyone has had a GO, start the next ROUND, in order of highest pair of dice (step 5).
   - Or, if there are only two people, then simply alternate.

Fallout (at the end of the conflict):

- Roll all the FALLOUT dice.
- If you roll any 1's, gain one of the experience benefits.
- If it is 7 or less, take a short-term consequence.
- If it is 8 or higher, take a lasting harm.
- In addition, if it is 12 or higher, you are injured, and may need medical attention, or get worse.
- If it is 20 or higher, you are dead.