AGORA

Character-Focused — **Agenda-Driven RPG**

Circumstances

Name _____ *Full name, Aliases, or Titles*

Archetypes _____ Wealth ___ *± Credit / Debit*

Background Traits _____ Size ___

Foreground Traits _____ Age ___

Principles

○ _____
○ _____

Goals
○ _____
○ _____

Habits
○ _____
○ _____

Creeds

Specialties

○ _____
○ _____
○ _____
○ _____
○ _____
○ _____
○ _____
○ _____
○ _____

Gambits

○ _____
_____
_____

○ _____
_____
_____

○ _____   *Duration*

Kith & Kin

1. _____
_____

_____ ◇ Favor

2. _____
_____

_____ ◇ Favor

3. _____
_____

_____ ◇ Favor

VINPC relationships

Rules Reminders:

- Checks use 3 dice (minus stress), always:
  - 0 successes = *Tough Failure*, 1 success = *Partial Failure*;
  - 2 successes = *Pass*, 3+ sucessess = *Pass with Flying Colors!*
- Tasks use your Job level in dice (minus stress), plus Assets/Gear:
  - Difficulty is equal to the number of *Objectives* you have, plus any Job-specific Factors, and Generic Factors.
  - Consequences should be established before rolling.
  - Success earns 1 *exp* (◇ → ◆), failure earns 2 *exp*.
- KISS dice using *Kismet, Insights, Stunts* or *Specialties* to reroll:
  - Helpers can KISS dice for you, but they are tied to the consequences of the roll.
- Use Conditions *once per session* before an appropriate roll to:
  - *Benefit:* Spend a Lot and gain a +[Health] bonus.
  - *Deficit:* Regain Ego but suffer a −1 die penalty.
- If a roll was *Stressful* you will also gain stress on failure!

Kismet

Kismet

◇◇◇ (Lots)
Lots

◇ (Ego)
Ego

(Fidelity)
Fidelity

(Health)
Health

Conflict

(Poise)
Poise
Acrobat ¤ Armor
+ Helm dice
+ 1 Terrain?
+ 1 Visibility?
+ 1 Cover?
÷ 2 (*round up*)
+ Shield dice

(Presence)
Presence
Charmer ¤ Property
+ 1 Faction dice
+ 1 Oldest?
+ 1 Third-party?
+ 1 History?
÷ 2 (*round up*)
+ Reputation dice

- - - - - - - - - - -
Custom

Abilities

	≥		≥		≥
Appeal ◇◇◇ Worry		**Finesse** ◇◇◇ Shock		◇◇◇	
Resolve ◇◇◇ Burnout		**Endurance** ◇◇◇ Fatigue		◇◇◇	
Wits ◇◇◇ Confusion	**Rank**	**Swiftness** ◇◇◇ Pain	**Rank**	◇◇◇	**Rank**

Capabilities

Conditions

○ _____ ✓   ○ _____ ✓
○ _____ ✓   ○ _____ ✓
○ _____ ✓   ○ _____ ✓

Assets

+ _____   + _____
+ _____   + _____
+ _____   + _____
Dice   **Dice**

Gear

+ _____
+ _____

Weapon ‹jobs›   weight   damage   ‹additional tags›

+ _____   + _____
+ _____   + _____
Dice Armor ‹tags›   weight   **Dice** Other ‹tags›   weight

Encumberance Cur. Max.

Jobs

· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp		· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp	
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp		· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp	
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp		· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp	
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp		· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp	
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp		· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp	
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp		· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp	
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp		· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp	
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp **Ability** **Level**		· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp **Ability** **Level**	