

The King is Dead

An Agora RPG playtest scenario

Player Name

Circumstances

Gwyn (), Ninteenth Rider of the Red Table of Eiddur, and Court Poet.

Name (Gender), Titles or Aliases

First-born of King Llwyd. Whitening hair, dressed in a pompadour. Plump.

Background Characteristics

Wears fine silks under plated armor: more ceremonial than functional.

Foreground Characteristics

Noble Lord, Page, Novice Soldier, Varangian Guard, Novice Bard.

Life Paths

Principles

Melyn is a fraud who lacks true magic. If I can coax mother into telling us more about when Ddu was born, I'll be able to prove this prophesy is false.

Goals

I always speak my mind, even when it embarrasses or infuriates others.
Playing my flute calms me.

Habits

I've not waited my whole life to bow to a child!
Our mother is still the wife of a king, and must be respected as such.

Creeds

Heroic

Tier

Ample

Size

Seasoned

Age

Kismet



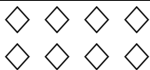
Ego (double 6s)



Health (min. dice)



Fidelity (adv. rank)



Lots (re-roll dice)

Abilities

Appeal ≥ 4

Endurance ≥ 5

Resolve ≥ 4

Finesse ≥ 4

Wits ≥ 5

Swiftness ≥ 5

Mental

Rank

Physical

Rank

Capabilities

Honor ≥ 4

Might ≥ 5

Vigilance ≥ 5

Optional

Rank

Kith & Kin

Arian our mother, and queen regent until dawn

Favor: 1 diamond

Dormadd Ddu's stranglely loyal hound

Favor: 2 diamonds

VINPC Name & Relationship

Favor: 2 diamonds

Traits

Thunderous, Austere, Gallant, Faded Beauty, Imaginative, Drunk

Features (Ft), Scars (Sc), and Gambits (Gm)

Assets

Finery, Ceremonial armor, Ivory flute, Bronze sword, Heroic reputation

Capital (Cp), Expendible (Ex), Magical (Mg), Reputable (Rp)

Specialties

Dance, Etiquette, Observation, Poetry, Story-telling, Warfare, Woodwind [music]

Trained skills and expert knowledge, or innate knacks and natural talents

Jobs

Charmer 4

exp: 10 diamonds

Commander 5

exp: 10 diamonds

Guard 2

exp: 8 diamonds

Host 4

exp: 10 diamonds

Hunter 3

exp: 9 diamonds

Dice

Investigator 5

exp: 10 diamonds

Performer 4

exp: 9 diamonds

Rider 4

exp: 8 diamonds

Strategist 3

exp: 9 diamonds

Warrior 4

exp: 9 diamonds

Dice

KISS dice to re-roll them using Kismet, Insight, Stunts, and Specialties, but keep it short and sweet!

The King is Dead

An Agora RPG playtest scenario

Player Name

Circumstances

Reudd (), Justice Secretary for the Royal Court.

Name (Gender), Titles or Aliases

Second-born of King Llwyd, and Twin of Oren. Shaggy crimson-brown hair.

Background Characteristics

Relatively plain clothes and slim-fit gloves, decorated with lace on the trim.

Foreground Characteristics

Noble Lord, Page, Student, Novice Researcher.

Life Paths

Principles

Melyn’s magic is a bad influence on this court, they should leave after tonight. Dhu is the victim in all this, and needs my guidance.

Goals

I always pretend to know more than I actually do.

Take any opportunity to remind Oren that I’m older and wiser than them.

Habits

I have never forgiven my mother for refusing to teach me magic.

The truth always comes out in the end, and can’t be ignored once it does.

Creeds

Kismet



Ego (double 6s)



Health (min. dice)



Fidelity (adv. rank)



Lots (re-roll dice)

Abilities

Appeal ≥ 5

Endurance ≥ 4

Resolve ≥ 4

Finesse ≥ 5

Wits ≥ 4

Swiftness ≥ 5

Mental

Rank

Physical

Rank

Capabilities

Honor ≥ 5

Might ≥ 5

Vigilance ≥ 4

Optional

Rank

Kith & Kin

Arian my spiteful mother who always doubted me

Favor:

Dormadd Ddu’s mysterious celestial wolf

Favor:

VINPC Name & Relationship

Favor:

Traits

Arbiter, Inquisitive, Rude, Bookworm,
Dilettante, Stressed

Features (Ft), Scars (Sc), and Gambits (Gm)

Assets

Finery, Notebook and quill, Stiletto dagger,
Respected Official

Capital (Cp), Expendible (Ex), Magical (Mg), Reputable (Rp)

Specialties

Deception, History, Magic [lore], Rhetoric, Symbology, Cold Truths

Trained skills and expert knowledge, or innate knacks and natural talents

Jobs

Advocate 4

exp:

Cipher 6

exp:

Engineer 4

exp:

Investigator 4

exp:

Medic 4

exp:

Dice

Ritualist 2

exp:

Scholar 5

exp:

Steward 3

exp:

exp:

exp:

Dice

KISS dice to re-roll them using Kismet, Insight, Stunts, and Specialties, but keep it short and sweet!

The King is Dead

An Agora RPG playtest scenario

Player Name

Circumstances

Oren (), The Twice-Damned Once-Returned Firebrand.

Name (Gender), Titles or Aliases

Third-born of King Llwyd, and Twin of Rewdh. A shock of copper hair.

Background Characteristics

Ornate leather vest with bare arms showing, a tartan cloak, and a scarf.

Foreground Characteristics

Noble Lord, Delinquent, Pilgrim, Novice Artist.

Life Paths

Principles

If we're breaking with tradition, let us see proof of who is best to rule.
Dormadd makes me uneasy, I must find out why he serves Ddu so diligently.

Goals

I often put myself above Reudd, and take every opportunity to show them
how much stronger I am. I frequently disobey my mother, to her dismay.

Habits

Fortune favors the bold, and young minds are best for bold decisions.
If I can make someone smile or laugh each day, then I'm doing good.

Creeds

Kismet

◇

Ego (double 6s)

◇ ◇

Health (min. dice)

◇ ◇ ◇ ◇

Fidelity (adv. rank)

◇ ◇ ◇ ◇
◇ ◇ ◇ ◇

Lots (re-roll dice)

Abilities

Appeal ≥ 4

Endurance ≥ 5

Resolve ≥ 5

Finesse ≥ 4

Wits ≥ 4

Swiftness ≥ 5

Capabilities

Honor ≥ 4

Might ≥ 5

Vigilance ≥ 5

Mental

Rank

Physical

Rank

Optional

Rank

Kith & Kin

Arian my loving mother who never doubted me

Favor: ◇

Dormadd Ddu's uncanny dog creature

Favor: ◇

VINPC Name & Relationship

Favor: ◇

Traits

Trickster, Jealous, Ambitious, Dashing,
Lacks Restraint

Features (Ft), Scars (Sc), and Gambits (Gm)

Assets

Finery, War-axe and Round-shield,
Infamous red scarf

Capital (Cp), Expendible (Ex), Magical (Mg), Reputable (Rp)

Specialties

Acting, Sleight of Hand, Improvisation, Intimidation, Persuasion, Stealth

Trained skills and expert knowledge, or innate knacks and natural talents

Jobs

Advocate 3

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Athlete 4

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Artisan 2

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Brawler 4

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Charmer 4

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Dice

Rider 4

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Rogue 6

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Warrior 5

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Dice

KISS dice to re-roll them using Kismet, Insight, Stunts, and Specialties, but keep it short and sweet!

The King is Dead

An Agora RPG playtest scenario

Player Name

Circumstances

Melyn (), Chief Sorcerer and Advisor of the Royal Court.

Name (Gender), Titles or Aliases

Third-born of King Llwyd. Long, tied-back, blonde hair. Wiry figure.

Background Characteristics

Wears many-colored robes, a tall slightly-conical hat, and a gold necklace.

Foreground Characteristics

Farmer, Scullion, Novice Witch, Physician, Adept Witch, Courtier.

Life Paths

Heroic

Tier

Ample

Size

Old

Age

Principles

Though I grieve for our lost king, I am elated to learn that my foretelling is coming true. I must ensure that this transfer of power is peaceable.

Goals

I am weak for the natural beauty of this world.

My necklace is my conduit of power; so I always keep it on my person.

Habits

I can teach medicine or art, but my prophetic powers cannot be passed on.

Fæ magic is dangerous magic. Only the magic of Mankind can be trusted.

Creeds

Kismet



Ego (double 6s)



Health (min. dice)



Fidelity (adv. rank)



Lots (re-roll dice)

Abilities

Appeal ≥ 5

Endurance ≥ 4

Resolve ≥ 4

Finesse ≥ 5

Wits ≥ 4

Swiftness ≥ 5

Mental

Rank

Physical

Rank

Capabilities

Honor ≥ 5

Might ≥ 5

Vigilance ≥ 4

Optional

Rank

Kith & Kin

Arian stewardess and now widow of the king

Favor:

Dormadd Ddu's unearthly Fæ servant

Favor:

VINPC Name & Relationship

Favor:

Traits

Seer, Apprehensive, Quaint, Obliging,
Tender, Forked Tongue

Features (Ft), Scars (Sc), and Gambits (Gm)

Assets

Wearer of the Tallhat, Pouch of reagents,
Golden choker (conduit)

Capital (Cp), Expendible (Ex), Magical (Mg), Reputable (Rp)

Specialties

Cosmology, Divination, Etiquette, Fae [lore], Observation, Patience, Sweet Platitudes

Trained skills and expert knowledge, or innate knacks and natural talents

Jobs

Advocate 3

exp:

Alchemist 5

exp:

Beggar 3

exp:

Diplomat 3

exp:

Interpreter 4

exp:

Dice

Laborer 2

exp:

Merchant 3

exp:

Physician 4

exp:

Ritualist 5

exp:

Scholar 5

exp:

Dice

KISS dice to re-roll them using Kismet, Insight, Stunts, and Specialties, but keep it short and sweet!

The King is Dead

An Agora RPG playtest scenario

Player Name

Circumstances

Ddu (he / him), Honorary Master of Hounds.

Name (Gender), Titles or Aliases

Last-born of King Llwyd. Prophesied king. Eyes and hair as black as jet.

Background Characteristics

Dark maroon gown, with floral lapel and golden trimmings.

Foreground Characteristics

Noble Lord, Novice Ranger.

Life Paths

Mythic

Tier

Modest

Size

Young

Age

Principles

All my siblings just want to besmirch me, why can't they see that I'm true?
I'll show them I can be their king!

Goals

My first assumptions are often wrong, but that's okay... I'm still learning.
When the light of the full moon strikes me, I always get jittery.

Habits

My dog says he'll defend me with his life, but I'm an adult now so we
can protect each other. Actions are more important than words.

Creeds

Kismet

◇

Ego (double 6s)

◇ ◇

Health (min. dice)

◇ ◇ ◇ ◇

Fidelity (adv. rank)

◇ ◇ ◇ ◇
◇ ◇ ◇ ◇

Lots (re-roll dice)

Abilities

Appeal ≥ 4

Resolve ≥ 5

Wits ≥ 4

Mental Rank

Endurance ≥ 4

Finesse ≥ 4

Swiftness ≥ 4

Physical Rank

Capabilities

Honor ≥ 4

Might ≥ 4

Vigilance ≥ 4

Optional Rank

Kith & Kin

Arian my poor grieving mother

Favor: ◇

Dormadd my best friend

Favor: ◇

VINPC Name & Relationship

Favor: ◇

Traits

Chosen by Fate, Naive, Tactless, Sweetheart

Features (Ft), Scars (Sc), and Gambits (Gm)

Assets

Finery, Ash bow and arrows, a glass Compass

Capital (Cp), Expendible (Ex), Magical (Mg), Reputable (Rp)

Specialties

Dogs, Gossip, Orienteering, Poetry, Wild Animals

Trained skills and expert knowledge, or innate knacks and natural talents

Jobs

Charmer 4 exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Cipher 3 exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Hunter 4 exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Handler 5 exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Scholar 2 exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Explorer 4 exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Warrior 2 exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

exp: ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇

Dice

Dice

KISS dice to re-roll them using Kismet, Insight, Stunts, and Specialties, but keep it short and sweet!

The King is Dead

An Agora RPG playtest scenario

Player Name

Circumstances

Arian (she / her)

Name (Gender), Titles or Aliases

Wife and stewardess of King Lhwyd. Tall and lithe. Blue eyes.

Background Characteristics

Grey pencil dress and soft fur cloak, plaited silver hair with ornate beads.

Foreground Characteristics

Heroic

Tier

Ample

Size

Old

Age

Life Paths

Principles

No one can know what I've done. I must simply make sure that Melyn's prophesy comes true, and that Dhu is crowned king before dawn.

Goals

Always deflect blame or try to cause confusion.

Fill the silence with sobs (first scene only).

Habits

Death is not the end... perhaps it is just the beginning of a new adventure.

All wrongdoing will be punished eventually; let the gods judge me.

Creeds

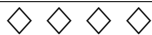
Kismet



Ego (double 6s)



Health (min. dice)



Fidelity (adv. rank)



Lots (re-roll dice)

Abilities

Appeal ≥ 4

Endurance ≥ 4

Resolve ≥ 5

Finesse ≥ 5

Wits ≥ 5

Swiftness ≥ 4

Mental

Rank

Physical

Rank

Capabilities

Honor ≥ 5

Might ≥ 5

Vigilance ≥ 5

Optional

Rank

Kith & Kin

Dormadd my son's guardian spirit

Favor: 1 diamond

Favor: 1 diamond

VINPC Name & Relationship

Favor: 1 diamond

Traits

Troubled, Cynical, Sharp, Graceful, Cordial

Features (Ft), Scars (Sc), and Gambits (Gm)

Assets

Finery, Compact powder purse, Carver's knife

Capital (Cp), Expendible (Ex), Magical (Mg), Reputable (Rp)

Specialties

Carving, Children, Cold Truths, Composure, Deception, Empathy, Persuasion, Sweet Platitudes

Trained skills and expert knowledge, or innate knacks and natural talents

Jobs

Advocate 3

exp: 8 diamonds

Artisan 3

exp: 8 diamonds

Charmer 4

exp: 8 diamonds

Cipher 6

exp: 8 diamonds

Guard 4

exp: 8 diamonds

Dice

Host 6

exp: 8 diamonds

Medic 3

exp: 8 diamonds

Rider 3

exp: 8 diamonds

Ritualist 4

exp: 8 diamonds

Strategist 5

exp: 8 diamonds

Dice

KISS dice to re-roll them using Kismet, Insight, Stunts, and Specialties, but keep it short and sweet!

The King is Dead

An Agora RPG playtest scenario

Player Name

Circumstances

Name (Gender), Titles or Aliases

Tier

Background Characteristics

Size

Foreground Characteristics

Age

Life Paths

Principles

Goals

Habits

Creeds

Kismet



Ego (double 6s)



Health (min. dice)



Fidelity (adv. rank)



Lots (re-roll dice)

Abilities

Appeal ≥

Endurance ≥

Resolve ≥

Finesse ≥

Wits ≥

Swiftness ≥

Mental Rank

Physical Rank

Capabilities

Honor ≥

Might ≥

Vigilance ≥

Optional Rank

Kith & Kin

Traits

Favor:

Favor:

VINPC Name & Relationship

Favor:

Features (Ft), Scars (Sc), and Gambits (Gm)

Assets

Capital (Cp), Expendible (Ex), Magical (Mg), Reputable (Rp)

Specialties

Trained skills and expert knowledge, or innate knacks and natural talents

Jobs

exp:

exp:

exp:

exp:

exp:

exp:

exp:

exp:

exp: Dice

exp: Dice

KISS dice to re-roll them using Kismet, Insight, Stunts, and Specialties, but keep it short and sweet!