Character-Focused Agenda-Driven RPG

Player Campaign / Tier **Circumstances Abilities** FINESSE APPEAL Full name, Aliases, or Titles Name Worry Shock Kismet RESOLVE ENDURANCE Wealth ± Credit / Debit Archetypes Burnout Fatigue **Background Traits** Size Wits **SWIFTNESS** Confusion Pain **Foreground Traits Conditions** Lots **Principles** Ego Goals **Assets** Habits **Fidelity** Creeds **Gambits Specialties** Gear Health Weapon <jobs> <additional tags> Conflict Dice Other <tags> Dice Armor <tags>  $\bigcirc$ **Jobs** Acrobat x Armor + Helm dice Duration + 1 Terrain? Kith & Kin exp + 1 Visibility? **Rules Reminders:** + 1 Cover? • Checks use 3 dice (minus stress), always: ÷ 2 (round up) • 0 successes = Tough Failure, 1 success = Partial Failure; + Shield dice exp • 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, Presence plus any Job-specific Factors, and Generic Factors. Charmer ¤ Property exp • Consequences should be established before rolling. + 1 Faction dice + 1 Oldest? • Success earns 1 exp ( $\diamondsuit \rightarrow \spadesuit$ ), failure earns 2 exp. + 1 Third-party? exp • KISS dice using Kismet, Insights, Stunts or Specialties to reroll: + 1 History? • Helpers can KISS dice for you, but they are tied to the ÷ 2 (round up) consequences of the roll. + Reputation dice • 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. —— ♦ Favor • If a roll was Stressful you will also gain stress on failure!

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Two-page Character Sheet (v0.5)

exp Ability Level

exp Ability Level

VINPC relationships