# AGORA

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

_____          _____
Player                                                    Campaign (Tier)

## Circumstances

_____    _____
Name (pronouns)                                    Aliases or Titles

_____    _____
Background traits                                       Size

_____    _____
Foreground traits                                      Age
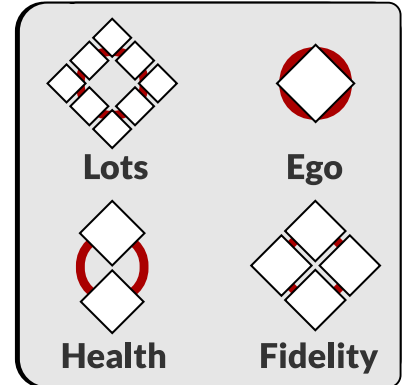
_____
Playbook / Walks of Life

## Principles       *Kismet*

_____

Goals

_____

Habits

_____

Creeds

**Kismet**

- Lots
- Ego
- Health
- Fidelity

## Abilities      *Conditions*

| | | | | |
|---|---|---|---|---|
| **APPEAL** | ≥ ___ | **FINESSE** | ≥ ___ | |
| · ◇◇ · worry | | · ◇◇ · shock | | |
| **RESOLVE** | ≥ ___ | **ENDURANCE** | ≥ ___ | |
| · ◇◇ · fatigue | | · ◇◇ · hunger | | |
| **WITS** | ≥ ___ | **SWIFTNESS** | ≥ ___ | |
| · ◇◇ · confusion | **Rank** | · ◇◇ · pain | **Rank** | |

### Conditions

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

## Kith & Kin      Assets & Gear

1. _____
_____ · ◇ · favor
2. _____
_____ · ◇ · favor
3. _____
_____ · ◇ · favor

VINPC names and relationships

### Assets & Gear

+ ___ _____
+ ___ _____
+ ___ _____
+ ___ _____
+ ___ _____
+ ___ _____

**Dice**   Name (tags / notes)

## *Specialties*

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

*Use once per session to KISS, establish a fact, or auto-succeed a Check!*

## Jobs

| | |
|---|---|
| · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp ___ ___ | · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp ___ ___ |
| · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp ___ ___ | · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp ___ ___ |
| · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp ___ ___ | · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp ___ ___ |
| · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp ___ ___ | · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp ___ ___ |
| · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp **Ability** **Level** | · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp **Ability** **Level** |