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

Player _____ Campaign (Tier) _____

Circumstances

Name (pronouns) _____ Full name, Aliases, or Titles _____

_____

Background features _____ Size _____

_____

Foreground features _____ Age _____

_____

Walks of Life

○ _____ ✓

Exclusive feature (effect) — *A circumstance, specialty, condition, asset, gambit, or trait that is uniquely yours or your peoples'*

Principles

_____

_____

Goals _____

_____

Habits _____

_____

Creeds _____

Abilities

APPEAL ≥ _____   **FINESSE** ≥ _____
· ◇◇ · worry   · ◇◇ · shock

RESOLVE ≥ _____   **ENDURANCE** ≥ _____
· ◇◇ · fatigue   · ◇◇ · hunger

WITS ≥ _____   **SWIFTNESS** ≥ _____
· ◇◇ · confusion   · ◇◇ · pain

Capabilities

_____ ≥ _____
· ◇◇ ·

_____ ≥ _____
· ◇◇ ·

_____ ≥ _____
· ◇◇ · **Rank**

Rank   **Rank**

Conditions

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

_____ _____
_____ _____
_____ _____

Ability   Wounds or Boons

Kith & Kin

1. _____
_____
_____ · ◇ · favor

2. _____
_____
_____ · ◇ · favor

3. _____
_____
_____ · ◇ · favor

VINPC relationships

Kismet

Kismet

Lots
◇ ◇ ◇ ◇ ◇ ◇ ◇

Ego
◆

Fidelity
◇ ◇ ◇ ◇

Health
◇ ◇

Specialties

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

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

Assets & Gear

+ _____
+ _____
+ _____
+ _____
+ _____
+ _____
+ _____
+ _____

Dice   Name (tags and notes)

Jobs

· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____
· ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____   · ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ · exp _____

Ability **Level**   Ability **Level**