

Player

Circumstances

Name (pronouns)

Full name, Aliases, or Titles

Class (culture / archetype)

Wealth

¢aps

Backgrounds

Size

Foregrounds

Age

Principles

Goals

Habits

Creeds

Specialties

Features

Exclusive

Ancestral

Class

Kith & Kin

VINPC relationships

Character-Focused

Agenda-Driven RPG

Kismet

Ego

Fidelity

Health

Conflict

Presence

Poise

Campaign (Tier)

Abilities

Capabilities

Conditions

Assets

Gear

Jobs

Rules Reminders:

- Use specialties *once per session* to KISS dice or establish a fact!
- Checks use 3 dice (– stress), and need 2 or more successes
- Tasks use job level + bonuses (– stress), and the difficulty depends on your objective(s) and the factors against you
  - Failing the roll earns you a point of *exp* (◊ → ◆)
- KISS dice using *Kismet*, *Insights*, *Stunts* or *Specialties* to reroll
  - A helper can KISS dice for you, but they are tied to the consequences of the roll
  - The first Lot you spend to KISS a Task converts to *exp*
- Use Conditions *once per session* to subtract a die before rolling
  - You regain Ego or a Lot, depending on success or failure
  - Once per Condition, spend catharsis ✓s to regain Ego
- Spend favor with a VINPC for them to help or follow you

Charmer || Assets

+1 Oldest?

+1 Third-party?

+1 History?

÷2 (round up)

+1 / M. Ability ≤3

Acrobat || Armor

+Helm dice

+1 Terrain?

+1 Weather?

+1 Cover?

÷2 (round up)

+Shield dice

Weapon <jobs>

weight

damage

<additional tags>

Armor <tags>

weight

Other <tags>

weight

Cur.

Max.

Encumbrance

Ability

Level

Ability

Level

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Two-page Character Sheet (v1.0)