

Player

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

• ♦ ♦ • worry

RESOLVE

• ♦ ♦ • fatigue

WITS

• ♦ ♦ • confusion

FINESSE

• ♦ ♦ • shock

ENDURANCE

• ♦ ♦ • hunger

SWIFTNESS

• ♦ ♦ • pain

Capabilities

• ♦ ♦ •

• ♦ ♦ •

• ♦ ♦ •

Conditions

1.

2.

3.

Kith & Kin

• ♦ • favor

• ♦ • favor

• ♦ • favor

Ability

Wounds or Boons

VINPC relationships

Character-Focused

Agenda-Driven RPG

AGORA

Kismet

Lots

Ego

Fidelity

Health

Specialties

Assets & Gear

Jobs

Campaign (Tier)

Rules Reminders:

Find your agenda by looking at your Principles, questioning your current situation or surroundings, or asking your Peers

Checks use 3 dice (– stress), and need 1-3 successes

Tasks use job level + bonuses (– stress), and the difficulty depends on your objective(s) and the factors against you

You can offer spare Task dice to ensure side-objectives

If you have no dice, or are level 0, roll a Die of Fortune

KISS dice using Kismet, Insights, Stunts or Specialties

Failing the roll earns you a point of exp: ♦ → ♦

Roll a help die separately, using the ability rank of the helper

Use Conditions, once per session, to hinder yourself before rolling to 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

Powered by Agora (CC BY 4.0)

Two-page Character Sheet (v1.0)