AGORA

Character-Focused Agenda-Driven Roleplaying

Player

Features

Archtype / Tier

Name (Pronouns)

Aliases or Titles

Background Traits

Age
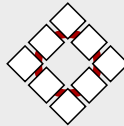
Foreground Traits

Size

Walks of Life

Principles

Kismet

Goals
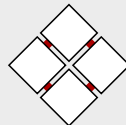

Lots   Ego

Habits

Health   Fidelity

Creeds

Abilities

Conditions

Appeal   ≥

Finesse   ≥

∘ ◇ ∘ *Chagrin*

∘ ◇ ∘ *Shock*

Resolve   ≥

Endurance   ≥

∘ ◇ ∘ *Fatigue*

∘ ◇ ∘ *Hunger*

Wits   ≥

Swiftness   ≥

∘ ◇ ∘ *Confusion*   **Rank**

∘ ◇ ∘ *Pain*   **Rank**

Kith & Kin

Assets & Gear

+

+

∘ ◇ ∘ *Favor*

+

+

∘ ◇ ∘ *Favor*

+

+

∘ ◇ ∘ *Favor*

Names and Relationships

Dice Name   Tags or Notes

Specialties

○ ____ ○ ____ ○ ____ ○ ____

○ ____ ○ ____ ○ ____ ○ ____

○ ____ ○ ____ ○ ____ ○ ____

Use once per session to KISS, establish a fact, or succeed a Check

Jobs

∘ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ∘ *exp*

∘ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ∘ *exp*

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∘ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ∘ *exp*   Ability **Level**

∘ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ◇◇ ∘ *exp*   Ability **Level**