

POLIS

CHARACTERISTICS

MILITARY	CULTURE	PRODUCE	TRADE	RESOURCES

ARKHON ABILITY

TRADE PARTNERS

FACTION _____	NOTES _____
FACTION _____	NOTES _____
FACTION _____	NOTES _____
FACTION _____	NOTES _____
FACTION _____	NOTES _____
FACTION _____	NOTES _____
FACTION _____	NOTES _____
FACTION _____	NOTES _____
FACTION _____	NOTES _____

SKILLS

Accuracy _____

Athletics _____

Awareness _____

Brawl _____

Craft _____

Diplomacy _____

Knowledge _____

Lore _____

Manipulation _____

Medicine _____

Melee _____

Perform _____

Ride _____

Survival _____

Vigour _____

RELATIONSHIPS

FACTION _____	STATUS _____
FACTION _____	STATUS _____
FACTION _____	STATUS _____
FACTION _____	STATUS _____
FACTION _____	STATUS _____
FACTION _____	STATUS _____
FACTION _____	STATUS _____
FACTION _____	STATUS _____

At the end of the *Agora Phase* reduce Food by Populace. If there isn't enough Food to feed everyone, reduce Food to 0 and gain 1 Risk per point of missing Food

- Status:
- ◆ +3 Allies
 - ◆ +1 to +2 Friendly
 - ◆ 0 Neutral
 - ◆ -1 Unfriendly
 - ◆ -2 Hostile
 - ◆ -3 War

- Roll:
- ◆ Produce (Survival) to create Food
 - ◆ Resources (Craft) to create Stater
 - ◆ Trade (Diplomacy) to create Food or Stater

OF	OF
FOOD	STATER

FEATURES

FEATURE	PROPERTIES	STRUCTURE	DMG
		OF	
		OF	
		OF	
		OF	
		OF	
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RETAINERS

RETAINER	PROPERTIES	HEALTH	DMG
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		OF	
		OF	

RISK

MORALE _____

0	1	2	3	4	5	6	7	8	9	10	11	12
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