

Simon Dixon

NAME

IS A Shiny Diplomat WHO
DESCRIPTOR TYPE

Leads

FOCUS

TYPE, FLAVOR, OR OTHER

1 TIER	1 EFFORT	XP
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MIGHT		SPEED		INTELLECT	
10	0	12	0	14	1
POOL	EDGE	POOL	EDGE	POOL	EDGE

RECOVERY ROLLS d6+1 <input type="checkbox"/> 1 ACTION <input type="checkbox"/> 1 HOUR <input type="checkbox"/> 10 MINS <input type="checkbox"/> 10 HOURS	DAMAGE TRACK <input type="checkbox"/> IMPAIRED <input type="checkbox"/> DEBILITATED +1 Effort per level Ignore minor and major effect results on rolls Combat roll of 17-20 deals only +1 damage Can move only an immediate distance Cannot move if Speed Pool is 0
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SKILLS

Quadbiking (Trained)

Speed defense tasks You know how to get out of the way. You are trained in Speed defense tasks.

Light weapons (Practiced)

Deception and disguise tasks You are irrepressible, but that makes it hard to dissemble. Deception and disguise tasks are hindered.

Heavy weapons (Inability)

Medium weapons (Inability)

Sneaking and staying quiet You may be lithe and shiny, but you're not sneaky. Tasks related to sneaking and staying quiet are hindered.

ADVANCEMENT

<input type="checkbox"/> INCREASE CAPABILITIES +4 points into stat Pools	<input type="checkbox"/> MOVE TOWARD PERFECTION +1 to the Edge of your choice	<input type="checkbox"/> EXTRA EFFORT +1 into Effort	<input type="checkbox"/> SKILL TRAINING Train in a skill or specialize in a trained skill	<input type="checkbox"/> OTHER Refer to the Cypher System Rulebook
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SPECIAL ABILITIES

Good Advice Anyone can help an ally, easing whatever task they're attempting. However, you have the benefit of clarity and wisdom. When you help another character, they gain an additional asset. Enabler.

Natural Charisma You are trained in all social interactions, whether they involve charm, learning a person's secrets, or intimidating others. Enabler.

Encouragement (1 Intellect point) While you maintain this ability through ongoing inspiring oration, your allies within short range ease one of the following task types (your choice): defense tasks, attack tasks, or tasks related to any skill that you are trained or specialized in. Action.

Anecdote (2 Intellect points) You can lift the spirits of a group of creatures and help them bond together by entertaining them with an uplifting or pointed anecdote. For the next hour, those who pay attention to your story are trained in a task you choose that's related to the anecdote, as long as it's not an attack or defense task. Action to initiate, one minute to complete.

Retinue Four level 2 followers join you (and your first follower, if you have one). One of their modifications must be for tasks related to serving as your personal assistants. In addition to other tasks they might individually take on your behalf, they can also work together to run interference if you're trying to avoid someone, help hide you from the attention of others, help you muscle through a crowd, and so on. If a situation becomes physically violent, they provide an asset to your Speed defense tasks and, if you command it, try to hold a foe's attention while you escape. Enabler.
continued...

ATTACKS

Fast Punch A light speed attack eased by one step doing 2 damage. A lightning left jab.

Light Weapon A light speed attack eased by one step doing 2 damage. A light weapon of your choice. Granted from Starting Equipment.



CYPHERS

Catholicon (Level 4, Manifest) Cures any disease of the cypher level or lower.

Intellect Booster (Level 4, Subtle) Adds 1 to the user's Intellect Edge for one hour (or 2 if the cypher is level 5 or higher).

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LIMIT

EQUIPMENT

- Appropriate clothing
- A light handgun
- Ammo handloading tools
- A kevlar vest
- A backpack
- A first aid kit
- A wooden club
- A shield
- A shopping cart
- Sunglasses
- A bar of gold from the before-times that is literally shiny in bright light. Granted from Shiny.

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ARMOR

MONEY

BACKGROUND

A Diplomat is also known as a Speaker

Diplomat

You're good with words and good with people. You talk your way past challenges and out of jams, and you get people to do what you want. Speakers are smart and charismatic. They like people and, more important, they understand them. This helps speakers get others to do what needs to be done.

Shiny

You're brash and bright, and you exult in situations, people, and objects that seem to you as if they have a similar sheen. Literally shiny objects qualify, as well as objects that are not rusted or degraded by time's passage or the effects of the apocalypse. You also tend to fall into the orbit of people who are strong, unbeaten, and possessed of an inner brightness. You believe that they, like you, reflect the light of some greater spiritual purpose in the world. When you believe you are acting in that glow, you are emboldened and may take risks others fear. You don't seek death, but you're confident that death in the pursuit of something shiny is the definition of a life well-lived.

Leads

Your natural leadership capability allows you to command others, including a loyal band of followers.

Choose how you became involved in the adventure:

- It seemed like there were equal odds that the other PCs wouldn't succeed, which sounded good to you.
- The first word that popped into your head upon seeing the PCs was "shiny."
- You think the tasks ahead will present you with unique and fulfilling challenges.
- Someone you trust and respect above all others suggested you join the PCs to help them complete their task.

Background Connection You have traveled extensively, and during that time you accumulated quite a collection of strange souvenirs.

Focus Connection Pick one other PC. That character has an extra item of regular equipment you gave them, either something you made or an item you just wanted to give them. (They choose the item.)

NOTES

Possible player intrusions based on your character type:

Friendly NPC

An NPC you don't know, someone you don't know that well, or someone you know but who hasn't been particularly friendly in the past chooses to help you, though doesn't necessarily explain why. Maybe they'll ask you for a favor in return afterward, depending on how much trouble they go to.

Perfect Suggestion

A follower or other already-friendly NPC suggests a course of action with regard to an urgent question, problem, or obstacle you're facing.

Unexpected Gift

An NPC hands you a physical gift you were not expecting, one that helps put the situation at ease if things seem strained, or provides you with a new insight for understanding the context of the situation if there's something you're failing to understand or grasp.

Lithe

+2 to your Speed Pool.

Granted from Shiny

Possible GM intrusion from your focus:

Followers fail, betray, lie, become corrupted, get kidnapped, or die.

PORTRAIT

...SPECIAL ABILITIES

Shiny Maneuver You know how to push yourself harder, at the risk of a more dramatic failure. When you attempt a shiny maneuver, you ease a task, attack roll, or defense roll, but in doing so you increase the intrusion range by two for that roll, to a 1-3 on a d20. If you fail and decide to retry the task (requiring that you spend a level of Effort, as normal), it has the same increased intrusion range. Once you attempt a shiny maneuver, you can't attempt another until you make a recovery roll. Enabler.