

# Shariyen the Envoy

A canny, cautious, and experienced diplomat. Shariyen has traveled lands far away from the Woodland, always seeking to end conflicts... and to boost her own reputation.



Charm 0 • Cunning +3 • Finesse 0 • Luck +1 • Might 0

## Your Nature

**Sworn:** Clear your exhaustion track when you openly commit to resolve a dangerous conflict on behalf of someone vulnerable.

## Your Drives

**Greed:** Advance when you secure a serious payday or treasure.

**Ambition:** Advance when you increase your reputation with any faction.

**Roguish Feats:** Hide, Sneak, Pick Lock

**Weapon Skills:** Parry

## Your Moves

**Diplomat:**  <sup>+0</sup>  <sup>+1</sup>  <sup>+2</sup>  <sup>+3</sup>

You are known across the Woodland as an accomplished diplomat; **you have a track (Diplomat) to reflect your professional reputation, starting at a +1.** When you raise your reputation with any faction, raise Diplomat; when you lower your reputation with any faction, lower Diplomat. You cannot lower Diplomat below +0 or raise it above +3.

- Mark exhaustion to use Diplomat when you **ask for a favor** or **meet someone important** for the first time, regardless of the faction of your target.
- When you **persuade** or **figure out** an important NPC while acting on behalf of another—not you or your band—roll with Diplomat instead of Charm.

**Trust in Me:** When you soothe or placate an angry NPC, roll with Cunning. On a hit, you calm their rage. On a 7-9, choose 1. On a 10+, choose 2:

- They reveal an unexpected vulnerability
- They hesitate in their fury; you create an opportunity
- They take you further into their confidence

On a miss, you can only calm them by redirecting their frustrations.

**Plots and Schemes:** Take +1 Cunning (max +3).

## YOUR CONNECTIONS

### Watcher

\_\_\_\_\_ reminds me of a powerful political figure of the Woodland. Whom do they resemble? Why is the resemblance so striking to me?

*When you **figure them out**, you always hold 1, even on a miss. When you **plead with them to go along with you**, you can let them clear 2-exhaustion instead of 1.*

### Peer

\_\_\_\_\_ and I negotiated a truce between two warring parties within a clearing. Why were they so important to closing the deal?

*If you share information with them after reading a tense situation, you both benefit from the +1 for acting on the answers. If you help them while they attempt a roguish feat, you gain choices on the help move as if you had marked 2-exhaustion when you mark 1-exhaustion.*

## Background

Shariyen made a name for herself navigating the wider world, playing a role in resolving many conflicts. She believes in peace, and the value it can bring everyone—including herself. She does care about helping others, but some whisper that she cares about her own reputation and acquisition just as much or more. She came to the Woodland to do her part in resolving the Woodland War, although she earned the enmity of the Eyrie Dynasties by negotiating against them. But Talon Hill represents a real opportunity and challenge. What's more, Shariyen has met Thurgud before Morgana's death, and has met Clement Meekly as he ventured to the clearing; both will seek Shariyen's aid, and she is already inclined to give it.

INJURY  
     EXHAUSTION  
     DEPLETION

## Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

Mousefolk Short Sword

- **Range:** Close | **Weapon skill tags:** Parry
- **Mousefolk Steel:** Mark wear to **engage in melee** using Cunning instead of Might.

Leather Armor

- **Flexible:** When you **grapple** with someone, mark exhaustion to ignore the first choice they make.

## YOUR REPUTATION

Denizens	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Eyrie Dynasties	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	+0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Lizard Cult	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
Riverfolk Company	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+0	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3
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