

# Yates the Envoy

An adventurous, outgoing, clever negotiator. Yates has traveled the world far and wide and helped resolve many conflicts between many different denizens.



Charm +1 • Cunning +2 • Finesse 0 • Luck +1 • Might 0

## Your Nature

**Agent:** Clear your exhaustion track when you convince someone influential to allow you to represent their interests.

## Your Drives

**Loyalty:** You're loyal to someone—Samm Dios. Advance when you obey their order at a great cost to yourself.

**Clean Paws:** Advance when you accomplish an illicit, criminal goal while maintaining a believable veneer of innocence.

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

**Weapon Skills:** Improvise

## Your Moves

Diplomat: <sup>+0 +1 +2 +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.

**Fancy Meeting You Here:** When you **carouse in a popular locale**, roll with Luck. On a hit, you meet a lackey of a powerful faction in the area—the GM will tell you what they do for the faction, and you tell the GM when and how you met them in the past. On a 10+, they get sloppy: they let a secret slip about the faction's plans or offer to introduce you to the faction's leaders on friendly terms. On a miss, someone who is looking for you finds you first.

**Plots & 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

Yates and Samm Dios came from the same part of the world, and as young toads, they together left to see what distant lands could teach them. They traveled together for some time but their paths diverged as Samm learned about the Lizard Cult and became a devoted follower of its tenets, while Yates wandered far and wide. The vagabond toad found himself helping the communities he encountered, assisting them in resolving their conflicts by representing the different sides and ensuring they could hear each other. He loved his role as a mediator, especially when he could help solve injustices by circumventing unjust systems and laws. Now he's aiming to reconnect with his old friend in Hacksaw Dell.

□ □ □ □ INJURY  
□ □ □ □ EXHAUSTION  
□ □ □ □ DEPLETION

## Your Equipment

CARRYING: 2 BURDENED: 4 MAXIMUM CARRY: 8

Sling and Rocks □ □ □

• **Range:** Close, Far | **Weapon skill tags:** Harry a Group

Herb Satchel □ □

• **Flexible:** When you use these supplies to provide medical aid to someone (including yourself), mark wear to clear exhaustion from them, or mark 2-wear to clear injury from them.

## YOUR REPUTATION

Denizens	-3	□	□	□	□	-2	□	□	□	□	-1	□	□	☒	+0	□	□	□	□	□	+1	□	□	□	□	□	+2	□	□	□	□	□	+3	□	□	□	□	□
Woodland Alliance	-3	□	□	□	□	-2	□	□	□	□	-1	□	□	☒	+0	□	□	□	□	□	+1	□	□	□	□	□	+2	□	□	□	□	□	+3	□	□	□	□	□
Lizard Cult	-3	□	□	□	□	-2	□	□	□	□	-1	□	□	□	+0	☒	☒	☒	□	□	+1	□	□	□	□	□	+2	□	□	□	□	□	+3	□	□	□	□	□
Eyrie Dynasties	-3	□	□	□	□	-2	□	□	□	□	-1	□	□	☒	+0	☒	☒	□	□	+1	□	□	□	□	□	+2	□	□	□	□	□	+3	□	□	□	□	□	

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