

The Diplomat

Not every mission has to end with gunfire or a high speed getaway. You use your charm and your tact to defuse tense situations, win people over, and maintain relationships with your allies. You're a great negotiator, and you know how to get what you need through conversation.

- Charm**
Manipulate Someone
- Cool**
Act Under Pressure, Help Out
- Sharp**
Investigate, Read a Bad Situation
- Tough**
Kick Some Ass, Protect Someone
- Technobabble**
Reverse the Polarity

Luck

Mark luck to change a roll to 12 or avoid all harm from an injury.

Harm

When you reach 4 or more harm, mark Unstable.

Unstable

Experience

Mark experience when you roll a 6 or less, or a move tells you to.

Moves

You get all the basic moves, plus three Diplomat moves.

Pick three of these:

- Calming touch:** You can diffuse tense interactions more easily than most (+1 act under pressure)
- Gesture of goodwill:** If you give something of value to someone, they are more likely to help you (a 7-9 is treated like 10+ manipulate someone)
- Carry a big stick:** If negotiations break down, you're prepared to defend yourself (+1 kick some ass, protect someone)
- Home field advantage:** If you are on your home planet, you have the upper hand in negotiations (+1 manipulate someone)
- Gentle approach:** Use empathy and compassion rather than intimidation to get information from people (+1 investigate, read a bad situation)
- Cooler heads:** Keeping calm has an effect on your allies (+1 help out)
- Tough negotiator:** Talk your way out of life or death situations (+1 act under pressure)
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Gear

You get a standard issue sidearm: 9mm handgun (2 harm, close, loud). Then you may pick a serious weapon and either armor or special equipment.

Serious weapons (pick one):

- Hidden dagger** (1 harm, intimate, quick, small)
- Stun gun** (1 harm, close, stun)
- Cane** (1 harm, close, balanced, useful)
- Poison drops** (3 harm, intimate, innocuous, many)

Armor and special equipment (pick one):

- ☐ **Flak jacket** (2 armor, heavy)
- ☐ **Protective vest** (1 armor, light)
- ☐ **Listening device** (listen to conversations at a distance)
- ☐ **Box of goodies** (candies and treats from home that you can use to ingratiate yourself to the locals)

Introductions

When you get here, wait for everyone else to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Diplomat by name and look, and tell the group what they know about you.

History

- Go around the group again. When it's your turn, pick one of each for the other explorers.
- This explorer used to work with you before
 - You had to put out some fires because of this explorer's actions in the past
 - This explorer saved your life
 - You made a deal with this explorer's sworn enemy
 - This explorer gets frustrated with negotiations and wants to blow things up all the time
 - You negotiated peace, keeping this explorer out of harm's way
 - This explorer considers you a mentor and looks up to you
 - This explorer thinks you're unqualified for your job
 - This explorer has a terrible poker face and needs to be kept away from negotiations

Leveling Up

Whenever you roll a 6 or lower, or a move tells you to do so, mark an experience box. Once you've marked all five boxes, you level up. Erase the marks and pick an improvement from the following lists.

Improvements

- ☐ Get +1 Charm (max +3)
- ☐ Get +1 Cool (max +2)
- ☐ Get +1 Sharp (max +2)
- ☐ Get +1 Tough (max +2)
- ☐ Take another Diplomat move
- ☐ Take another Diplomat move
- ☐ Gain an ally
- ☐ Take a move from another archetype
- ☐ Take a move from another archetype

Advanced Improvements

Once you have leveled up 5 times, you may pick options from the Advanced Improvements list.

- ☐ Get +1 to any rating (max +3)
- ☐ Get back one used Luck point
- ☐ Change this explorer to a new type
- ☐ Create a second explorer to play in addition to this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this explorer