

Name: Ambassador Jun

Age: Unknown

Gender: Unknown

Sex: Unknown

Race: Humanoid

Appearance: A surprisingly tall humanoid that is never seen outside of their discrete looking set of white power armor that cover the entirety of their body. The helmet of the power armor is dominated by the presence of a discrete visor that has an odd quirk in the form of a series of often red dots on it that seems to track and follow everyone within view. The power armor comes with the ability to generate a field of chaos and inexplicability that surrounds the wearer's body, in an attempt to make them too inexplicable for a mind to process and causing said mind to automatically ignore the wearer in an attempt to retain some measure of sanity. Rather fortunately the armor's 'cloaking field' is often shut off to try and preserve the sanity of other people. He often wears a dark purple hooded cloak over his armor to hide it even more.

Personality: Calm, diplomatic, and ever curious, Jun tries their best to maintain the menacing yet ultimately reasonable and likeable image that their race has done their best to maintain over the many years they have existed in the Milky Way.

Merit: 14

(61 points earned)

HP: 26

Moves: 11

Stats: (21/21)

Essence: 6 (Base 4, +2 from training)

Constitution: 3 (Base 2, +1 from training)

Dexterity: 11 (Base 8, +1 from Merit and +2 from training)

Intelligence: 12 (Base 4, +4 from merit, +3 from training)

Resistance: 3+5 (Base 2, +1 from training)

Strength: 3 (Base 2, +1 from training)

Synergy: 2 (Base 1, +1 from training)

Perks:

Weirdness Censor: The Ambassador has a Dex\*2 chance of dodging an attack by simply causing the attacker to suddenly be overwhelmed by the ambassador's darting movements and increasingly incomprehensible appearance that they just mentally file the Ambassador as somebody else's problem.

Beyond the Veil: Grants the perk backed action "Void of Incomprehensibility".

Actions:

-Actives

(Perk Backed) Void of Incomprehensibility: The Ambassador can choose to over charge his personal field of chaos to the point where absolutely anything can be used to distract others enough to trigger mass change blindness and cause him to effectively disappear and become unable to become the target of any single target actions. The Ambassador must make an opposed Dex v Int check to stay in stealth if he has attacked the other participant in the opposed check, or if they had managed to successfully land a blow on Jun anyway. And he takes a malus to the roll that is equal to the other participant in the opposed check's Intelligence for every single success. He can choose to immediately end the stealth effect at will, and this ability can only be used once per encounter.

Level 2: Jun now gains a +3 to the first opposed check to remain hidden

Level 3: This action is now treated as being a First Strike action

Level 4: This action is now usable twice per encounter, but the second time it is used Jun must succeed on an opposed DexvInt check against the enemy closest in the initiative order to the move Jun uses to reactivate this action. Jun rolls twice for his roll and uses the lowest result.

I NEED HEALING: The Ambassador is mysteriously able to appear behind a healer and blare out a surprisingly polite request for immediate healing, causing them to gain an immediate out of turn move that they can only use to use a single target healing ability on the Ambassador.

Level 2 (Merit): This action no longer takes up a slot to use, and it can be equipped without taking up a slot.

C.H.O.K.E. System: An unsurprisingly complex series of modifications allows the Ambassador to somehow store the power generated by his rapid movements and use it to power an excessively hard to use gravity manipulation device stored in his gauntlet. In essence this allows him to lift objects and people that weigh a total of [Intx10] Kilograms from a distance, or he can attempt to lift a single target up and hold them in place painfully with an Int v Essence roll to try and stun them. One round cooldown.

Level 2: This action is now usable once per round.

Level 3: The enemy's roll is now made with a -2 modifier to the roll.

Level 4 (Trick): Jun gains +3 on checks relating to carry/moving a single incapacitated person.

Level 5 (Trick): Stunning effect now applicable to huge targets.

A.G.I.L.E. system: The Ambassador's power armor comes equipped with the ability to climb up walls and "fly" in short bursts when inside a planet with Earthlike gravity, he can choose to temporarily overcharge this system and multiply his Dexterity or Strength stat by 1.2 for two rounds. Three round cooldown.

Level 2: Two round cooldown

Level 3: The multiplier is now 1.4

Level 4: The multiplier is now 1.6

Level 5: The multiplier is now 1.8

Voice of Reason: When this action is used Jun rolls twice and use the highest result when rolling for anything that could count as diplomacy (and negotiation which is also covered by Diplomacy). Three uses per encounter, all uses are regained when Jun enters an encounter.

Level 2: This action now has an additional use per encounter

Level 3: This action now applies to all rolls made to try and Intimidate someone that does not count as being part of a different active or passive action.

(Trick) Psionic Insight: Jun can use her new psionic powers to try and discreetly plumb the depths of someone's mind to try and find something she could use to help her make her point seem much more reasonable by rolling an opposed Int v Essence check with a success giving her a bit of information on varying usefulness depending on how successful her roll was. This action can be used once per encounter, and Jun regains all uses of this action after she has entered an encounter.

Level 2: Mindlink: The user may attempt to gain important information about a target without spending a charge. However, that target has the opportunity to gain equally valuable information from the user.

Spin to win: Jun takes out her melee weapon of choice and charges into the fray before she spins in place to attack several opponents at once, dealing her equipped weapon's damage against two targets by making an attack against each of them. One round cooldown

Listen Up: Jun gains the ability to mentally communicate with a single person using focused psionic energy. That person is thrown directly upward with a pressure equal to four times earth's gravity until the communication session ends, if they fail to resist it.

Walky-Thinkie: The user can now announce their location to everyone nearby, before communicating with someone mentally, either receiving vague answers from someone or sending over full thoughts, but not both at the same time.

Beat Down: The user steals the Heart of a vulnerable target, binding it with magic so twisted that it taints the soul irreversibly. A fate worse than death for the victim, as it fills them with a dark compulsion to seek out the thief, and a painful, all consuming need to dance.

The user becomes a Necrodancer the first time this is used on an innocent person, gaining a one time +10 to Synergy and Essence, and a flaw.

Blowout: The user maligns a psionic pulse, stunning them and another person. The user and another target lose consciousness as blood vessels in their head rupture and neurons misfire.

One with Garbage: The user lays on the ground and meditates on being a piece of trash.

Level 1: Purge mental status effects. The user is stunned next turn.

THE LAW: Monsterkind's Ultimate Magic.

Level 1: Abort the current combat. Units on both sides of the fight who wish to continue fighting must make a save against the user's Synergy to stop this spell from resolving.

-Passives

(Passive) Ace Ambassador

The user may choose to, while attempting diplomacy, replace random rolls with Visual Novel style Multiple Choice Dialogue Options based on Jun and the Target, with some options being locked due to either information or a quality Jun lacks, or due to a failed roll against a stat.

WWLD (What Wouldn't Leo Do): While in a plot with Leo, Jun gains +6 to Diplomacy Checks when salvaging a situation muddied by their influence.

(Trick) Extra Attack: Once every three rounds when you make a basic weapon attack against a target you may follow up with an additional basic weapon attack against the same target as a free action.

Hunt the Hunter Hunting the Hunted: Whenever the user is doing one of the following, they gain +3 to doing so:

Obscuring the user's location from someone who is trying to avoid the user

Learning the location of someone who is trying to find the user

Hiding from someone while approaching someone who isn't trying to detect the user

and Detecting someone approaching who isn't trying to hide from the user

No other circumstances trigger this bonus.

Theorywork: Jun calls upon over five decades of hands on experience and training in the diplomatic arts to better read people and figure out what their next action will be. As a passive diplomatic action, roll a hidden intelligence vs Essence or Intelligence check against the person you are interacting with to see how accurate your prediction of what their next action is will be.

Level 2: Jun can now use her psionic powers to subtly enhance her diplomatic abilities, for every successful roll made with this action, add a stacking +1 bonus to diplomacy rolls up to a maximum of +3.

(Trick) Level 3: When dancing a waltz with someone, this ability's cap is increased to a maximum of +6

(Trick) Literally the worst thing to say: While Equipped, The user automatically fails any diplomacy check, making the target highly opposed to the user politically, inciting conflict if possible.

Trick Level 2: The user can instead choose to automatically crit fail any diplomacy check along with always inciting conflict.

Diplomatic Experience: Jun can call on her decades of work experience and her studies on human and alien psychology and sociology to make reasonably accurate guesses about why the person she is speaking to reacted to her words the way they did. This effectively allows her to gain often vague and not necessarily reliable information about the motivations behind a certain action that is made in response to something she said.

Basic Diplomacy: Jun gets a passive +10% bonus to any opposed Diplomacy checks she makes.

Level 2: Politadancy: If the user can observe a target dancing, make an Int v Dex check, if the enemy fails, The user may now read their body language.

Dumpster Diver: The user has discovered that people throw away perfectly good things into their garbage cans.

The user may apply a permanent +1 Bonus to diplomacy against a specific person for every garbage can they manage to dig through belonging to the individual. This bonus is turned into a penalty if they are caught doing so at any point.

Misery Loves Company: Level 1: Whenever the user uses "One With Garbage", they may choose a second target to apply it to.

-Trumps

Turnabout is Fair Play: When an enemy is Vulnerable, in Critical Health, or Jun has obtained a GM-approved amount of information, they may perform a diplomatic coup-de-grace, utterly assassinating the enemy's current beef with the party, and ending combat if one is in progress. Usable once per three encounters.

Equipment:

P.A.R.T Pamphlet: A pamphlet that explains P.A.R.T's goals and motivations extremely well.  
Gear Level 1: Grants one reroll on a first diplomacy roll. If diplomacy fails at any point after this item is used, the target gains +3 to all rolls against the party from here on, due to having a better understanding of them.

MS-MUN3 Plasma Blade: A basket hilted plasma sword with the ability to quickly retract and extend it's bright red plasma blade in the blink of an eye. The fact that the plasma streaming out of the hilt actually follows the hilt when you swing it and remains in the shape and form of a blade is a small miracle of science. The fact that it only deals 2d6+Dex damage with the damage being treated as fire damage is...disappointing to say the least. The Ambassador can change the color of the blade by simply fiddling around with the settings, but he really doesn't see the point in doing it that often...it is mostly meant for ceremonial purposes after all.

Merit Level 2: This weapon is now Bound and it now deals 3d6+Dex damage

Merit Level 3: This weapon now deals 4d6+Dex damage

Merit Level 4: This weapon now ignores damage immunities

Merit Level 5: This weapon now deals 4d6+(Dex\*1.2) damage.

### Needle of Agony:

A finely made rapier with a blade made out of tainted alloy, and a death wyvern bone and wood bone handle and crossguard that can be used to spray or fire a ray of fell mana at an unfortunate foe.

Deals  $4d6 + [\text{Dex}]$  dark damage to a single target. The target suffers 1/4 the damage dealt in stacks of "Agony". If the number of Agony stacks they possess exceeds their current HP they become incapacitated/die. Agony stacks are cleared from active targets at the end of each round.

Level 2(craft): Once per combat as a free action the user may fire a bolt of dark energy that deals  $2d6$  points of dark damage and inflicts half as many Agony stacks.

Level 3(craft): The user can as an action create a dark cloud of mist that is roughly  $6x6x6$  and inflicts  $2d6$  Agony stacks to any enemies that passes through it, cooldown = 5.

Demon Mantel Defense System: A durable suit of power armor heavily modified by Jun and corrupted by demonic energies of Korax.

The user gains 5 Res and takes 5% less damage from Divine sources.

This item has one slot for specially designed modules.

(Slotted into the Demon Mantel Defense System) Meteorite Shield Core: a softly glowing powercore made of Meteorite metal and Silver, projects a powerful shield. Must be socketed into armor with module slots. Activates upon being struck by a projectile, reduces the damage taken from projectiles by 50% for one round then goes on cooldown for one round. +1 Res.

Cybernetic Enhancements : Due to balance issues, the complex series of cybernetics that were implanted or woven in somewhere inside of The Ambassador's body might only be able to give a flat +2 bonus to dexterity that applies for everything a dexterity stat affects. That is if this item idea doesn't get rejected outright.

### Three Standard healing potions

#### Standard Healing potions:

Restore 25 HP, used as a free action, imbiber gains the debuff "Potion sickness: cannot use healing items" for one round.

Life-Force Potion:

At the beginning of combat the user may take a swig of the potion (consuming one charge) to gain 20 MHP for the duration of the combat, one of three charges remain.

Lucky Horseshoe:

Negates any fall damage on the holder, doesn't help their buddies or protect against falling debris though.

Disappointingly non magical Glass sphere that doesn't glow or float by itself appa

Reserve:

Ambush Hunter: By exploiting a target's complete and utter inability to react to his presence quickly enough the Ambassador can deal an additional 1d4 damage when he attacks a target that was already attacked this round or if the Ambassador currently has Void of Incomprehensibility up, in which case it also grants him first strike.

Level 2: This ability now adds 2d4 damage

Level 3: This ability now adds 3d4 damage

Level 4: This ability now adds 4d4 damage.

Apocalyptic Ambassador Cloak: The red color is not uniform, instead it looks like some places blended completely different shades of red together in no particular pattern, almost to the effect of having patches on the cloak, yet it is all one piece of cloth. The hood and the cloak are divided by a black trim with an easily missed pattern of olive branches pressed into it. The cloak's bottom is not trim and neatly cut, but looks slightly tattered as if it had been damaged and haphazardly repaired, with what look like burn marks strewn about. A darker shade of red surrounds the insignia on the back, that of three crescent planets surrounding a distant star all within a white triangle with the tips missing.

(This cloak gives a +1 bonus to stealth while in season. Theme: Apocalyptic)

Terraria Copper Bow:

Deals 2d6+[Dex], High-fantasy themed.

Level 2(Crafting): +3 damage, once per plot the user may invoke a 50% crit chance(overrides other crit chances) for double damage

Potential Actions:

Backroom dealings: Jun can use her diplomatic prowess and experience with dealing with the rather dank and suspicious peoples that run some of the less...reputable business and organizations in her world to make a 1d20+Int vs 1d20+DC roll to try and find and make contact

with any local PMCs, black markets, and other underworld types to help her out with a specific job. This action can be used Once per Encounter.

Potential perk:

Primordial Beat: The character is able to access another person's mind and convey the intentions and meaning behind their words directly to their mind without having to share a language barrier, and vice versa. Allowing them to always be able to roll a diplomacy check no matter what the situation is.

Craft Mats:

0 DeathWyvern scale, 2 DeathWyvern Teeth, 1 Gallons of DeathWyvern blood: "Thick, slimy, dark-red, and probably poisonous.", 0 DeathWyvern bones: "Hollow, extremely light and strong for its size".

Demonite bar 0x: A purple and obviously corrupt ingot of mysterious metal smelted from some ore that was taken from the corpse of a massive creature. It pulses with energy every now and then.

Crystal Vial 3 Restores 1d6+4 HP to one target when used.

Quartz Flask 2 Restores 2d6+8 HP to one target when used.

Gerson's Primer: Once studied, the user can learn a variety of random abilities, including Necrodancy and Monster Magic.

Grimoire of the Necrodancer

Jun pulls out the largest book, chains and lock wrapping around the front of the book release to reveal a human face on its front cover. The book opens itself in her hands and flips to the title page "Grimoire of the NecroDancer".

The book then flips to several dark rituals involving raising humans and strange monsters alike from the dead with music, casting enchantments that force music to be blasted throughout an area nonstop, general instrument maintenance, or countless other things Jun couldn't comprehend fully.

By the end of it Jun isn't sure how much time has past, it feels like a minute and hours all at the same time. Some kind of magic has washed over her and she can hear her own heartbeat pounding in her ears like a drum.

Jun gains 1 Int and 1 Ess.

She also gains the "Lingering NecroDancy" passive that must be in her loadout but doesn't take a slot.

Burning Necrodancy: Now attuned to the Necrodancic arts the user gains a 50% chance to resist any effect that forces them to dance, if they so choose. Certain other hidden effects are also active. This passive is always equipped and doesn't require a slot

(1, 14) (7) All Necrodancy, from beats to rattle the earth, to humming healing, begins with one, simple step.

You have to steal a pure heart.

Flaw: Necrodancer: User dies when no discernable rhythm is within audible distance.

Stolen Heartbeat: A low, pulsating drumbeat covers a 6 mile radius around this relic.