

# THE DIPLOMAT

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**A** Diplomat's eight career skills are **Charm**, **Deception**, **Knowledge (Core Worlds)**, **Knowledge (Lore)**, **Knowledge (Outer Rim)**, **Knowledge (Xenology)**, **Leadership**, and **Negotiation**.

He automatically gains a rank in four of these skills without spending experience, and gains a discount on increasing them with future experience points.

## A DIPLOMAT'S ROLE

The single most important resource in any war is people, and the Diplomat is the procurer of this resource, as well as the one who guides its use. Diplomats may not directly wage the war, but they ensure there is a chance for victory, and they are utterly indispensable for arranging and managing the peace to follow.

While many of the Rebellion's heroes wage war with weapons, Diplomats are masters of employing words for strategic gain. If the stylus is stronger than the sword, then it is the Diplomat who must wield it with the skill and finesse necessary to achieve victory without spilling a drop of blood. Whether overseeing a treaty with a potential ally or arranging the terms for an enemy's equitable surrender, a Diplomat's battlefield is the negotiating table.

In the halls of the Senate, on the streets of a planet rife with political discord, or in a warehouse full of desperately needed medical supplies, the Diplomat struggles to gain the upper hand and achieve a favorable—and perhaps peaceful—outcome for his people. No matter his methods, the Diplomat's success or failure has dramatic impact on a great many lives, and this drives him to passionately pursue his own form of victory at all costs.



## DIPLOMAT SPECIALIZATIONS

Diplomats serve in three distinctive ways. Some ply their trade with potentially helpful factions, while others go among the people of worlds on the brink and urge them to action. Still others oversee the supply chain that keeps the Alliance fed and functional, ensuring that both troops on the ground and pilots in the cockpits have the resources needed to take the fight to the Empire.

### AMBASSADOR—COURTING SUPPORT

An Ambassador seeks out those who can help a cause and works to ensure they do. He brings the best arguments he can to sway planets, systems, corporations, and other groups to side with the forces he serves. The Ambassador brings every possible asset to bear in order to convince them to see things his way.

Ambassadors gain **Charm**, **Discipline**, **Knowledge (Core Worlds)**, and **Negotiation** as added career skills, and may receive a free rank in two of them if this is the first selected specialization for the PC. Masters of the bargaining process between governments and similar factions, Ambassadors know how to keep their wits about them and resist being manipulated themselves.

Compromise is a way of life for the Ambassador; he won't even bother going into a negotiation if he has no room in which to maneuver. The true mastery of his trade is in getting his most important goals agreed to and making the other side of the discussion feel like the agreement was its doing. Ambassadors are just as effective in dealing with individuals in crisis situations as they are in managing discussions with a room full of skeptical politicians.

The Alliance lives and dies on the abilities of its best Ambassadors. Every time they are able to convince yet another planet, faction, or corporation to side with the Rebellion, that much more hope spreads throughout the ranks, and many more resources become available. The upper echelons understand even the end of the war won't mean an end to the conflict, and that stage will be fully in the hands of their Ambassadors.

### AGITATOR—ROUSING THE MASSES

The Empire's main weapon, more effective than all of the incredible firepower at its disposal, is fear. Fear lets it maintain order and authority over the countless beings in its thrall. The Agitator's primary goal is to remove that fear and replace it with anger, or courage, or a sense of righteousness—whatever it takes to get the people to rise up, take up arms, reject Palpatine's tyranny, and restore freedom and justice to the galaxy.

For Agitators, **Coercion**, **Deception**, **Knowledge (Underworld)**, and **Streetwise** are all added as career

skills. So long as this is the first specialization for the PC, he gains a free rank in two of these four skills. Agitators often bully the bullies to move them out of the way, and when they are able to get the people to follow them, they know how to lead. Understanding the ways of the streets is also vital to survival and success.

Most Agitators come by the calling through hardship and suffering. Their own personal tragedies at the hands of their oppressors drive them to call upon others to resist injustice and authoritarianism. Some are more altruistic in nature, sufficiently moved by the suffering of others to take action and rouse the people to a cause in which they can believe. Only those with charisma and will in sufficient quantities can truly succeed in this dangerous and demanding course.

Many in the Alliance's upper levels consider Agitators a necessary evil; they are not keen to move populations of untrained civilians to go to war against the Empire's stormtroopers and other resources, yet they accept that, ultimately, it will take the entire galaxy doing just that if victory is to be achieved. When possible, Agitators are supported by other Alliance operatives, and a plan to arm and support the populace is usually in place before the Agitator goes to work.

### QUARTERMASTER—MANAGING THE RESOURCES

An old military saying goes something like this—"Empty stomachs make for poor soldiers." The Quartermaster's job is to ensure this doesn't happen to the troops he supports. He also must ensure that weapons, ammunition, medical supplies, and everything else needed gets where it should be and into the right hands. Managing the flow of logistics is one of the most difficult tasks in any military organization, and the Quartermaster is the master of it.

Quartermasters gain **Computers**, **Negotiation**, **Skulduggery**, and **Vigilance** as additional career skills. If this is a PC's first specialization, two of these four skills begin with a free rank each. Searching and manipulating data to their unit's benefit is a trick many Quartermasters employ, as is finding (and stealing) necessary resources when the cupboards are otherwise bare. Anyone involved in supply is inherently enamored of preparedness at all times.

The greatest commanders in any military place extraordinary emphasis on supply, relying heavily on their Quartermasters to see to it that logistical needs are met at all times. An otherwise-successful campaign will come to a screeching halt, perhaps even degrading into a terrible rout, if supply lines are not maintained and the warriors engaged with the enemy lose access to food, ammunition, and other vital needs. The Quartermaster understands the unique and challenging puzzle of finding, securing, and moving assets, and he seeks to fulfill his unit's needs no matter what is required.

One of the greatest challenges for the Alliance is that of supply; the best Quartermasters in service to the Rebellion are indispensable assets. As long as other Alliance units are not endangered by their actions, Quartermasters are given great leeway in their methods for acquiring needed resources and getting them to the front lines. Many of the best Quartermasters indulge in more than a little larceny, often targeting criminal organizations and even the Empire itself to get what they need.

## DIPLOMAT STORIES

With an eye on the bigger picture—and the people who comprise it—the Diplomat makes his way through the arenas of war and finds where he is needed most. He applies the tools of dialogue, management, and planning to see to the larger goals, and he strives to keep others focused on the cause and the end result they are all striving for. What brings him to this role? What circumstances place a person with a Diplomat's talents and skills in the service of the Alliance?

- **Nobility:** Many who follow the Diplomat career path come from the galaxy's upper crust or aristocracy. The vast majority of those who enjoy such status are perfectly content to remain in the care of the Empire, safe and secure with their positions and their luxuries intact. Some, however, subscribe to the concept of what true nobility means: they hold themselves to a high standard of duty and

strive to fulfill their obligation to those of lesser standing and access. For such a Diplomat, service to the Alliance to Restore the Republic is the ultimate manifestation of his earning the privileges with which he was born.

- **Romanticism:** Raised hearing the stories of the heroes of old from which his family descends, a Diplomat might determine he is destined to follow suit. The greatest moments in the history of galactic civilization occurred when those capable of bringing together the right people and the right resources stepped up and acted. This is what drives such a Diplomat—a burning desire to be in the right place at the right moment to ensure victory and a long-lasting peace. Such a moment would surely secure his place in history.
- **Self-Awareness:** Not all beings are meant to be great warriors or leaders or “doers of deeds.” Some are simply meant to support those who are, ensuring success in any way possible. Such Diplomats rely on their less glamorous strengths and talents to be the backbone of a group or organization. They see to it that folks are fed, that soldiers have the ammunition and supplies they require, and that those who need to be talked to or negotiated with are dealt with appropriately. They may draw a blaster and help hold the position alongside everyone else, but they recognize that their greatest service came before the battle and will follow after.

### JIN-RIO – A DIPLOMAT IN THE REBELLION

The planet Colstev, Jin-Rio's home, is a smallish rocky world in the Stewjon system, where most of the population lives in domed cities built into the craters that dot the planet's surface. Colstev's cities are large, cosmopolitan, and a hotbed of intellectualism, political rhetoric, and, according to people from the rest of Stewjon system, bossiness.

Jin-Rio was born and raised on Colstev and attended the University of Zo-Ro, where she studied political science and immediately became heavily involved in local politics. Like many idealistic young university students, Jin-Rio marched on the capital of Colstev, read proclamations condemning Imperial cronyism and human-centric policies, and generally made a nuisance of herself at every opportunity. Due to Colstev's long tradition of free speech and vitriolic political rhetoric, Jin-Rio and her comrades were caught completely by surprise when one of their peaceful demonstrations was interrupted by Imperial stormtroopers and AT-ATs. Hundreds of students died, and the University of Zo-Ro was closed.

The Massacre of Zo-Ro, as it came to be known, was the watershed moment for Jin-Rio. She went into hiding as the ISB crawled through the city, rounding up any suspected dissidents and, on occasion, their families. Jin-Rio watched as most of her friends (those who had survived the massacre, anyway) disappeared one by one. Seeing no other options, Jin-Rio fled the planet and joined the Rebel Alliance, vowing to return one day and restore democratic principles to her homeworld.

Now, Jin-Rio serves attached to Special Operations, where she lends her expertise as a Political Advisor to high-ranking officers such as Arkhan Brem'tu. She also engages in field missions to destabilize Imperial control and apply political leverage to recalcitrant civilian governments.

# PROPAGANDIST

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Truth is often a matter of perspective, and Propagandists serve the Rebel Alliance by skewing this perspective in favor of their cause. To the Propagandist, truth is just as much worth pursuing as it is worth manipulating. Whether simply leaking the right facts to shift public opinion or creating outright fabrications to demoralize the enemy, a Propagandist understands the power of perception.

## FROM A CERTAIN POINT OF VIEW

Propagandists gain **Charm**, **Deception**, **Knowledge (Warfare)**, and **Perception** as additional career skills. If this is the character's starting specialization, he may choose two of these skills, gaining one free rank in each without spending starting experience. Propagandists leverage Perception to uncover the truth and use Charm or Deception to spin it to benefit the Rebel Alliance. Some Propagandists focus more on either weaving compelling rhetoric or telling believable lies, while others prefer to gain ranks in Charm and Deception equally, giving them maximum flexibility.

Propagandists play an important role in the Galactic Civil War. Even as the battles rage on and above many oppressed worlds, the Rebel Alliance wages an equally important struggle for the support of the galactic citizenry. While the Empire's evil is obvious to most, few possess the courage to stand against such a brutal enemy. Propagandists must sway these people, distributing persuasive information as far and wide as possible, inspiring heroism in everyday citizens.

Ideally, a Propagandist reveals truths that the Empire would conceal: galactic atrocities, corruption, and the terrible cost of its policies. However, few Propagandists deal strictly in truth as such, more likely distributing misinformation to enrage the oppressed.

Criticizing the ethics of such tactics is difficult when they serve the cause so effectively. Propagandists might argue that small lies expose much greater truths that the Empire tries to conceal. For some, news is as much a business as a political pursuit, while for others, propaganda is of paramount importance.

In a group of Player Characters, a Propagandist can act as a master of information collection, interviewing civilians and even military personnel for rumors and secrets. Perhaps even more importantly, by planting information in the right ears, a skilled Propagandist can demoralize enemies, manipulating them into believing untruths. For this, a Propagandist is well served by a high Cunning and a high Presence.



# ANALYST

ANALYST

**K**nowledge is power, on the battlefield and in negotiations alike. The Analyst knows this (and a great many other things) better than anyone else. More importantly, the Analyst knows how to leverage such information to maximum effect, finding the trends and connections that turn otherwise meaningless facts into crucial intelligence that might someday decide the outcome of the Galactic Civil War.



## CONNECTING THE DOTS

The Analyst gains **Computers**, **Knowledge (Education)**, **Knowledge (Warfare)**, and **Perception** as additional career skills. If this is the character's starting specialization, he may choose two of these skills, gaining one free rank in each without spending starting experience. These skills allow Analysts to not only parse and remember vast amounts of data, but also contextualize it in a way that makes the data useful. The Computers skill can be particularly valuable, allowing an Analyst to access archives and slice into communications systems to stay informed. The specialization's considerable access to Knowledge skills also allows an Analyst to know a bit about everything.

Some Analysts focus their attention on one specific topic, such as mastering Rebel Alliance codes tracking data on its units in the field, or monitoring Imperial activity in specific regions via the HoloNet. Others act as liaisons to political and military leaders, using their considerable research experience to provide any information their allies need.

Experienced Analysts are crucial to the diplomatic success of the Rebel Alliance. Many politicians and leaders look to Analysts for key support, and some even have a background in such work themselves. Knowing the unique customs of a local culture can be crucial to the success of a diplomatic mission, so an Analyst must have access to this information at a moment's notice. Analysts can be equally important on the battlefield, identifying troop-movement patterns that betray the foe's strategy or providing information about local environmental conditions so the Quartermaster can properly equip infantry. Wherever they serve, the knowledge and skills of Analysts save lives as surely as the choices of commanders and the hands of medics.

Analysts work best when they have the opportunity to exhaustively research a subject before going into the field, but the work of the Rebel Alliance sometimes requires its representatives to improvise. Therefore, Analysts—especially those attached to squads with specializations and missions as diverse as most PC groups—must be prepared to work on the fly. Even without access to data archives or the HoloNet, a skilled Analyst can effectively observe and break down a situation, identifying ways the squad can exploit vulnerabilities in enemy strategies and technologies.

An Analyst benefits from a high Intellect characteristic for making Computers and Knowledge checks to access and remember information. A high Cunning also assists Perception checks to spot critical details.

# ADVOCATE

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Not all politicians contribute to the cause through stirring speeches to win the hearts and minds of the public. Part political strategist and part counselor, the Advocate uses argumentation and insight to expose the flaws in political opponents and accentuate the best qualities of allies. A skilled Advocate turns the words of a foe back upon him or rephrases a friend's thoughtless comment, casting it in a positive light. Backed by an Advocate, even a political novice can become a force to be reckoned with, and a truly skilled politician can soar to untold heights of power and influence.

## KINGMAKERS

To assist with his unique political role, the Advocate receives the **Coercion**, **Deception**, **Negotiation**, and **Vigilance** skills as additional career skills. If this is the character's starting specialization, he may choose two of these skills, gaining one free rank in each without spending starting experience. These skills reflect an Advocate's need to remain alert at all times, and his tendency to undertake tasks others might find onerous or unethical. Vigilance helps an Advocate determine when a situation is growing dangerous, while Coercion is crucial to badgering opponents into backing down once the Advocate has the right piece of evidence in hand.

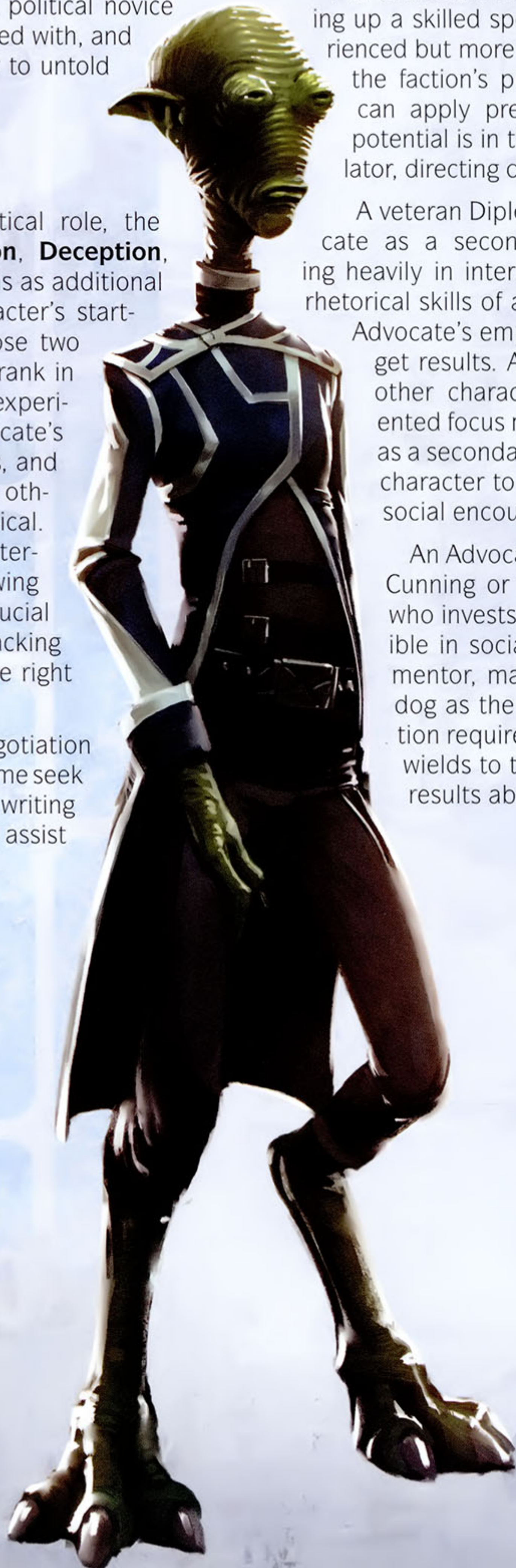
Advocates approach the negotiation table in several different ways. Some seek to act entirely behind the scenes, writing speeches or giving guidance to assist

more personable politicians. Others hurl themselves into the fray, undermining opponents with a solidly constructed argument or strengthening the rhetoric of political allies by subjecting it to the harshest scrutiny. A good Advocate can be a trusted mentor or a hated rival, and a great Advocate knows how to be either one as the situation demands.

Advocates work best within a group, either backing up a skilled speaker or elevating a less experienced but more personable character to act as the faction's public face. While an Advocate can apply pressure effectively, his greatest potential is in the role of a mentor or manipulator, directing other, more visible actors.

A veteran Diplomat might want to take Advocate as a second specialization after investing heavily in interpersonal skills, combining the rhetorical skills of another specialization with the Advocate's emphasis on applying pressure to get results. Alternatively, a Soldier, Spy, or other character with a more combat-oriented focus might find the Advocate helpful as a secondary specialization, enabling that character to more effectively contribute to social encounters.

An Advocate benefits greatly from a high Cunning or Willpower characteristic. One who invests in both can be extremely flexible in social situations, filling the role of mentor, manipulator, mediator, or attack dog as the circumstances of the negotiation require. Whatever skills the character wields to this end, a good Advocate gets results above all.



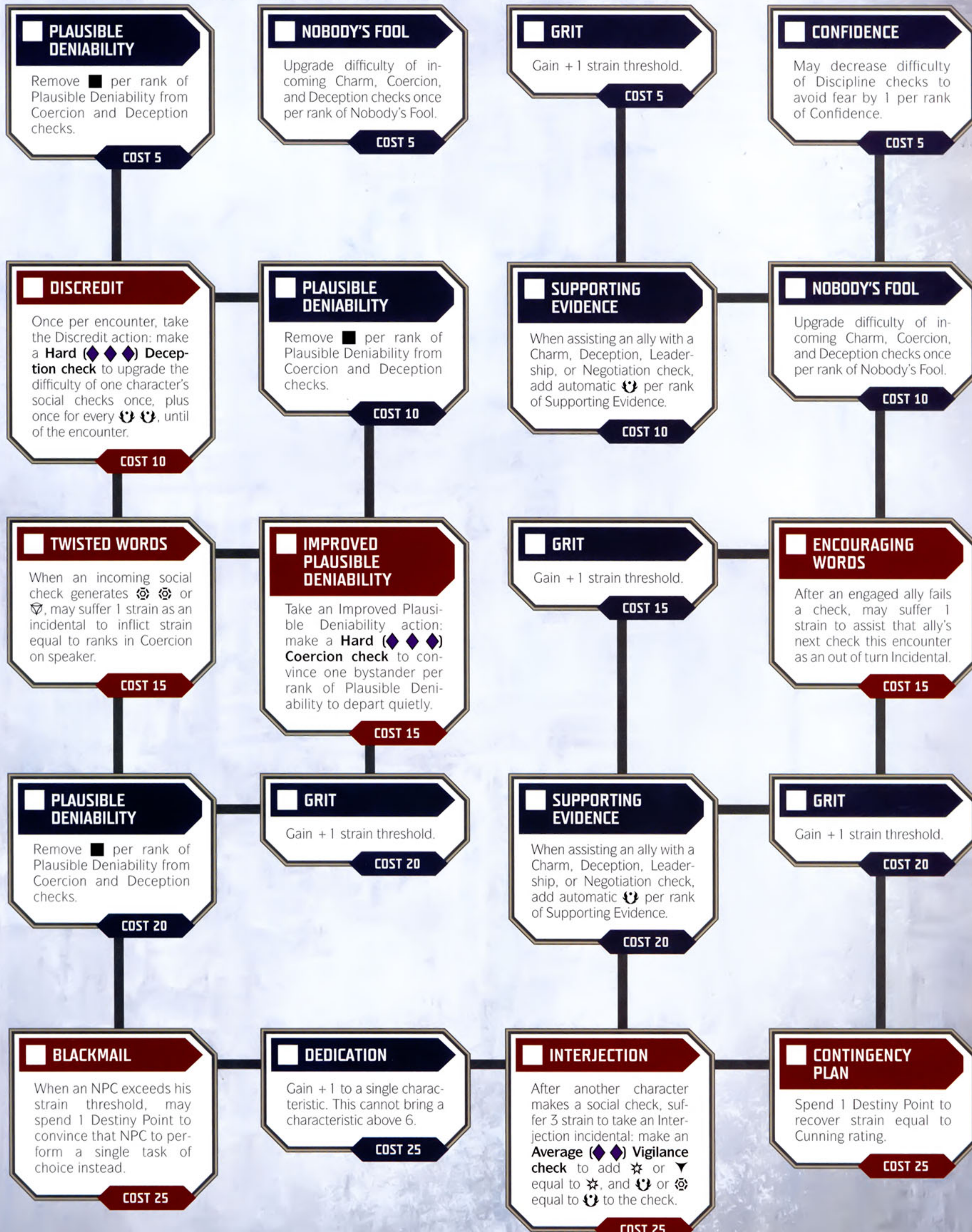
# DIPLomat: Advocate Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Advocate Bonus Career Skills: Coercion, Deception, Negotiation, Vigilance

ACTIVE

PASSIVE



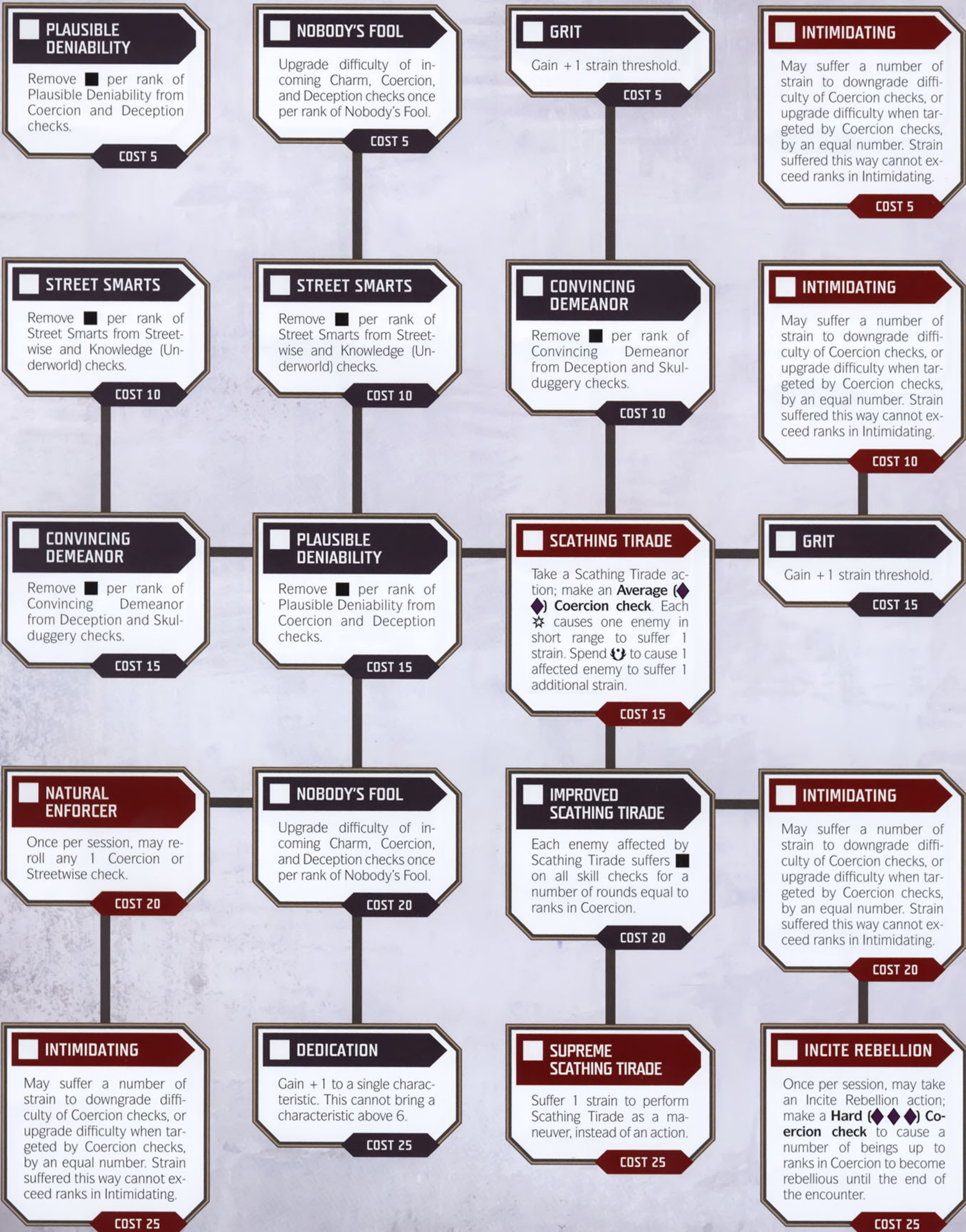
# Diplomat: Agitator Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Agitator Bonus Career Skills: Coercion, Deception, Knowledge (Underworld), Streetwise

ACTIVE

PASSIVE





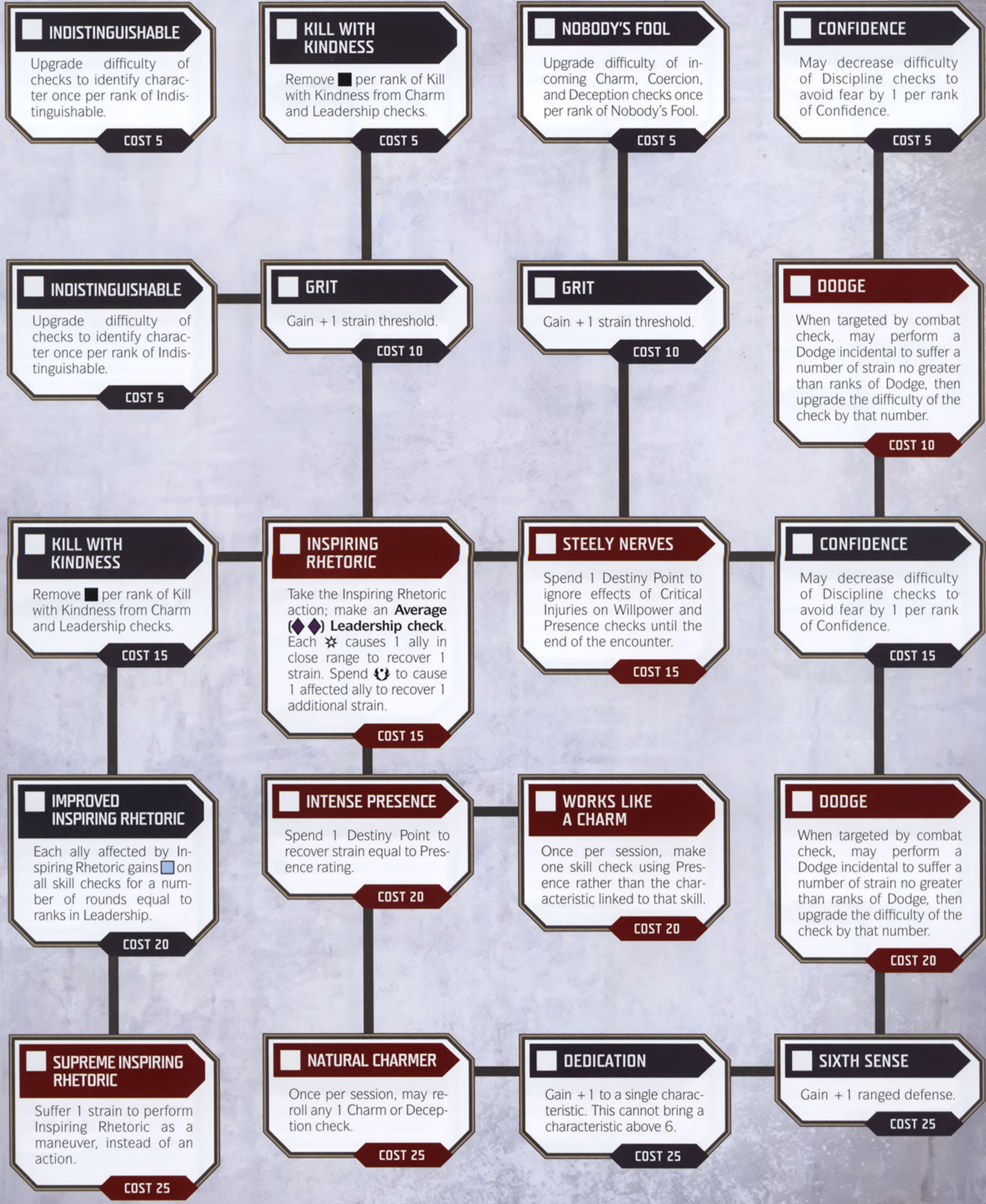
# Diplomat: Ambassador Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Ambassador Bonus Career Skills: Charm, Discipline, Knowledge (Core Worlds), Negotiation

ACTIVE

PASSIVE



# DIPLOMAT: Analyst Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Analyst Bonus Career Skills: Computers, Knowledge (Education), Knowledge (Warfare), Perception

ACTIVE

PASSIVE



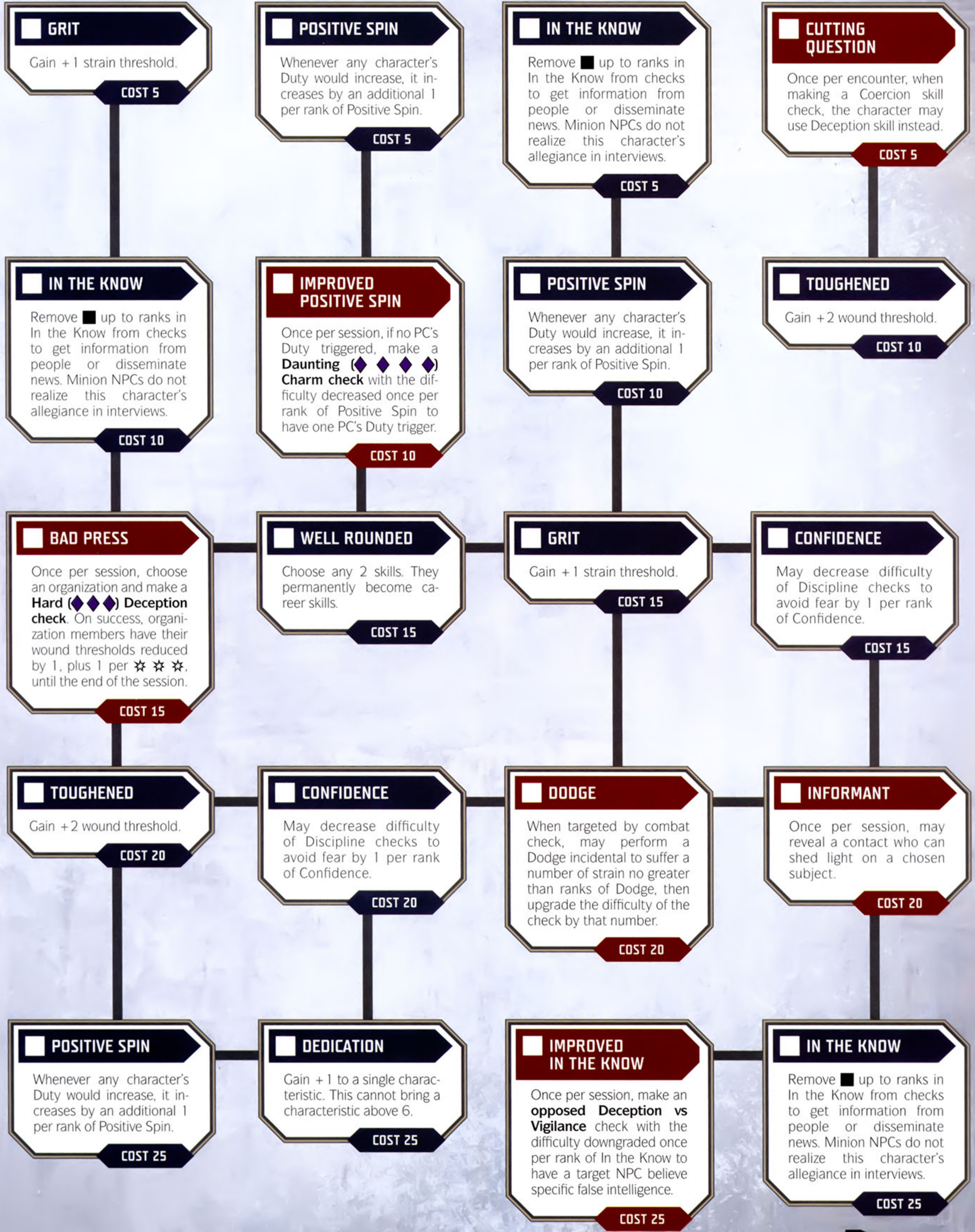
# DIPLOMAT: Propagandist Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Propagandist Bonus Career Skills: Charm, Deception, Knowledge (Warfare), Perception

ACTIVE

PASSIVE



# Diplomat: Quartermaster Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation

Quartermaster Bonus Career Skills: Computers, Negotiation, Skulduggery, Vigilance

ACTIVE

PASSIVE

