

STAR WARS AGE OF REBELLION

DESPERATE ALLIES



A Sourcebook for Diplomats

STAR
WARS
ROLEPLAYING

STAR WARS
AGE OF
REBELLION
ROLEPLAYING GAME

DESPERATE ALLIES

The galaxy is engulfed in war. Massive fleets clash amid the stars and soldiers skirmish in the dust of dozens of worlds. But an even more vital conflict rages in the hearts of the galaxy's citizens.

*Politicians, logistics officers, and reporters all inspire the people to rise up and vanquish tyranny. Warriors must win battles, but the Rebellion's **DIPLOMATS** must make victory worthwhile, and turn the Empire's defeat into lasting peace....*

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ISBN: 978-1-63344-126-2

Product Code: SWA31

Printed in China

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So, this is what you call hospitality then, Ambassador Kaza?" Ileris Tik'kla looked across the table at the aged Gossam. The Caamasi's indignation hung heavy in the air. Niak, her Neimoidian assistant, fidgeted nervously behind her.

"No, old friend, I'm afraid this is what I call necessity," Woz Kaza let out a heavy sigh. "Betraying you to the Empire wasn't part of my plan. But I'm not an ambassador any more, and neither are you. The Senate is gone, and drastic contingencies are required. It's part of the job, you know, the ugly side of politics. Now then, would you like me to call for caff while we wait?" The Gossam motioned absently, and an aide slipped past the armed guards with a furtive glance.

"How courteous of you."

"Of course. I might have had a change in career, but we aren't barbarians." The Gossam accepted a steaming mug from the attendant and placed it before Ileris. Woz took the second cup for himself, looking into it and stirring contemplatively.

"So, how is your family, Woz?"

The Gossam's eyes flicked up from the cup for an instant. "Well, of course. Far from all of this... unpleasant upheaval. Very kind of you to ask."

"And how is your career? Your new associates in the covert freight industry must be nervous about you consorting with the Empire like this."

"Oh, worst-case scenario, I can always bribe them. Smugglers and politicians are similar that way."

"You're not going to give us up to the Empire, Woz." The Caamasi picked up her mug and drank, gazing over the rim dispassionately.

"And there you go, dampening a perfectly good conversation. Very well, I'll play along. Why not?"

"Because my people are reliable. Niak, how many guards does Ambassador Kaza have in this facility?"

The young Neimoidian started slightly upon hearing her name before regaining her composure. "Oh! Um, eighteen, Ambassador. Plus the droids in the bay."

"That's a nice trick, Ileris. Your aide must be popular at parties."

"Not my aide, my analyst," the Caamasi stated factually. "And how much does our arms dealer friend pay for enforcers, in total, Niak?"

"Four hundred and seventy-eight thousand, four hundred and twenty-eight credits yearly. Plus various benefits." The Neimoidian smiled nervously.

The Gossam sighed. "You know that I have no idea if that's exactly right or not, don't you?"

Ileris turned back to him. "I do. What matters is that I know it's correct. Because my people are reliable."

The Gossam stepped back from the table and turned, limping slightly and leaning on his cane. "What point are you trying to make with all of this?"

"Niak, kindly enlighten him. Succinctly, please."

The Neimoidian hesitated, collecting her words for a moment. "Based on analysis of the fiscal structure of your organization, projections of the disruption that calling the Empire to collect us will cause to your business, and the limited value of the Imperial bounty on the Ambassador, your expected losses from cooperating with the Empire are higher than the cost of fleeing and relocating your operation. It's only logical for you to betray us if the Empire is threatening something other than a financial asset—your family."

"Thank you. In light of that information, Woz, let me inform you: the Empire poses no threat to your family. At least, not unless they take us alive." The Caamasi placed her mug on the table with a click.

The Gossam's cane slipped from his grip but he caught it before it could hit the ground. "What?"

"Their cruiser had to alter its route due to a hyperdrive malfunction... oh, eight hours ago."

"Ten hours ago, ma'am!" Niak chirped.

"Ten hours ago. Thank you, Niak. It will have been diverted through Brentaal by now, then on to its final destination. I know that's not where you wanted to send them, but I assure you, it's safer than Ixtiar. I expect that the Imperial forces waiting for them to arrive on Anaxes will have gotten rather confused by now, but they are half a galaxy away at this point. By the time they find the modified flight records, your family will be underground, safe. Even I won't know where they are. Unless, of course, the Imperials coerce the answer out of a prisoner in the next few hours. I very much doubt that I could stand up to torture for that long."

"Wha-what do you expect me to do? I can't just—"

"We are going to walk out of here, and then you will spin the Imperials some tale of how we escaped. I don't really care what you tell them, so long as it isn't true. I leave the lying in your capable hands." The Caamasi's eyes held no malice and no mercy.

The Gossam struggled for a moment, then regained his composure. "And here I thought you trusted me."

"I do trust you. I trust you to behave exactly as I've described. I even trust that next time the Rebel Alliance wishes to purchase arms, you'll deal in good faith. After all, you owe me a debt now." Ileris stood and moved to the door, and Niak followed her.

"A debt? This is blackmail, Ileris!"

The Caamasi sighed and turned. For an instant, her eyes were very tired. "Sometimes, Woz, drastic contingencies are required."



POLITICS IN THE AGE OF REBELLION

Diplomats are of incredible importance in *Star Wars*. From the moment Princess Leia stood before Darth Vader and demanded that he release her vessel so that she could continue her diplomatic mission, politics was established as a crucial theme in the mythology. So the story began, with a desperate struggle of those brave enough to risk their lives opposing a totalitarian state. While the battles of the Galactic Civil War are decided by daring raids on Imperial installations and dramatic conflicts between massive space fleets, the soldiers and pilots of the Rebel Alliance do not go to war for glory or a love of violence. They fight for the ideals championed by the politicians of the Alliance to Restore the Republic. They fight for hope, and diplomats must keep hope alive.

AGE OF REBELLION features numerous ways to integrate Diplomat characters into the overarching narrative of a campaign, and **DESPERATE ALLIES** dramatically expands these options. It provides characters with new ways to progress as Diplomats and equips GMs with the information they need to involve Diplomats in their stories, from stand-alone encounters to advice for weaving them into ongoing campaigns.

Chapter I: Voices of Revolution introduces three new species well-suited to diplomatic endeavors: the Caamasi, the Neimoidian, and the Gossam. The chapter also contains the Advocate, the Analyst, and the Propagandist, three new Diplomat specializations able to tackle the challenges of negotiations, secret bargains, and tense standoffs in novel ways. The Advocate allows players to create a supportive mentor, a peerless manipulator, or even a character who is a bit of both, guiding friends and tearing down foes with well-placed words. For the player who wishes to know a lot about everything—and wield that knowledge to full effect—the Analyst can be an excellent choice. Finally, the Propagandist lets players tap into

their inner reporter, using webs of contacts and informants to gather news, leak false rumors to enemies, and generally control the flow of information in their game. With these species, specializations, and two potent Diplomat signature abilities for high-level play, this chapter is extremely useful for any character with an eye for politics.

Chapter II: Tools of Intrigue equips the players—and the GM—with new items, weapons, and starships suited to stories of politics, allegiances, and betrayals. The fancy clothes, concealed weaponry, and iconic equipment in this chapter allow characters to take a subtler, but no less effective, approach to their problems. The vehicles and starships in this section, such as the *J*-type diplomatic barge and the *Baudo*-class star yacht, allow characters to travel with the speed and safety an emissary often requires. Additionally, this chapter contains profiles for a number of protocol droids such as the TC-series and the LOM-series, which can help bridge cultural gaps, translate obscure languages, and even act as emissaries.

Chapter III: Diplomatic Missions explores the ideas of politics and diplomacy in **AGE OF REBELLION** campaigns, providing guidance to GMs who wish to integrate these elements into their adventures. In addition to offering guidance for engaging Diplomat characters, the narrative tools and encounters in this section offer ways to involve non-Diplomat characters in tense negotiations and webs of intrigue, making these encounters fun for the whole party.

War is a central theme of **AGE OF REBELLION**, but without diplomacy, warfare is merely bloodshed. Diplomats ensure that soldiers have the support they need to wage war, but more importantly, they give the troops a reason to fight—to liberate the galaxy, and see something better built upon the ashes of the Galactic Empire.

DIPLOMACY IN STAR WARS

The push and pull of competing influences shaped even the earliest galactic civilizations. Conflicts grew and erupted as those societies began to meet one another among the stars. Destructive wars caused suffering and death on both sides, but sometimes, conflicts were resolved peacefully, thanks to the careful efforts of diplomats. Even after the most devastating wars, someone had to pick up the pieces.

For much of the galaxy's history, the Jedi Order mediated disputes and negotiated peace. With the Order's downfall at the birth of the Empire, compro-

mise was replaced by the brutal grasp of tyranny, taking and taking without recompense. For every planet seized by the Empire, and with every new demand issued, more of the population has become convinced of the need for a better way to govern. From this cauldron of discontent the Rebel Alliance recruits its diplomats. These individuals seek not only to end the Empire's tyranny, but to replace it with something better—not only to fight back, but to rebuild. The diplomat ensures that everyone's needs are met, and that no one is left behind.

DIPLOMATS OF THE REBELLION

Life in the Rebel Alliance is not for those who cannot pull their weight. Believing in the cause and hating tyranny is not enough—every agent of the Rebellion needs to do his part, and then some. No matter how pivotal the destruction of the Death Star was, the Empire can more easily afford such a monumental loss than the Rebellion can its own, much smaller losses. In other conflicts, the rate of exchange is even worse. As matters stand in the galaxy, the Rebellion cannot win in outright war against the Empire, so they are not willing to try, typically operating instead through sabotage, infiltration, and other subtle methods. The cost of any other approach is greater than the Rebellion can afford.

Diplomats throughout the Rebel Alliance strive to change this state of affairs. With the Death Star destroyed, the Empire's power lies primarily in its broad support throughout the galaxy. Thousands of worlds that once belonged to the Republic are now squeezed dry to maintain the Imperial war machine, while the Rebellion must get by on production from a handful of free and allied worlds as well as shipments stolen or smuggled by sympathizers.

Yet, with the right words in the right ears, this situation could change—perhaps even reverse. Rebel emissaries of all stripes, from Ambassadors to Propagandists, fulfill their duty to the cause by eroding support for the Empire or building it for the Rebellion. In ideal circumstances, the Rebellion assigns such agents where their particular talents are best suited, but circumstances are rarely ideal in this line of work. As often as not, a diplomat finds himself called upon to deliver whatever he can wherever he is, doing the best he can manage in whatever assignment he is given.



BROKERING ALLIANCES

Ambassadorial work is arguably the purest expression of the diplomat's duties, but it is also among the most challenging responsibilities. Therefore, only operatives of proven experience and resourcefulness are appointed ambassadors. A diplomat working to broker new alliances must make contact with individuals or groups outside the Rebellion, convincing them to support the cause. The task is difficult, and in many cases it can be as dangerous as combat duty.

Even in the initial stages of such assignments, missteps can bring on disaster. A diplomat sent to broker a treaty with an isolated world or to secure support from a financial backer must be constantly on guard against discovery by the Empire's agents. Groups that appear to be potential allies might actually be fronts for sting operations by the Imperial Security Bureau. Others, though not tied to Imperial Security, might fear the Empire enough to turn over a Rebel agent rather than risk being caught harboring him. Rarely are negotiations begun without both parties conducting extensive intelligence work to ensure a lack of involvement or attention from the Empire.

Even if the diplomat's superiors can set up a secure meeting with the group they wish to court, the threat of Imperial retribution typically looms over the proceedings. A meeting can be covered up more easily than actual support, and the Empire punishes aid to dissidents even more seriously than simply associating with them. For a representative to make headway, he must convince his opposite number—typically a negotiator as savvy and experienced as himself—that supporting the Rebellion is worth the risk of Imperial retribution and the cost of any resources given over.

Often, common ground facilitates the proceedings. When, for example, the Rebel Alliance reaches out to a world that has suffered from Imperial atrocity, or when operatives meet with an unaffiliated anti-Imperial cell, all involved understand that safety from the Empire is only an illusion, rather than something that can be secured by cooperation. In this sort of alliance, the primary concerns are operational security and focus, rather than resource allocation. The Rebellion sometimes incorporates such groups by proving the value of its support network, granting new allies significant additions to local infrastructure and personnel.

More commonly, the Rebellion must make promises to divert its own resources to protect the new ally, or provide significant compensation for services rendered. The diplomat in charge of the exchange must ensure that the Rebellion does not lose more than it gains in such circumstances. This can be a very delicate task, as the other party surely has the same concern. Yet both sides' needs must be met if the Rebellion is to gain ground.

GRASSROOTS SUPPORT

Not all diplomatic work targets the influential and the powerful. Many diplomats throughout the Rebellion focus their efforts on swaying public opinion through interaction with the citizenry of planets suffering under Imperial control. A sympathetic populace can offer much to the Rebellion. Imperial excesses inspire new recruits to join with the Rebel Alliance, even if many are not willing to devote their lives to the cause. Suffering civilians rarely have the means to make substantial donations of resources or financial support, but if the appeal is sent around widely enough, small amounts can add up quickly. When operations draw too much attention, local supporters might be able to offer a safe house or alibi for agents at risk. If the need is great enough, the Rebel Alliance can establish local resistance cells to sabotage Imperial holdings or harass supply lines. Sometimes, a well-organized resistance can contribute without the Empire detecting its existence, such as by having covert sympathizers working at Imperial arms plants to slow production in a thousand subtle ways.

Diplomats who operate on the most strictly governed planets often have more in common with spies and saboteurs than others of their profession. Where Imperial rule is weaker, whether through existing discontent or lax government, diplomats can operate with more freedom. Rebel agents rarely operate openly on any world, however, and this remains true for diplomats no matter their theater. If anything, those who operate among civilians are even more circumspect than normal to avoid catching innocents in the crossfire if Imperial attention falls upon them.

In grassroots work, the need for security is directly offset by the degree to which it hinders spreading word of the Rebel cause. The support of a large group cannot be gained from hiding, whether the representative works with the employees of a single factory or the population of an entire planet. To gather goodwill and trust, the diplomat must usually meet with the locals and become a part of the community. This takes both time and exposure, both of which can be serious risks on any world that the Empire's agents scour for sedition. The best emissaries learn to recruit trustworthy and enthusiastic locals who can speak in their stead and carry the word out without requiring constant supervision. If the worst should happen and the diplomat is captured or killed, these assistants can continue organizing resistance. Some of these recruits go on to become agents for the Rebellion in their own right, and many diplomats begin their career with the Rebel Alliance with this sort of apprenticeship.

PROPAGANDA

Diplomats must manage information and rumors. Negotiations can fail before they begin if the other party has bought into the Empire's lies about the Rebellion. On the other hand, a recruiter arriving on a world that has learned the truth of a suppressed Imperial atrocity may succeed well beyond typical expectations. Given the importance of information to the diplomat's work, many Rebel agents devote themselves to the art of propaganda.

While propaganda often has negative associations, controlling or freeing information is a tool like any other. Just as soldiers need weapons, propagandists across the galaxy rely on a network of information and deception. While Imperial propagandists deal almost entirely in fabrications and lies that glorify humans and the Empire at the expense of their enemies, Rebel propagandists have the advantage of working with the truth. Simply spreading verifiable facts about the Empire's crimes can inspire sympathy and cooperation with the Rebel Alliance.

While the simple truth serves as a valuable tool, propaganda work is usually assigned to diplomats who specialize in rhetorical flourishes. Skilled presentation of information can turn even a minor incident into a cause for outrage. When a true master of propaganda has a chance to reveal the Empire at its worst, riots spark across hundreds of worlds. Propaganda is an art with many tricks and tools, and Rebel propagandists must master them all in order to combat the flood of misinformation put forth by the Empire.

A good propagandist must know how to spread information without tipping his hand, a task made more difficult by Imperial seizure of the HoloNet. Diplomats who are too closely associated with the propaganda they spread risk being dismissed by anyone who has bought into the Empire's portrayal of the Rebellion. Rebels have learned to make do in a number of ways, but rumor is one of the most popular. A few words spoken in a cantina on a major trade hub like Corellia can reach hundreds of thousands of listeners with enough time. The original story usually becomes embellished over multiple retellings, but an earnest storyteller's additions only serve the Rebellion's cause. If a propagandist does his job right, the original version is too compelling to alter significantly. Sometimes, the Empire's actions are so far beyond the pale that even the mouthiest spacers cannot exaggerate the truth.

Propagandists must also know their audience. Spreading a rumor from one side of the galaxy to the other requires broad strokes, but when working in a more focused arena, a diplomat must adapt his style. A lurid approach that might stir outrage on an Outer Rim backwater is sure only to scandalize in the Core

Worlds. When possible, the Rebel Alliance assigns propaganda work to representatives familiar with the culture in question. With resources typically stretched thin, an agent handling negotiations or other duties may also be in charge of spreading propaganda. Balancing two delicate tasks can become a challenge, but those who rise to the occasion with flair are recognized for their contributions.

RECRUITMENT

As they help the Rebellion gain ground and influence across the galaxy, some diplomats acquire safe houses and clandestine bases. Others obtain resources in the form of credits and materiel, but gathering new recruits is a key mission for a diplomat. Public support, hidden sympathizers, and outside alliances provide much-needed infrastructure and benefit the cause, but they are meaningless without a network of loyal agents to use them. Without dedicated pilots, staunch soldiers, or reliable engineers, the Rebel Alliance is sure to fall apart, no matter what outside support it may acquire. Without trustworthy representatives gathering and assessing recruits, there is no way to gain these essential personnel.

Recruitment serves the Rebellion in two ways. Most Rebels would say that every new agent or soldier joining their cause is another step toward a restored Republic. They claim that the Rebellion's growth signifies that the galaxy is rejecting the Empire, individual by individual. However, the organization's growth reflects a grim reality. Every Rebel casualty diminishes the Alliance's reach, individual by individual. Enlisting new blood mitigates Rebel losses as much as it expands the influence of the Rebellion. Recruiters typically emphasize this growth, but they rarely shy away from mentioning the darker truth of losses. The Rebellion needs true dedication from every recruit to win in the long term.

Techniques for finding and assessing volunteers can vary greatly, depending on where a recruiter is stationed. The highest priorities are avoiding Imperial notice, finding talented personnel, and ensuring that any would-be Rebel is both sincere and dedicated. On worlds with a strong Imperial presence, avoiding notice rises to the fore, followed closely by careful tests of loyalty to avoid infiltration by the Imperial Security Bureau or other enemies. Offers of recruitment are given only after extensive observation of each candidate, and rarely does a potential agent realize he is being considered before the offer is made. Every effort is made to insulate the Rebellion from potentially risky recruits, slowing the process considerably. Potential Rebel sympathizers on Imperial-held worlds are often as suspicious of the offer to join as those offering are of them. Recruitment efforts on such worlds are considered worthwhile because of the incredible value of such deeply embedded agents.

Where sentiment for the Empire is weaker, the more prominent concern is finding recruits with the most to offer the Rebellion. For example, a recent Imperial atrocity might inspire many angry volunteers, but if they are brought in without scrutiny, such recruits risk endangering comrades with their undisciplined behavior or personal vendettas. A recruiter in such circumstances might remain almost as hidden and circumspect as he would on a world fiercely loyal to the Empire. Otherwise he is likely to be mobbed by angry victims and eager volunteers who lack the dedication to stay in the Rebellion once the shock and outrage fade.

On worlds known to have been friendly in the past or where anti-Imperial sentiment is strong enough, Rebels recruit more openly, sometimes putting out word about their efforts. Direct contact information is never disseminated for fear that the Empire could find it, but a rumor circulated among the right people might detail a place, time, or comm frequency for establishing contact. While the risks are great, this approach can provide great dividends. Those who follow such trails to their ends have already shown themselves resourceful and determined enough to be useful, if they can demonstrate their loyalty.

MANAGEMENT AND LOGISTICS

In addition to serving as the primary point of contact between the Rebel Alliance and the galaxy at large, diplomats often find their talents applied to internal matters. Mediation and negotiation are useful when multiple cells demand access to limited resources or otherwise come into conflict. Rebel agents are devoted to their cause, but they do not always act in alignment with other cells, sometimes because of the necessary veil of secrecy or because of conflicting visions of how to move forward. Diplomats are often granted authority and a mandate to resolve such internal disputes. When no mediator is available, an agent within one of the conflicting cells might be called upon to devise a solution that allows both groups to move forward.

Because Rebel diplomats are known for their cool heads and evenhandedness, they are often placed in other support roles. A diplomat who is known for his ability to distribute resources quickly and fairly might find himself ensconced in a logistical role at a secure base, or placed in charge of handling requisitions for his cell. Some even take on unofficial duties independent of the chain of command to ensure their compatriots are well supplied. Superiors typically turn a blind eye to such activities, unless the supplies are acquired from a source that endangers operations or are diverted from other Rebel cells. These unofficial quartermasters often build contacts in the galactic

underworld, tapping sympathetic smugglers to make shipments of necessary supplies. Others find themselves trading seized Imperial stockpiles to fences who move such merchandise in exchange for less obviously suspicious gear.

Some logistical experts work with information instead of materiel, supporting intelligence operations. They piece together reports gathered by ambassadors, spies, and scouts throughout the Rebel Alliance. Data analysts rely on a keen intellect and careful reasoning to fit together such puzzles, piecing information with the strategic instinct of a master dejarik player. Others rely on their years of experience sorting through the lies and half-truths of the diplomatic world to spot hidden patterns in the behavior of individuals or even whole societies. Whatever their methods, cells fortunate enough to have access to an analyst typically find their operations running smoothly in such expert hands.







VOICES OF REVOLUTION

"The more you tighten your grip, Tarkin, the more star systems will slip through your fingers."

—Princess Leia Organa

Diplomacy alone cannot solve all of the galaxy's problems, but without it, none of the galaxy's problems can be solved in a meaningful way. Displacing a warlord or even an emperor through force of arms serves little purpose if another would-be tyrant simply rises in his place. Thus, Diplomats play an incredibly crucial role in the story of the Galactic Civil War; only through their craft can the war truly end.

Of course, day-to-day politics are also an important concern. The Alliance to Restore the Republic must meet incredible logistical needs, maintain and strengthen ties with countless organizations, and spread its message to all parts of the galaxy. Diplomatic tasks are no less necessary to the Rebellion's survival than commanding massive fleets of ships, stealing critical information from the Empire, and developing new technologies used to wage the war.

Diplomats are best suited to undertaking political tasks, but all members of the Rebellion must play their part. Soldiers and Aces are often tasked with acting as bodyguards and pilots for Diplomats, and providing a valuable perspective on the hard truth

of the front lines. Spies and Diplomats often work hand in hand, against one another, or in uneasy allegiances that shift with the tides of war. Engineers rely on Diplomats to cut bargains for new technology and acquire crucial supplies just as Diplomats rely on Engineers to make technological breakthroughs and solve practical problems. Commanders also work closely with Diplomats, counting on their expertise and knowledge when constructing strategies.

A Diplomat might have the experience of a full-fledged politician, such as a former senator or noble. Other times, Rebel Alliance officers—charged with managing staff, logistics, or intelligence—step up to the task. A reporter with a network of contacts might assist a Rebel cell by using his sources to get information about the Empire's plans or by writing news reports to bolster soldiers' morale and mislead Imperial forces. The role of a Diplomat blurs the line between soldier and civilian. Some work alongside military personnel even if they do not consider themselves fighters, but others are the first to draw a blaster when Imperial troops board their vessels.

ROOM FOR NEGOTIATION

The Galactic Civil War brings widespread strife, and violence often seems unavoidable. The Diplomat knows that amid so much conflict, words still hold power. More than ever, negotiation, motivation, and organization are skills critical to ensuring the success of the Rebel Alliance. When a leader's foes are innumerable, who but the Diplomat can keep his ragtag allies united? When a trooper's morale begins to waver, who but the Diplomat can reaffirm the righteousness of his cause? Diplomats can build bridges and forge alliances, welcome strangers and find ways to cooperate. Others use words as weapons, cutting foes' hearts

open and revealing their secrets. Some are curators, architects, or puppeteers; they craft and control the flow of materiel, personnel, and data to achieve a beautiful harmony and synchronicity. Still others are watchers and listeners, accumulating knowledge and seeing truth through the fog of war.

The following sections provide additional options for creating Diplomat characters, including backgrounds, Duties, species, specializations, Motivations, and more. Many of these resources are useful not just to players building Diplomats, though, but for creating any character with an eye for politics.

DIPLOMAT BACKGROUNDS

A Diplomat's greatest assets are not physical weapons, but shrewdness, charisma, and acuity. Even when simply following orders, the Diplomat makes critical decisions that sway the actions of both allies and opponents. Different characters come by those abilities in different ways. Some are simply smooth talkers. Others established themselves when they stood up for their beliefs. A Diplomat's background explains where those strengths come from, and how the character used them before coming to the Rebellion.

IMPERIAL OUTCAST

For obedient citizens of the Empire, success is said to come from joining the forces of law and order. Whether through Officer School, or as a bureaucrat in one of many local puppet governments, or merely as a low-level desk jockey, people from all worlds are encouraged to contribute to their government and reap the rewards of status and power. The PC started down this road, but events conspired to change his path. Perhaps the character became disillusioned with the chain of authority after being given an unsavory order, or he became a victim of the corruption and discrimination rampant within the Empire.

Forgetting the mindset that comes from years of training in the Empire is no simple task, and the character is likely to feel isolated, like a traitor who abandoned everything he had. However, he is likely to find, amid the ranks of the Rebel Alliance, others who began as the Empire's brightest and eventually realized that they, too, had to leave.

The Empire's political games can rapidly turn deadly. **Advocates** from this background might have left the Empire not for moral reasons, but because they had

no choice. An Imperial advisor might not be the Rebel Alliance's first choice among recruits, but such an individual can be useful, offering insight into the Empire's strategies or willingly using tactics that idealists reject.

Agitators who left the Empire likely witnessed its atrocities firsthand, and departed because they could not abet such cruelty. Whether the final straw came early on or after years of silence depends on the individual, and significantly colors the character's arc.

The Empire typically does not bother with **Ambassadors**, instead preferring to simply subjugate local populations. However, countless officers and agents must maintain order. A former Imperial Ambassador might have been a minor clerk who tried to do good from inside the system for years or even a dissatisfied Imperial governor who cast aside that title to revolt openly.

The Empire likely employs more **Analysts** than any other organization in the galaxy. The Imperial Security Bureau (ISB) alone accounts for many such individuals. Though most are indoctrinated to fanatically use their skills to root out rebellion, some find themselves sympathizing with and ultimately joining the Rebel Alliance.

Quartermasters serve an irreplaceable role in any military organization, the Galactic Empire included. Just as many Imperial soldiers and pilots have deserted in the wake of the horrors the Empire has wrought, so too have many Quartermasters abandoned their posts to fight the evil hegemony they once served.

The Empire goes to great lengths to cast itself as the last bastion of safety in a dangerous galaxy via puppet organizations such as HoloNet News. **Propagandists** who have left such posts are especially valuable to the Rebellion, as they know the Empire's tactics to control the media—and thus how to subvert them.



MINORITY VOICE

The Empire has built much of its power by taking advantage of conflict, ostracizing and exploiting smaller populations for its own gain. Some species, such as the Wookiees, are enslaved on their own worlds. Others are merely denied the privileges of the common citizen. Rather than choose to accept this injustice silently, the PC spoke up for a group victimized by the Empire's abuses. As a champion who fights for fairness for these outcasts, the PC highlights the injustices brought upon them. The Empire does not tolerate dissent, but the Rebel Alliance welcomes such voices.

The minority voice is likely to be an outspoken member of the Alliance. With a specific cause to champion, the character has good reason to push the group to do more to help those in need.

Advocates often fit well into the role of minority voice, whether this means working as political advisors to those with the power to help the oppressed or as lawyers, using the legal system to defend the rights of the group. Advocates who have acted in this capacity usually know the relevant laws backward and forward, and can use them to their advantage at every opportunity.

Where Advocates work to turn existing power structures to help small groups, **Agitators** seek to sway public perceptions. Agitators who champion small groups are often adept at stirring the emotions of outsiders through demonstrations and fiery rhetoric. These rabble-rousers are often uncompromising in their search for justice, but such zeal is an incredible asset to the Rebel Alliance

Ambassadors from sparsely populated worlds and colonies are usually very adept at representing their small, often oppressed constituency within vast political systems. A good Ambassador can get even the leader of a much more powerful group to listen through the power of oratory alone, and can often sway the hearts of the most pragmatic rulers.

Analysts who engage with the oppressed are sometimes researchers. These individuals usually seek to gather as much data as possible about the group's situation, so as to arm politicians with the tools they need to make meaningful improvements in the lives of the oppressed. While the Empire cares little for the suffering of the few (or the many), the Rebel Alliance has won many allies by offering a helping hand to the downtrodden. Analysts let it do so effectively and with respect for local customs, history, and culture.

Relief organizations need to manage logistics in much the same manner as militaries, and so they too employ **Quartermasters**. While these individuals might be called treasurers, accountants, or financial advisors, it falls them to distribute limited supplies to many in need. The Rebel Alliance maintains strong ties with various relief organizations, and many of its members are active in these linked efforts.

Propagandists who cover specific topics closely often become personally engaged in them, and this is especially true for those working with the oppressed. A Propagandist who has recorded the trials and suffering of a minority usually becomes involved in helping that group in some way. Frequently, that means joining the Rebel Alliance to help expose the evil of the Empire.

INDUSTRIALIST

The galaxy is home to a dazzling array of shipyards, factories, and industrial complexes manufacturing all manner of equipment, such as weapons, droids, capital ships, mundane tools, and luxury items. The PC comes from a life of work in such operations, perhaps employed as a labor captain, shift supervisor, bureaucrat, or possibly even as the partial or sole owner of such a corporation. Running an operation that makes and distributes complicated equipment is no easy task, but the PC has made a career of making sure everyone in the business operates in unison to get things built. An astute knowledge of resource management can prove a boon to the beleaguered Alliance.

Unfortunately, many of the challenges facing the Alliance come to rest at the industrialist's doorstep. The Rebel forces are disparate, poorly funded, and frequently constrained to operating in secret. In sectors where the Empire's control is tight and regulations are strict, the character must reach into the depths of his experience to make ends meet.

From Coruscant to the Corporate Sector to Hutt Space, contracts are undeniably important, and it falls to **Advocates** to draft these covenants. The skills of a corporate lawyer can be of inestimable value to the Alliance to Restore the Republic, as it must maintain complex contracts with corporations, banks, and other financial entities across the galaxy.

While many industrialists heavily invested in maintaining the social order, some started from humble beginnings, organizing unions amid their fellow laborers to rise to heights of power. **Agitators** who climbed their way to the top using charisma and the power of collective bargaining are usually extremely well-connected.

Some galactic corporations are astoundingly massive, practically behaving as nations rather than traditional companies. These organizations must thus maintain **Ambassadors**, often called representatives, lobbyists, or even recruiters. Because many corporations work with the Rebel Alliance, there are individuals within its ranks who represent corporate interests.

Some corporations do nothing but organize and distribute data, and these are often run by **Analysts**, who know exactly how to leverage information to maximum effect. The skills to isolate and exploit market trends can also be used to predict enemy strategies and more.

Quartermasters who have worked in industry are likely to have managed people and resources, and thus attained experience in getting what their team needs out of a system. While the Rebel Alliance has a much looser structure than most corporations, someone who knows how to work a system is valuable to any combat unit, diplomatic team, or engineering crew.



DROIDS AS DIPLOMATS

Guests at diplomatic events frequently remark that the formalities are dull, irritating, and difficult to follow. Protocol droids were created for this reason. With encyclopedic knowledge of customs and languages, a droid can be the perfect proxy at the negotiating table. Yet, surprisingly, other models of droids can also end up playing the Diplomat. Droids that were designed to conduct research develop impressive analytic skills. Industrial droids—with circuits dedi-

cated to factory operations and resource management—are a natural fit as organizational leaders. Even a few advanced combat droids, with their deep tactical knowledge and straightforward reasoning, can take on such a role. Ultimately, a player wanting to create a Diplomat character as a droid should not feel constrained into a single particular model or category. The galaxy is huge, full of remarkable droids.

Even in these benighted times, advertisement is a booming industry. **Propagandists** who come from corporate interests might have designed HoloNet advertisements or even billboards. While the Rebel Alliance does not typically display itself so openly, an eye for presentation can go a long way to selling a message.

DISSIDENT ARTIST

Some people have a creative drive that cannot be stilled, and craft works that not only give expression to their thoughts and emotions but also push others to question their own positions. The PC has always been an uncompromising artist, and his controversial works eventually drew the ire of the Empire. In the face of pressure to tone down his creations, the PC refused to compromise his art and redoubled his efforts, challenging the establishment and inspiring the resistance. He became wanted as a political dissident of the Empire, but is now a welcome asset to the Alliance.

The value of an artist should not be underestimated. The character might possess an uncanny insight into how people of all species think, or he might have honed his skills and ingenuity through countless crafts and creations. Further, many artists have a level of celebrity that gives them unique access to people and places across the galaxy.

Many of the galaxy's greatest artists work entirely unseen, helping to refine and promote the work of more visible individuals. **Advocates** who have been artists might have served as producers or mentors, directing new talent and quietly shaping the face of art across the galaxy without ever garnering attention.

To many **Agitators**, performance and protest are utterly inseparable. Rousing a crowd with song or using graffiti to protest a cruel regime is simply natural to them. Thus, these individuals use their creative skills to help other members of the Rebellion attain new heights in the name of the cause.

Famous artists often act as representatives of good will for organizations, and the Rebel Alliance uses **Ambassadors** known for their artistic contributions just like any other political entity. Some of these individuals create art that inspires and instills the values of the Rebel Alliance in viewers, while others simply use their clout in the galactic community to open doors that would otherwise be closed to the message.

Many forms of art, from prose to fashion design to dance, require an exquisite attention to detail. **Analysts** who have been artists likely revel in having an incredible understanding of minutiae that would seem useless to many others, but comes together into an undeniably powerful piece.

Quartermasters with a background in the arts might have been renowned chefs, skilled decorators, or precise architects. Whatever their particular calling, such individuals invariably bring a unique style and strong organizational skills to their new vocations.

Critics serve an important role in the arts, challenging artists to elevate their work. **Propagandists** from the arts might have been academics or cultural critics. Such individuals often apply their studies to political ideologies as well, and because of the Empire's totalitarian and repressive regime, no few of these critics have thrown in with the Rebel Alliance in the hopes of creating a freer, more tolerant galaxy.

DIPLOMAT DUTIES

The Duty of a Diplomat in **AGE OF REBELLION** defines the character and colors his approach to every situation. While individual missions have concrete objectives that can be achieved, a Duty is an ongoing goal that a character can pursue almost indefinitely.

Different Duties can also make for very different characters. One character might treat strangers with suspicion if his Duty is to conceal the Rebel presence or steal secrets from the Empire; another character might approach those same strangers with open arms if his Duty is to bring new members over the Alliance's side in the Galactic Civil War. Both are valid approaches and, in the right circumstances, crucial to the survival of the Alliance to Restore the Republic, but they serve very different purposes. Day to day, the way that these two characters would pursue their Duties would appear radically different even as they worked toward their shared ideological goal of freeing the galaxy from the grip of tyranny and oppression.

A party may find that having Player Characters with different Duties provides a suitable character for every situation; alternatively, a party may prefer that the PCs all have similar Duties that unite their goals and styles. Ultimately, the choice comes down to the style and preferences of the players and the Game Master. PCs should feel passionately about pursuing their Duties, and players and GMs should be excited to see the characters' Duties advance and develop as the story progresses.

Some characters might fit better than others with the descriptions for the various Duties as they are presented in the **AGE OF REBELLION** Core Rulebook. This section provides alternative Duties that are especially appropriate for Diplomat characters, although characters of all careers are permitted and encouraged to take them if they fit with those characters' concepts.

During character creation, a player may select from the Duty descriptions in **Table 1–1: Diplomat Duties** (see page 17) instead of from the ones listed in **Table 2–3: Duty** on page 47 the **AGE OF REBELLION** Core Rulebook. Many of these Duties are variants of the standard Duties tailored to the theme diplomatic work, while Operation Planning and Communication Facilitation are new Duties that are particularly well-suited to Diplomat characters.



TABLE 1-1: DIPLOMAT DUTIES

d100	Result
01-08	Counter-Intelligence: The Rebel Alliance rarely operates in the open. The rest of the time, the Player Character recognizes the importance of maintaining a low profile. Whether by locating clandestine meeting points, by fabricating cover stories for suspicious activities, or by finding people willing to turn a blind eye to a Rebel presence, the PC's goal is to keep the Empire oblivious.
09-16	Intelligence: When collecting sensitive and valuable information, the Alliance rarely has the luxury of verifying it before taking the risk of action. Instead, the party supplying the intelligence must be trusted. Conversely, the one supplying the intelligence must trust that the information will not be used against him. The PC specializes in finding contacts who can be trusted, building their trust in the Rebel Alliance, and maintaining that trust.
17-24	Internal Security: The Rebellion must deal with the potential for betrayal by allies as well as by internal operatives. A Rebel-friendly equipment vendor disclosing his customer registry could be just as damaging as a Rebel operative going rogue. The PC seeks to validate the trust placed in Alliance members and allies.
25-32	Operation Planning: Efficient use of resources is a key to the success of the Rebel Alliance. Rebel strikes must be carefully organized to be as effective as possible, while consuming minimal supplies. The Rebellion can tolerate few losses. The PC recognizes this and takes it upon himself to ensure that each mission is engineered for success, with nothing forgotten or wasted.
33-40	Personnel: To make his unit function at its best, the PC builds discipline and skill among Rebel groups. The PC sees to it that the rookie pilot learns from the seasoned veteran, the tactician has time to study formations, and the communications officer has the latest codes.
41-48	Political Support: The PC sees that for the Rebellion to grow beyond a small insurrection to become a credible threat to the Empire, the opinion of the populace must favor the Rebellion. In addition to brokering deals with the locals, the PC is a master publicist, making the life of the Rebels seem glorious, righteous, and exciting. Additionally, the PC voices grievances for the Empire's injustice, increasing unrest with the life of servitude that the Empire forces upon its citizens.
49-56	Recruiting: The Alliance always needs more loyal members, but not everyone can become a full-time operative. The PC accepts the complicated circumstances of those who might be sympathetic to the Rebellion, seeks them out, and works within their limits to obtain as much help as possible. The PC ensures that the Rebels are present and ready to help their friends, and prompts those friends to return the favor. If a few such associates pledge full allegiance to the Alliance along the way, so much the better.
57-64	Resource Acquisition: The PC knows the importance of being properly supplied, as well as the value of being able to count on supply. Acquiring assets is only the beginning. The better trick is knowing what materiel is in short supply, where to find that materiel, and how to acquire it. Sometimes a single pair of welding goggles is more useful than a dozen blasters, and sometimes a single blaster is more useful than all the goggles in the galaxy. The PC forges alliances that can provide equipment and also deliver it where it is needed.
65-72	Sabotage: Just as accomplishing a mission hinges on more than just equipment and assets, disrupting an enemy mission can take on many forms as well. The PC sows discord in the Empire's ranks, possibly posing as an officer and giving conflicting orders, confusing and disrupting communications channels, or even simply spreading rumors. The greatest triumph comes when a little bit of interference makes the Empire defeat itself.
73-80	Communication Facilitation: The Rebel Alliance is a scattered, often inconsistent organization. Alliance Command occasionally gathers the fleet for big, critical strikes, but usually individual Rebel cells work independently. The PC acts as an intermediary between leadership and other Rebel cells, ensuring that his group is coordinated with others, preventing accidental collisions.
81-88	Tech Procurement: Technology can be capricious. Some advances are as concrete as a new astromech droid, while others are as conceptual as a new fleet formation. The PC seeks both equipment and ideas that are innovative and advanced, finding ways to incorporate them into Rebel operations. He observes the constant flux and evolution to discover the ideal use for new items as well as novel uses for old technologies.
89-96	Support: Often, Rebel cells are ragtag groups with diverse backgrounds and allegiances, making a little internal conflict inevitable. When tensions flare and the group splinters, nobody accomplishes their objectives. The PC seeks to foster cohesion and cooperation, soothing bruised egos and reigning in other Rebels' wild impulses. As long as the party is operating in unison, the PC is doing his job.
97-00	Roll twice on this chart. The PC's Duty is equally split between two different areas, and success in either area can increase the Duty score.



Caamasi

Neimoidian

Gossam

NEW SPECIES

The sheer diversity of galactic species and cultures keeps diplomats in business. Few species value entangling themselves in conflict after conflict, but peaceful coexistence requires maintenance with attention and understanding. All species with an interest in peace keep ambassadors and other such figures among their number to ease dealings with outsiders and smooth over potential problems. However, some species are known for their interest in the art of negotiation. This interest is not always benevolent, as manipulation and deceit can serve as deadly weapons in their own right. Diplomatic summits can often decide the fate of millions of lives—and also of millions of credits.

This section expands a player's options when choosing a species, introducing three species that share a keen interest in mastering the art of diplomacy, for good or ill—Caamasi, Neimoidians, and Gossams. These three species have initial characteristic ratings and special abilities that make them well-suited to becoming Diplomat characters. However, players should not feel constrained to limit these species to the Diplomat career option. Any being of a given

species, with the right background and abilities, can choose any career option. Caamasi in the Jedi Order often found their devotion to peace led them to fight where necessary, and those in the Rebel Alliance might make similar resolutions. Despite persistent stereotypes of cowardice and laziness, many Neimoidians have served as proven battle commanders and great technical innovators, shaping the galaxy through blaster and brilliance. While the shrewdness of the Gossams serves them well in negotiations, it also enables them to excel in many roles for which cleverness is important. Gossams have found success as pirates, peacekeepers, and in countless other fields.

These species open an array of new roleplaying challenges and opportunities for players. A player might choose to play a careful Caamasi Advocate seeking to minimize bloodshed, a tight-fisted Neimoidian Quartermaster trying to stretch supplies as far as they can go, or an artful Gossam Propagandist who knows precisely how to manipulate others. However, a player could just as easily create a far-thinking Caamasi Commander, a selfless Neimoidian Medic, or a tight-lipped Gossam Saboteur.

CAAMASI

The Caamasi are a species of furred humanoids recovering from the brink of extinction. Their pacifist society integrated with the Old Republic early in galactic history, working to maintain peace, stability, and freedom. For millennia, Caamasi were trusted advisors and mediators throughout the Republic, and many served as Jedi Knights.

For all their dutiful service and loyalty, the Caamasi's stubborn refusal to participate in the Republic's militarization during the Clone Wars made them enemies of the new Empire. Shortly after his coronation, Emperor Palpatine secretly arranged for the destruction of the Caamasi homeworld. Although his involvement is not public knowledge, many Caamasi suspect that he could not tolerate the idea of a species loyal to the Old Republic or its ideals operating within the heart of his New Order in the Core Worlds.

Although the Caamasi have suffered greatly since the rise of the Empire, they have refused to yield to oppression. They maintain their old traditions in defiance of their recent trials, including favoring peaceful solutions over lashing out with violence. Not even the loss of their homeworld has broken their spirit or transformed their culture. The unique capability to share certain important memories, or *memnii*, among members of their species aids them, as the Caamasi elders pass on the teachings of peace more vividly than words could.

Physiology: Caamasi are unexceptional in size, with a typical male averaging 1.8 meters tall and 80 kilograms in weight. They are more notable for other aspects of their appearance, including a dense coat of gray or brown fur. Their hands are unusually thin, with only three fingers, but Caamasi can grip a blaster or datapad firmly. Perhaps the most unusual aspect of their appearance is a beak-like snout, lined with sharp teeth, creating a far more fearsome impression than the species' pacifist culture would indicate.

Caamasi are also notable for their highly developed sense of smell, and for the odor they emit. Other species have likened it to the sharp, woody scent of Corellian whiskey. The Caamasi do not seem to notice the smell despite their finely tuned noses, perhaps due to over-familiarity.

Society: Few societies value peace more than the Caamasi. They were staunch loyalists to the Republic's ideals, and the Caamasi remained firmly dedicated throughout the Separatist Crisis. However, the Caamasi opposed the Republic's armament for the Clone Wars, including the Senate's adoption of clone troopers, so the Caamasi lobbied for a peaceful end to the conflict. Both their love of the Republic and their condemnation of its war effort led the emergent Empire to label the Caamasi as dissidents, leading to the bombardment of their homeworld and the devastation of the species.

MORE THAN A MEMORY

A *memnis* is an imprinted Caamasi experience, more vivid than a normal memory, and it never loses its intensity. When a Caamasi experiences a *memnis*, the recollection is always the same, whether shortly after the event has taken place or long after, through a *memnis* that has been passed down for generations. The process of sharing *memnii* is commonly thought of as passing down remembrances of past events, but this is not entirely accurate.

Sharing *memnii* does not entirely improve the Caamasi's powers of recollection, as the creation of *memnii* cannot be controlled, and details that were not observed at the time of its formation are cloudy upon reflection. However, when a Caamasi views a *memnis*, he can be entirely certain of what was experienced at the time.

If a Caamasi shares a relevant *memnis* with a member of his species, his fellow would have great difficulty refuting an argument drawing upon the evidence within the *memnis*. At the

GM's discretion, this can be reflected with one or more ■ on subsequent checks to convince the recipient of the Caamasi's sincerity.

Spending too much time observing *memnii* can leave a psychological strain on a Caamasi, leading to an obsession with past events or an excess of emotion welling from the power of the memory. Even positive *memnii*, such as a time spent with a loved one or meeting a personal idol, can be dangerous if the Caamasi dwells too deeply and ignores his present life. As such, the Caamasi view *memnii* with both reverence and caution, and treat every shared *memnis* as a significant occasion.

As the few Caamasi old enough to remember their homeworld and history grow fearful of their memories vanishing from the galaxy, this attitude is being tested. The younger generation may be able to take up the keeping of their species' history, or they may be overwhelmed as too much is pressed upon them.

Homeworld: The planet Caamas is the second planet in the Cirius system, along the Commenor Run hyperlane in the Core Worlds. Once a temperate world with a highly varied climate and ecosystem, Caamas is now scorched and polluted beyond habitability. Shortly after the rise of the Empire, the planet was bombarded by Star Destroyers on the Emperor's orders. The planetary shields were lowered by infiltrating agents, allowing the orbital firepower to saturate the planet. The little life that survived the assault was devastated by the total collapse of the planet's ecosystem and the firestorms that raged across the planet's surface for years.

The Caamasi species was reduced to a slim fraction of its former numbers, but a new generation has since pulled them from the brink of extinction. Officially, the devastation wrought on Caamas was the result of bombs planted by the Separatists, and too few survivors made it offworld to contradict the Imperial propaganda. However, many Caamasi find the Empire's story too convenient for their liking, especially in the wake of the destruction of Alderaan. The Rebellion is a popular cause for the new generation of Caamasi, who join in the hope that no one else loses a homeworld to the Empire.

Language: Caamasi is the name of both the language and the species that originated on the world of Caamas, and with its bombardment, both are in danger of disappearing from the galaxy. Caamasi make a habit of learning the native languages of other species they encounter, and a Caamasi without fluency in Basic is practically unheard of. Their emphasis on learning the languages of others may have put their own language in danger, but surviving Caamasi elders have begun passing down their native tongue through lessons and the sharing of memnii.

Life in the Alliance: Unsurprisingly, Caamasi tend toward occupations that fit their affinity for peaceful resolutions and nonviolent action. Many serve as mediators and ambassadors for the Rebellion, but other outlets for their pacifist attitude are common as well. Caamasi with a technical or scientific aptitude might become mechanics or doctors, seeking to fix what war has broken.

Despite their pacifist inclinations, Caamasi serving among the Rebels are likely to be more accustomed to violence than others of their kind. When operating in such circumstances, taking the life of Imperial soldiers and operatives might be seen as a regrettable necessity in order to protect countless more lives, and a personal sacrifice for the greater good. Those who take this step usually do so with the utmost commitment, and they are as painstaking in their efforts to eradicate the Empire as they are in avoiding collateral damage and unnecessary casualties.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Caamasi begin the game with one rank in either Charm or Discipline. They still may not train Charm or Discipline above rank 2 during character creation.
- **Memnii:** Caamasi often imprint significant events in their life as unfading memories called memnii. Once per game session, a Caamasi may form a new memnis that encompasses one scene or encounter. At any time, a Caamasi may perfectly recall any memnis that he has formed or witnessed, or share it with another Caamasi or a Force-sensitive character.

NEIMOIDIAN

The Neimoidian species is an offshoot of the Duros, diverging physiologically and culturally after long isolation on the world of Neimoidia. Despite their shared ancestry with the ancient spacer culture of the Duros, Neimoidians have little in common with their adventurous cousins. Instead, their ruthless mercantile and colonial efforts earned them a reputation as conniving schemers, which was further cemented by the actions of the Trade Federation during the Clone Wars.

After years of Neimoidian-backed Separatists waging war on the Republic, the species has an overwhelmingly negative reputation for being cruel, cowardly, and weak-willed. Recently, Neimoidians have attempted to associate themselves with the Duros to redeem themselves in the eyes of the galaxy, but the Duros oppose the scheme at every opportunity. The Neimoidians might likely remain under the shadow of the Clone Wars until they can work alongside the Rebellion to put them right.

Physiology: Neimoidians closely resemble their Duros cousins. Both species are smooth-skinned, hairless humanoids with large red eyes and blue-green skin, and both species hatch from eggs in a larval "grub" stage. A closer look reveals more gray tones in Neimoidian skin. Additionally, Neimoidians' pupils split horizontally, and their distinct skeletal structure creates protrusions on their foreheads.

Society: In the past, Neimoidian upbringing focused on competitive education, starting from the earliest period of youth. Young Neimoidians were typically raised by the government of their homeworld or another Neimoidian colony worlds. This instilled future

leaders with the fierce competitive instinct they were thought to need. Food and other essentials were distributed in a communal pool for the young Neimoidians, and there was no oversight to prevent a few greedy individuals from taking all they desired, leaving little to nothing for others.

The Empire's seizure of most Neimoidian assets after the Clone Wars and the destruction of many grub-hatcheries in battles of that period led some Neimoidian worlds to reconsider their society, shifting away from selfishness and rampant indulgence and toward a more modest and evenly structured system. Skeptics across the galaxy claim this is only because Neimoidians no longer have the resources to support their old lifestyles, but the fact remains that a new generation of Neimoidians was brought up with values different from their forebears. What they do with this new education remains to be seen.

A TURBULENT LEGACY

Neimoidians occupy a volatile position in the galaxy. Whether they have inherited it from an older generation, or whether they were involved in its inception, all members of the species are currently tarnished with a reputation as amoral liars, cheats, and war profiteers. Freedom fighters in the Rebel Alliance might understand the burden of living under such a vilified name, but even so, not all of them are understanding. Outside the Rebellion, reactions may be even worse.

Neimoidian leaders are struggling to repair their damaged reputation, doing everything they can to distance themselves from the Trade Federation that was once their pride and glory. They have paid reparations to conquered worlds, submitted to Imperial rule, and attempted to ingratiate themselves with the more respected Duros. However, Neimoidian leadership is still rife with members of their old order, even after the arrest of virtually every known Separatist in their government. Neimoidians might be unable to completely shed the burdens of the past. However, if they can contribute to the Rebellion and help free the galaxy, their future could be brighter.



Homeworld: The ancient Duros colony world of Neimoidia is far from an ideal habitat. It has a dim sun and high gravity, as well as dismal fogs throughout most of the year. Despite these disadvantages, the colonists eventually developed it into a thriving center of industry and expanded outward to a number of nearby worlds. These secondary colonies—known as the Neimoidian purse worlds—hold as much cultural significance for the species as Neimoidia itself. The most prominent purse worlds are Cato Neimoidia, Deko Neimoidia, and Koru Neimoidia, all of which were eventually developed to the point of becoming more desirable and hospitable destinations than the Neimoidian homeworld.

Language: The Neimoidian language—known as Pak Pak—is commonly used among Neimoidians, but species who lack the throat structure of its native speakers cannot easily replicate the distinctive sharp croaks. Therefore, Neimoidians who spend time among other species learn to speak Basic. Neimoidians have little difficulty with Basic, though like many species with unique vocal structures, some speak it with a thick accent.

Life in the Alliance: Neimoidians have as much if not more difficulty in the Rebel Alliance as they do elsewhere in the galaxy. Many Rebels blame the Trade Federation for creating the circumstances that led to the rise of the Empire. Some give Neimoidians the benefit of the doubt; they assume that they are carrying an old Separatist vendetta against the Empire, and treat them as enemies of the Rebellion's enemy. Old stereotypes often surface to trouble Neimoidians serving the Alliance, but those who join typically do so on their own terms, refusing to let others define them.

Although Neimoidian culture makes them naturally suited for a life of careful wheeling and dealing in negotiations, not all Neimoidians turn to diplomatic work. Many turn their intellects toward engineering, maintaining, or improving the Rebel arsenal. Others enter combat duty, fighting against the Empire as well as the stereotypes others hold. Neimoidian combatants are still rare on the frontline, but not unheard of, and the Rebellion has its share of Neimoidian tacticians who have earned the respect of their soldiers.

GOSSAM

A small species of reptilian origin, Gossams have exerted a greater influence on galactic history than their slender frames might suggest. Gossams have a reputation for being unable to resist a profitable venture, such as prominent colonies and even pirate fleets. In a move that turned out to be spectacularly unprofitable, the Gossam leader of the Republic's Commerce Guild secretly colluded with the Confederacy of Independent Systems in the Separatist crisis, but the Gossam species weathered the fallout more easily than other Separatist allies. The Empire's retribution was typically indiscriminate, but the Gossams' natural independence and diversified interests weakened any attempts to pin consequences upon them. Gossams on their homeworld—Castell—were enslaved by the Empire, and the species was banned from setting foot on Coruscant. However, independent members of the species remain spread throughout the galaxy, waiting for the right moment to assert their interests. Many of these individuals—entrepreneurs, explorers, and members of a thousand other professions—have thrown in their sympathy or resources with the Rebellion.

Physiology: Although they rarely stand over 1.25 meters tall, Gossams have a striking appearance, with vivid yellow eyes and rugged, bumpy blue or green skin. Though they are short, their long necks and lithe forms lend them a semblance of greater height. Gossams move with an easy grace on three-toed feet, and their three-fingered hands are just as capable of fine manipulation as those of species with more digits.

Society: After a devastating economic depression that crippled their society, Gossams restructured their lives around the Republic's Commerce Guild. Initially, all Gossams were indentured to the Commerce Guild to pay off a debt for the stabilization of their homeworld, Castell. Their situation improved over time, but their society has retained the tradition of beginning adult life with a period of indenture in order to gain experience with the galaxy at large.

Of course, Gossams have never been great sticklers for tradition, so with the dissolution of the Commerce Guild and the Empire's seizure of Castell, few cultural factors remain to unify Gossams still at large in the galaxy. Their shrewd ability to avoid being pinned down defines them more than anything else.

SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Neimoidians begin the game with one rank in either Deception or Negotiation. They still may not train Deception or Negotiation above rank 2 during character creation.

REBELLION ON CORUSCANT!

Because of the Gossams' support of the Separatist cause, the Empire issued an edict banning the species from visiting or staying on the capital world of Coruscant. The new law was enacted with no warning given to the numerous Gossam merchants, pilots, and travelers on planet at the time. Enforcement began almost immediately, so many Gossams found themselves suddenly hunted by agents of the new law, and their ships and assets were seized by the Imperial authorities.

Many of the Gossams visiting Coruscant were immediately apprehended, but a surprising number were able to evade capture through connections with the underworld, ties with shipping guilds, or their innate cunning. A few were able to smuggle themselves offworld, but most were stuck on Coruscant as wanted criminals. These Gossams on Coruscant, along with other

victims of punitive Imperial justice, organized a resistance movement code-named Whiplash.

Operatives of Whiplash are rarely able to make contact with the Rebellion, much less join its operations, but the two organizations share information and resources for mutual benefit whenever possible. The Rebel Alliance desperately needs intelligence from the center of Imperial activity, and it often finds use for personnel who become too notorious for Whiplash to shelter. In return, trusted smugglers and agents of the Rebellion provide Whiplash with their only lifeline to the galaxy beyond Coruscant, including supply runs, communications, and the occasional exfiltration. Despite their close relationship, meetings between agents are fraught with tension and mistrust, as the dangers of betrayal are never greater than at the heart of Imperial power.

Homeworld: The Gossam homeworld of Castell is a heavily industrialized foundry world. Before the rise of the Empire, the production lines of Castell were a source of wealth and influence for the species, even if their exploitative indenture system kept the workers from receiving direct benefit. Castell produced virtually everything, including luxury goods, speeders, and even advanced starship components. Now, the Imperial occupation has forced Gossams to retool their manufacturing plants to produce the munitions and other tools of conquest that keep them oppressed. The indenture experienced in the years prior to the occupation pales in comparison to the grinding slave labor Imperial overseers now demand, and as long as the Empire stands, no end is in sight.

Language: The Gossam language, consisting primarily of croaking and trilling, is nearly impossible for other species to reproduce or understand, so most Gossams speak fluent Basic. The written form of Gossam is easier for other species to learn, and features a structure that links numerous small words to describe a larger concept. Thus, Gossams have a habit for wordy, verbose writing, even in Basic.

Life in the Alliance: Gossams give up even the smallest bit of independence with great reluctance, and only when they are sure to benefit. A Gossam rarely adopts a cause without seeking to profit from it. How-

ever, even though the Rebellion has seemingly little to offer, many free Gossams find themselves with Rebel sympathies, giving everything they have in the hopes of securing a future improved beyond price.

Rebel Gossams often take up jobs that require little oversight and allow them to use their genius for improvisation. They operate in intelligence as often as they do in diplomacy, and a few have even found their way into command positions. Steady nerves and a high-risk, high-reward attitude lead a surprising number of elite Gossams to pilot Rebel starfighters.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Gossams begin the game with one rank in Deception. They still may not train Deception above rank 2 during character creation.
- **Small:** Gossams are smaller than average and count as silhouette 0.

DIPLOMAT SPECIALIZATIONS

DESPERATE ALLIES features three new specializations for Diplomats: the Advocate, the Analyst, and the Propagandist. These three join the existing specializations for characters in the Diplomat career from the **AGE OF REBELLION** Core Rulebook, giving Player Characters the ability to augment existing Diplomats with potent new talents or to build entirely new characters who function in novel ways. Additionally, they can be excellent choices as out-of-career specializations for less charismatic characters who wish to contribute to social encounters. After all, when the group goes into a negotiation, the Diplomat might often shine the brightest, but all characters should be able to meaningfully assist in the proceedings in some way.

The Advocate is all about acting subtly through others, offering guidance and aid to friends and manipulating enemies into exposing their own weaknesses. Great comrades and terrible foes, the best Advocates know exactly when to use which set of skills. Advocates can stand on their own as social characters, and are exceptionally effective when collaborating with Agitators, Ambassadors, or other charismatic characters who draw attention to themselves. By staying on the fringes of the limelight, guiding friends and manipulating enemies, Advocates can often do their best work.

The Analyst excels at information processing, leveraging unparalleled knowledge to gain the edge in any situation. A skilled Analyst can keep a squad appraised of the situation across the field of

battle, or he can find flaws in seemingly invulnerable defenses. Analysts are more focused on Knowledge skills than most other Diplomats—and indeed, most other characters in general. As such, Analysts have numerous ways to turn the information these skills provide directly into opportunities for their teams. Well-constructed plans that take every factor into account are the Analyst's forte, whether they are concocted in combat or in diplomatic encounters.

Finally, the Propagandist sways opinion as a master of spin, turning over every proverbial stone to find rumors, then adding a healthy dose of half-truths. Propagandists also possess the unique ability to boost the Duty that their allies earn by controlling how word of their deeds of heroism spreads across the Rebel Alliance. This makes a Propagandist a significant asset to any unit, whether it works on the front, in back rooms where crucial negotiations are conducted, or deep behind enemy lines.

The 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 he gains a discount on increasing them with future experience points.

Remember that each specialization has its own list of bonus career skills. This might allow a player to select a skill twice at creation, beginning with two ranks in that skill. However, a character cannot start the game with more than two ranks in any skill, regardless of the number of opportunities he may have to select it (such as combining a free rank from a species with the free skill from both the career and specialization lists).





POLITICAL ARCHETYPES

Just as there are many different roles on the battlefield (trooper, commanding officer, medic, technician, operator, and sundry others), so too are there a variety of roles in the field of politics. Politics is, after all, an act of getting many people to work toward the same goal. Thus, it involves a diverse set of individuals who perform a wide set of tasks. In works of fiction (such as *Star Wars*), a few archetypes tend to come to the forefront. Sometimes these characters are at odds with one another; other times, they are working in concert. In either case, however, they can be very compelling PCs.

The Wise Leader: An experienced leader must be able to hear many different viewpoints and act in an even-handed manner, protecting the interests of all constituents without favoritism. However, beneath this calm must lie an unbreakable conviction; otherwise, the realities of political skulduggery and necessary compromise would surely erode the character's guiding principles. Combining the Ambassador's iron will with the Agitator's endless idealism provides a good foundation for this character.

The Firebrand: Where the wise leader reflects, the firebrand acts. The firebrand's idealism reminds others why they fight, and stirs the

public to action. However, the firebrand often chaffs against the conservatism and caution of allies. The inspirational abilities of the Agitator and Propagandist specializations are particularly synergistic for this sort of character.

The Chief Supporter: Politicians deal in ideologies and policies, but someone must handle the practicalities that their choices entail. Whether this means gathering and processing data to back plans, managing limited supplies and workforces, or both, many politicians have one or more indispensable aides who guarantee that their decisions are enacted. A character who takes the Analyst and Quartermaster specializations is uniquely well-suited to this role.

The Devil's Advocate: The friend who can always be trusted to ask the hard questions and point out flaws in the plan, the devil's advocate is an important figure in many political dramas. This person's dedication and loyalty are beyond question, but that only drives this character to scrutinize the rhetoric and resolve of allies all the more thoroughly. Some incarnations of this character act as a conscience; others are the voice of cold necessity. Combining the Advocate's insight with the Agitator's rhetorical skills is one way to set the groundwork for this sort of character.

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.

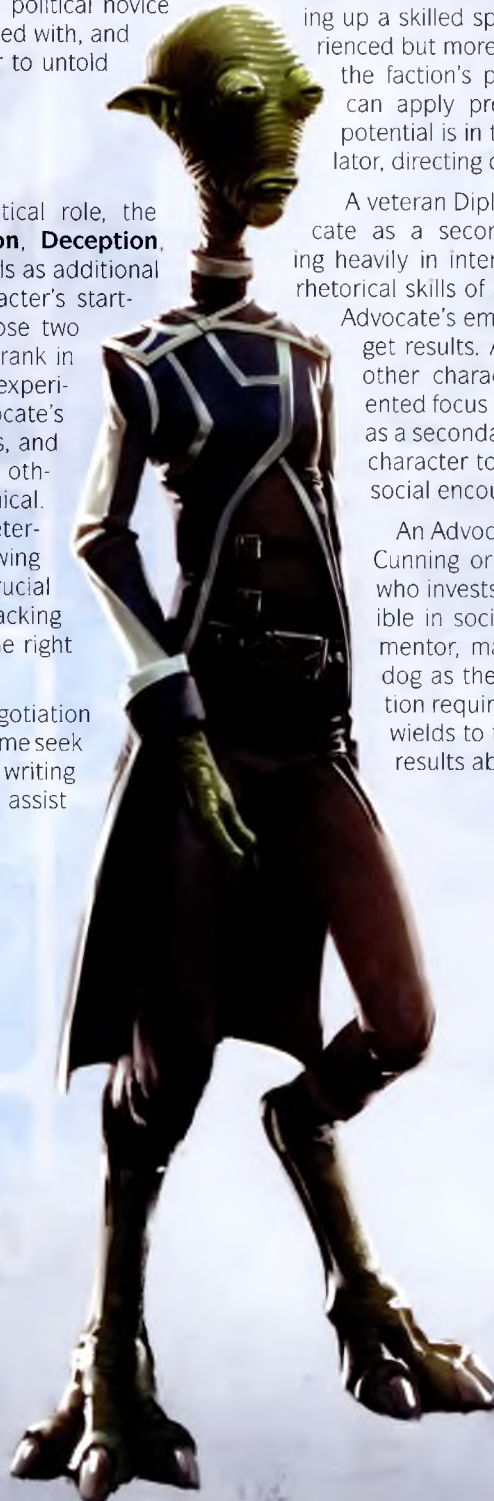
Advocates approach the negotiation table in several different ways. Some seek to act entirely behind the scenes, writing speeches or giving guidance to assist

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

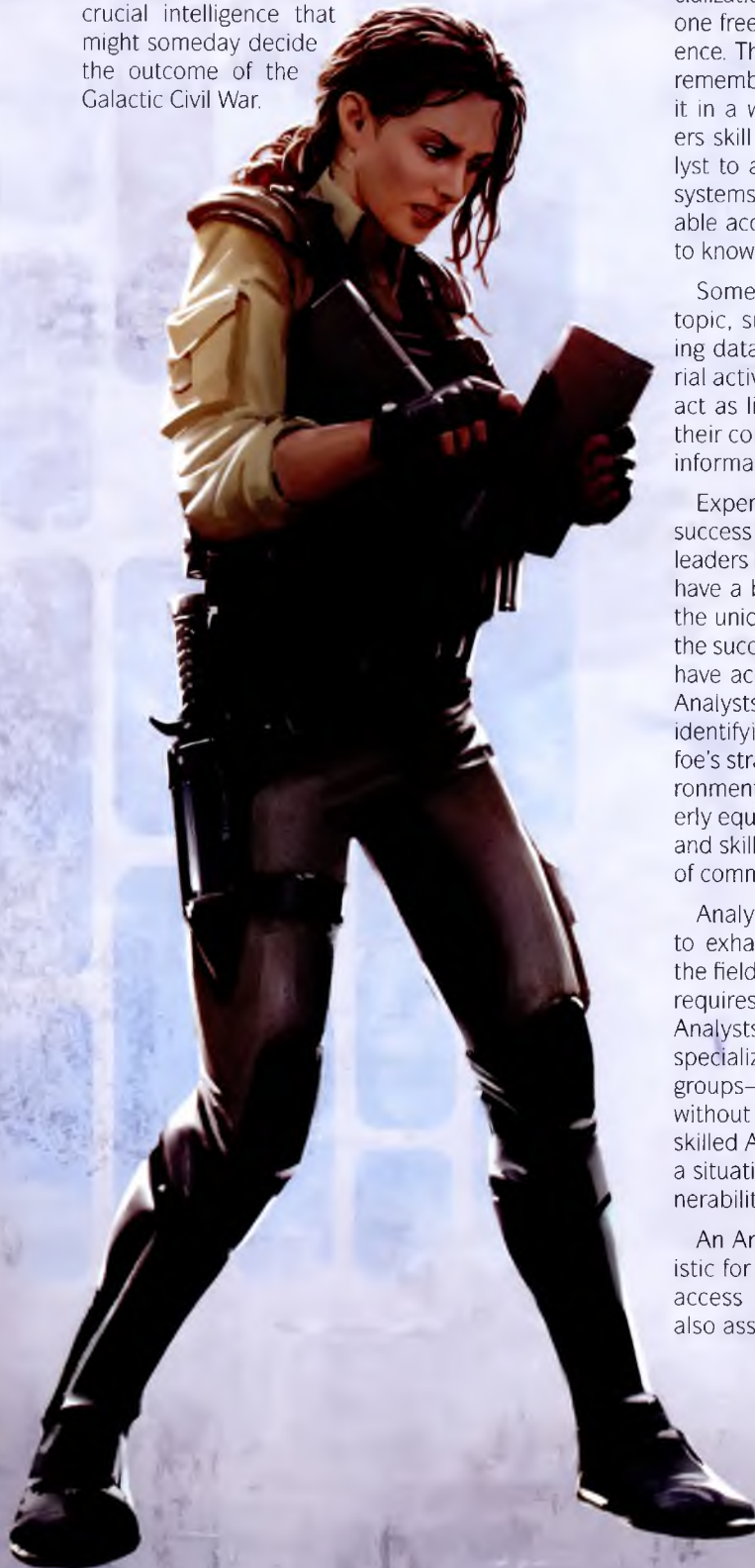
PASSIVE



ANALYST

ANALYST

Knowledge 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.

DIPLOMAT: Analyst Talent Tree

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

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

ACTIVE

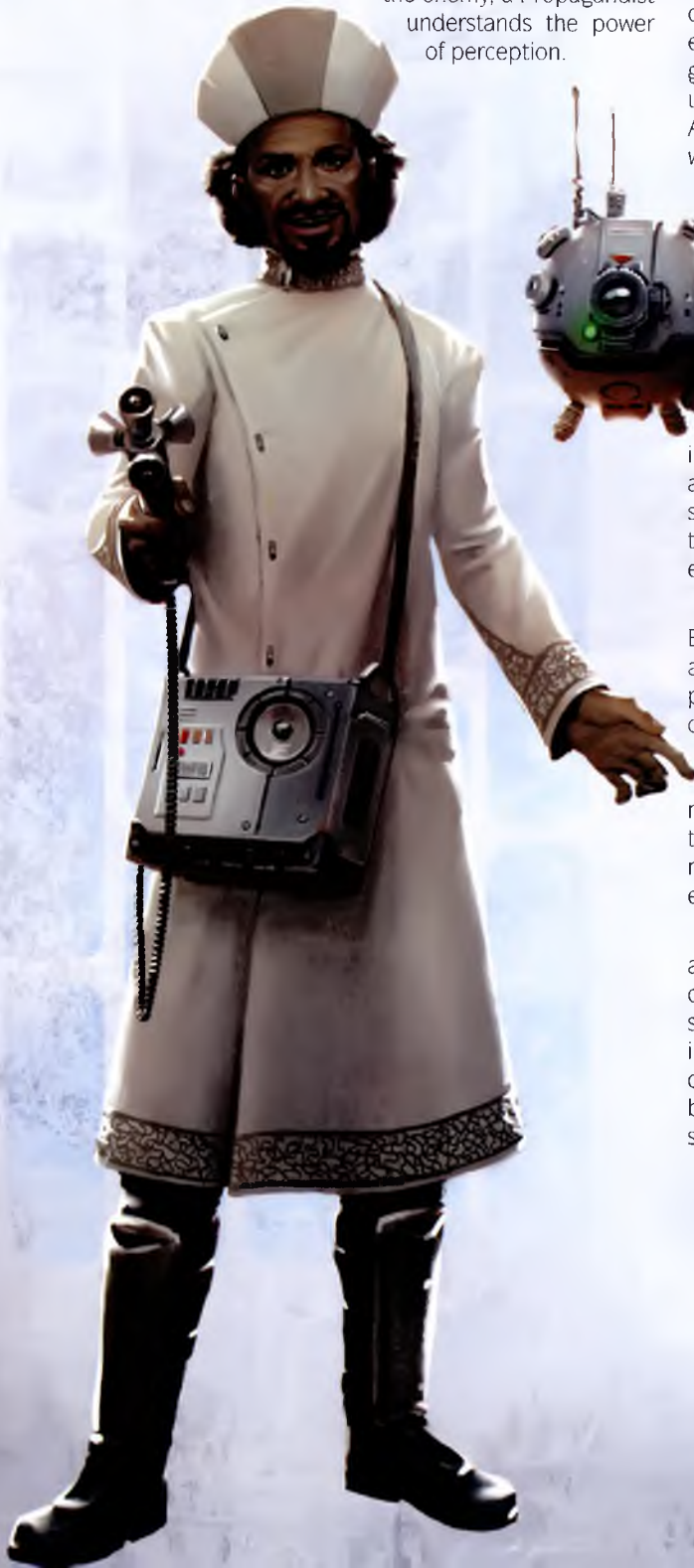
PASSIVE



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.

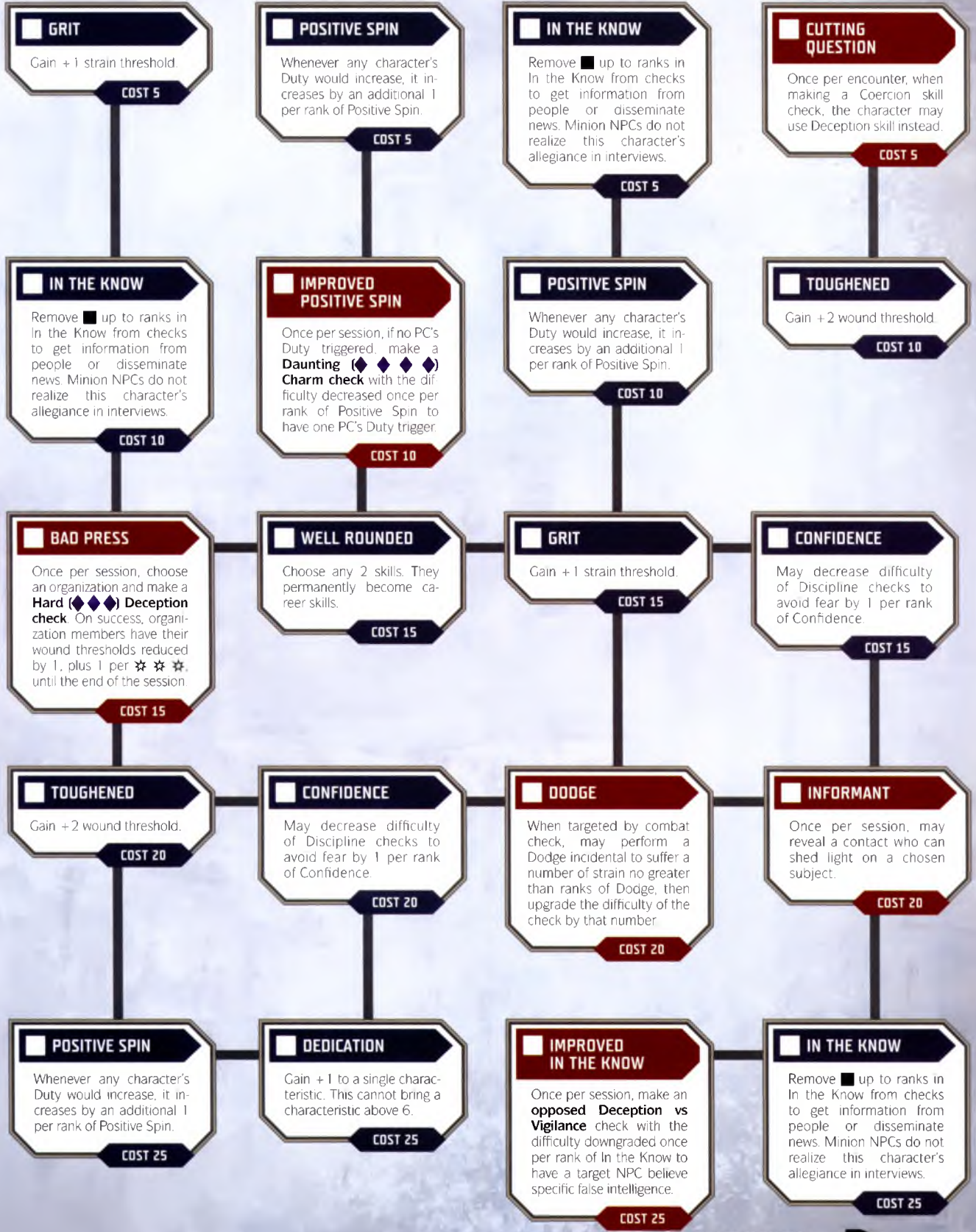
DIPLOMAT: Propagandist Talent Tree

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



NEW TALENTS

Below is a description for each of the new talents added in **DESPERATE ALLIES**. Each entry includes the information required for gameplay (see page 140 of the **AGE OF REBELLION** Core Rulebook).

BAD PRESS

Activation: Active (Action)

Ranked: No

Trees: Propagandist

Once per session, the character may take the Bad Press action by choosing a specific organization and making a **Hard (◆◆◆) Deception check**. If he succeeds, members of this organization have their wound thresholds reduced by 1, plus 1 per additional ✨ ✨ ✨ (to a minimum of 1), until the end of the session.

When he does this, the player must explain how the PC disseminated the propaganda such that it has affected his targets. The chosen organization must be narrow and cohesive enough to be affected by bad publicity—for example, the Imperial Navy or the Gorensla Kajidic. The Bad Press action cannot affect all members of single group as broad as the entire Empire or one as fractious as the Hutts. The PC must have time and means to spread misinformation, and cannot use this action during a combat encounter.

BLACKMAIL

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Advocate

When an NPC exceeds his strain threshold by any means other than a combat check, the character may spend 1 Destiny Point to compel the NPC to immediately perform one simple task before becoming incapacitated. The character must be able to communicate with the NPC to activate this talent, and the player must explain how he is blackmailing the NPC.

In structured gameplay, the task must be something the NPC can accomplish in a single turn. The task can be something the NPC does not wish to do (such as lying to a friend, stealing something, or aiding an enemy), but it cannot be obviously suicidal or otherwise betray the NPC's most core principles. Any task a character attempts to compel this way is ultimately subject to the GM's discretion.



CONTINGENCY PLAN

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Advocate

The character may spend one Destiny Point to recover strain equal to his Cunning rating.

CUTTING QUESTION

Activation: Active (Incidental)

Ranked: No

Trees: Propagandist

Once per encounter, the character may make one Coercion skill check using his Deception skill. The character's Deception skill is combined with his Willpower characteristic to form the dice pool. When the character takes the Cutting Question incidental, the player must explain how, in this particular instance, his Deception skill is helping to erode his foe's resolve.

DISCREDIT

Activation: Active (Action)

Ranked: No

Trees: Advocate

Once per encounter, the character may take the Discredit action by making a **Hard** (◆◆◆) **Deception check**. If he succeeds, one chosen character upgrades the difficulty of social checks once, and one additional time for every 🌀🌀 on the Deception check, until the end of the encounter.

ENCODED COMMUNIQUE

Activation: Passive

Ranked: No

Trees: Analyst

Upgrade the difficulty of checks to decrypt the character's coded messages without the proper cipher a number of times equal to the character's ranks in Computers.

ENCOURAGING WORDS

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Advocate

When an engaged ally fails a check, the character may suffer 1 strain. If he does, he may assist the next check that ally makes this encounter as an out of turn incidental (rather than as a maneuver, as described on page 33 of the **AGE OF REBELLION** Core Rulebook).

IN THE KNOW

Activation: Passive

Ranked: Yes

Trees: Propagandist

The character removes ■ per rank of In the Know from checks to get information from people or disseminate news to others. Further, if the character does not state or display his affiliation, minion NPCs do not realize the character's allegiance when he questions them.

IN THE KNOW (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Propagandist

Once per session, the character may take the In the Know action by making an **opposed Deception vs Vigilance check** against a chosen NPC (who need not be present), with the difficulty downgraded once per rank of In the Know. If the character succeeds, he invents one piece of misinformation that he has been spreading; the NPC already believes that misinformation and is unaware that it originated from the character.

The misinformation must be a false statement of fact and relatively simple (such as a false location of a Rebel Alliance base, the name of a supposed "traitor," or the overview of a fake battle plan). When the character does this, he must explain how he leaked this falsified information to the NPC who has come to believe it.

INFORMANT

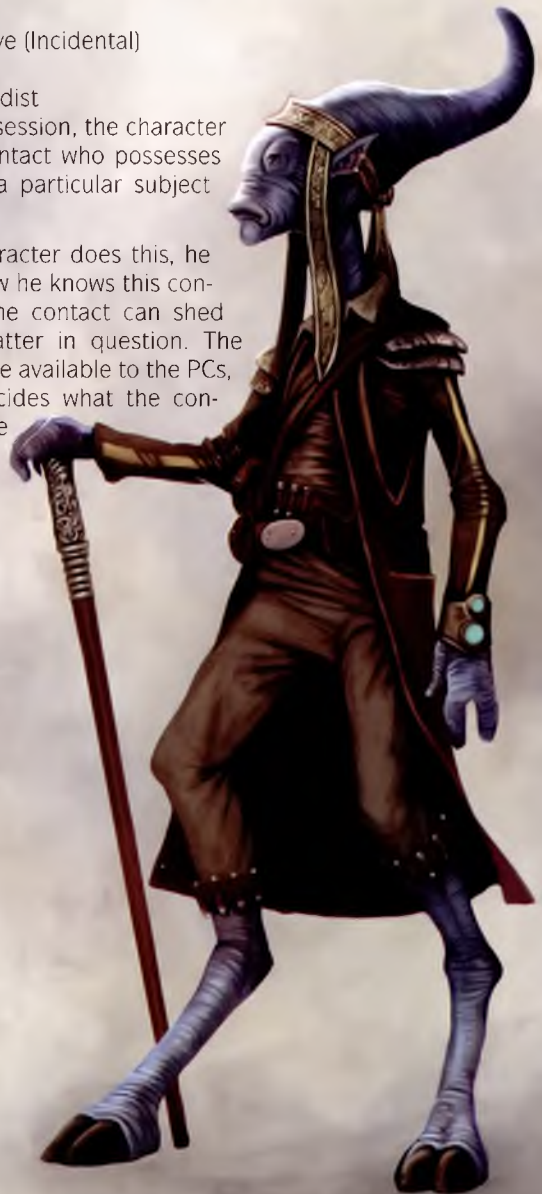
Activation: Active (Incidental)

Ranked: No

Trees: Propagandist

Once per game session, the character may reveal a contact who possesses information on a particular subject of his choice.

When the character does this, he must explain how he knows this contact and how the contact can shed light on the matter in question. The contact should be available to the PCs, but the GM decides what the contact's expertise might cost.



INTERJECTION

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Advocate

After another character makes a social check, the character may suffer 3 strain and make an **Average (◆◆) Vigilance check**. The character may add ✨ or ▼ to the results of the chosen check equal to ✨ on the Vigilance check and 🔄 or 🔄 equal to 🔄 on the Vigilance check.

KNOW-IT-ALL

Activation: Active (Incidental)

Ranked: No

Trees: Analyst

Once per session, the character may, as if he had spent a Destiny Point, perfectly recall one important fact he previously learned. If the character's controlling player does not remember the specifics of the fact the player wishes to have the character recall, the Game Master should remind him of the relevant facts (provided the character has actually encountered the information).

PLAUSIBLE DENIABILITY (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Advocate

The character may make a **Hard (◆◆◆) Coercion check** to perform the Improved Plausible Deniability action. If he succeeds, he convinces one uninvolved bystander NPC per rank of Plausible Deniability to leave the scene without asking questions. If interrogated about the matter later, these NPCs deny having seen anything or have forgotten anything of importance.

POSITIVE SPIN

Activation: Passive

Ranked: Yes

Trees: Propagandist

When any character's Duty would increase by 1 or more, it increases by that amount plus 1 per rank of Positive Spin instead.

POSITIVE SPIN (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Propagandist

Once per session, if no PC's Duty has triggered, the character may perform the Improved Positive Spin action by making a **Daunting (◆◆◆◆) Charm check** with the difficulty decreased once per rank of Positive Spin. If the character succeeds, one other chosen PC's Duty counts as having triggered this session. When the Propagandist does this, the player must explain what event he engineered to highlight his comrade's contributions to the cause. Note that this only triggers the mechanical effects of Duty (see page 48 of the **AGE OF REBELLION** Core Rulebook), and the GM decides what narrative impact this has, if any.

RESEARCHER (IMPROVED)

Activation: Passive

Ranked: No

Trees: Analyst

When the character makes a successful Knowledge check to gain information, he and his allies gain automatic 🔄 per rank of Researcher to checks they make to act on that knowledge until the end of his next turn.

SUPPORTING EVIDENCE

Activation: Passive

Ranked: Yes

Trees: Advocate, Analyst

When the character assists an ally with a Charm, Deception, Leadership, or Negotiation check, that ally adds automatic 🔄 to the results of the check per rank of Supporting Evidence.

THOROUGH ASSESSMENT

Activation: Active (Action)

Ranked: No

Trees: Analyst

Once per session, the character may make a **Hard (◆◆◆) Knowledge check** (the GM and player should determine which Knowledge skill is most applicable in the given situation) to perform the Thorough Assessment action. If he succeeds, the character may add 📦 to one check that another character who could reasonably benefit from this information makes before the end of the encounter. For every ✨ beyond the first, he may add 📦 to one additional check this way. He cannot allocate more than 📦 to any single check this way. At the end of the encounter, any unused 📦 are lost.

TWISTED WORDS

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Advocate

When a social check against the character generates 🔄🔄 or 🔄, the character may suffer 1 strain as an incidental to inflict a number of strain equal to his ranks in Coercion on the character who made the check.

VALUABLE FACTS

Activation: Active (Action)

Ranked: No

Trees: Analyst

Once per encounter, the character may take a Valuable Facts action, making an **Average (◆◆) Knowledge check** (the GM and player should determine which Knowledge skill is most applicable in the given situation). If successful, the character may add 📦 to any one check made by an allied character during the encounter.

The subsequent check should relate in some way to the facts the character learned, or the player should come up with an explanation for why the information the character learned is instrumental in the success of the ally's check.

DIPLOMAT MOTIVATIONS

Diplomats play many roles in the Rebel Alliance, including leaders, motivators, and facilitators. Their words and actions stir comrades to action, guiding them in the right direction. Diplomats articulate the reasons for the Rebellion's existence, and they direct the Rebellion's success. Anyone can make an impassioned speech, but a Diplomat makes speeches that move hearts, minds, servos, and starships.

A Diplomat's Motivation is the source of the passion and counsel he shares. Where other Player Characters may be driven by vague ideals or desires, a Diplomat sometimes possesses the self-awareness to express his Motivation as a Creed, a singular thought that becomes his goal to enforce or espouse. This concept is entwined with the core of the character, inseparable from his identity. Even though the character may experience conflicting emotions and find predicaments that cause him to question his values, at the end of the day, his Creed is the code he lives by.

Unlike other types of Motivation, the concrete nature of Creeds and the articulate nature of the Diplomat enable a character to express his Creed directly in words. Players should look for opportunities for their characters to mention their Creeds to others or proclaim their Creeds when the pressure is on. Of course, a character might instead opt to keep his Creed to himself; to some, such matters are very personal.

A player creating a Diplomat character can select a specific Creed as his Motivation, or he can randomly select a Motivation by rolling on **Table 1-2: Random Diplomat Motivations** instead of **Table 2-5: Random Motivation** in the **AGE OF REBELLION** Core Rulebook. See **Table 1-3: Specific Creeds** on page 36 for specific examples.

If none of the existing Creeds fit exactly what the player is looking for, or if they inspire him to come up with a new guiding code, the player should work with the GM to create a new Creed that best reflects the PC's guiding ideology (see **Creating a New Creed** on page 36).

TABLE 1-2: RANDOM DIPLOMAT MOTIVATIONS

d10	Motivation Category
1-2	Belief
3-4	Connection
5-6	Quest
7-9	Creed
10	Roll once for each of any two categories



TABLE 1-3: SPECIFIC CREEDS

d100	Creed
01–10	Power Corrupts: The galaxy abounds with examples of how power corrupts, and few are more aware of this than the Player Character. With the Empire in control, the PC sees too much power being consolidated in too few hands, with inevitable results. Ultimately, the PC seeks to disrupt the Empire's authority and encourage systems that distribute power more fairly.
11–20	Strive for Excellence: Nobody is perfect, particularly the kind of scruff that joins the Rebel Alliance. However, the PC knows that the path to greatness requires continually striving to improve oneself. Those who live by this creed encourage everyone to live up to their ideals: to become stronger, faster, wiser, and more compassionate. By always aiming higher, the character builds a better team and a better self.
21–30	The Body Needs a Head: A group of individuals cannot act in unison for long with no one leading the way. The PC believes in the power of leadership and knows that he is the one for the job. The PC is willing to shoulder the burden of tough decisions, taking initiative to save others from stalling and indecisiveness. Nobody can be right all the time, but someone must step up to lead.
31–40	Order from Chaos: Strangeness and unpredictability abound, but nothing is beyond the reach of sentient minds working to bring order to the galaxy. The PC's personal mission is to bring sense and structure to everything, to see the patterns, and to collect the outliers in the chaotic systems of existence. Every seemingly random outcome is governed by rules, and the PC is just waiting to find them.
41–50	Never Alone: No one is ever alone. Through the vast webs of communication, trade, survival, and the Force, everything in the galaxy is connected to everything else. The PC knows that the best way to be happy is to bring happiness to others and deliver kindness to everyone. By spreading joy to others, the PC finds purpose and drive in life.
51–60	Return the Favor: The PC is among those who believe that every good turn deserves another and every slight deserves retaliation in kind. When the Empire treats others badly, then the PC is only too happy to return the favor. The PC is helpful to his friends, and merciless to his enemies.
61–70	Be Unique: Even in a galaxy teeming with countless lives, every sentient mind is different. Therefore, going along with the majority sacrifices individuality. The PC values individuality and subversive difference, siding with the Rebellion because it rejects the crushing uniformity of the existing order.
71–80	People Are Counting on Me: The PC works not only for personal gain, but also for the interests of a group of people threatened by the Empire. Therefore, the PC acts with those people in mind. Drawing power from thoughts of those in need, he can do what no one else can. He finds the strength to carry on, because giving up would fail so many others as well.
81–90	Balance Must Be Restored: The PC believes that the fundamental nature of the galaxy is out of balance. Even those who are not Force-sensitive can see that the Empire is a nexus of evil. Therefore, a strong good must oppose it. The fight against the Empire is not just political or territorial. It is an ideological battle to cut the Empire down to size and restore the proper order.
91–00	Living Memory: Convictions can become incredibly strong. Earlier in his life, the PC had no particular interest in fighting the Empire. Then someone close to him was lost as a result of the Empire's doing. Unable to simply let go, the PC carries on the cause in memory of his fallen comrade, because that is the only way to square his debt and bring about a future they could both be proud of.

CREATING A NEW CREED

Although the above ideologies reflect a wide array of options, a player might still find that none fit his PC's belief system quite right. In such cases, the GM and the player should discuss other philosophies that drive individuals to seek political power.

After all, a Creed can be a broad, philosophical statement that applies to nearly everything (such as **Power Corrupts** and **The Body Needs a Head**, above) or it could be something that stems from circumstances that are completely unique to the PC in question (such as **People Are Counting on Me** and **Living Memory**, above). It can be literal and unyielding or open to the PC's interpretation by design.

There are a few basic questions that the player and GM can ask to help narrow down what the heart of the character's Creed really is:

- Does the Creed apply only to the PC, or to other beings as well?
- Does the Creed focus on specific action the PC must take, or is it a way of seeing the galaxy?
- Is spreading the Creed important, or is it enough that the PC alone follows it?
- Is the Creed absolutely rigid, or can it adapt based on circumstances?

DIPLOMAT SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite talents for only experienced characters of the specified career. They are feats only possible through skill and ability gained over a long and successful career.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

When a character acquires a signature ability, he must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of each upgrade is listed in its box.

UPGRADES

After the character has purchased the basic form of the signature ability, he can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

Before a character can purchase a signature ability or any of its upgrades, the character must "attach" that ability to the bottom of one of his current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from his career and can only attach that ability to in-career talent trees.

To attach a signature ability to one of his talent trees, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Diplomat career has access to two signature abilities: Diplomatic Solution and Unmatched Insight.



SIGNATURE ABILITY: DIPLOMATIC SOLUTION

The ability to bring belligerent parties to the negotiating table is no task for the fainthearted, and it is absolutely indispensable to the work of Diplomats. This is especially true during the chaos of the Galactic Civil War, for agents of the Rebel Alliance must deal with all manner of dangerous characters. Whether with a warm smile, a stern command, or a withering glare, a Diplomat who has mastered this ability can make the most callous soldier of fortune or bounty hunter balk and holster his blaster.

BASE ABILITY

Once per game session, when a combat encounter against one or more sentient creatures is about to begin, the character may spend 2 Destiny Points to make a **Daunting (◆◆◆◆) Charm check**. If he succeeds, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise.

Depending on the enemies the PCs face, the exact nature of how they solve the problem without violence varies. Some NPCs can be intimidated or tricked into retreat, others can be bribed, while others can be turned around to the PCs' perspective. In all cases, the specifics of this matter fall to the GM's discretion. If the scene includes one or more nemesis NPCs, the GM must decide whether this ability is appropriate for the encounter (and if it is not, the GM should not allow the player to attempt the check and spend the Destiny Points).

If diplomacy ultimately fails, either because the PCs resort to violence or because it becomes clear that there can be no reconciliation between the aggrieved parties, the GM is the arbiter of how the encounter is resolved. In some cases, it might make sense for both parties to retreat peaceably, even if they intend to fight later—the GM should decide this based on the nature of the conflict and the tenor of the negotiations.

When making the skill check to activate Diplomatic Solution, the GM can add or for any situation effects that might affect the difficulty of the check.

UPGRADES

Activation: Diplomatic Solution may be activated during any of the character's turns during combat as an action in addition to immediately before the start of combat (it can still only be used once per session).

Boost Allies: After triggering Diplomatic Solution, add per Boost Allies Upgrade to all social checks other friendly characters make until the end of the encounter.

Change Skill (Coercion): When activating Diplomatic Solution, the character may make a Coercion check instead of a Charm check.

Change Skill (Leadership): When activating Diplomatic Solution, the character may make a Leadership check instead of a Charm check.

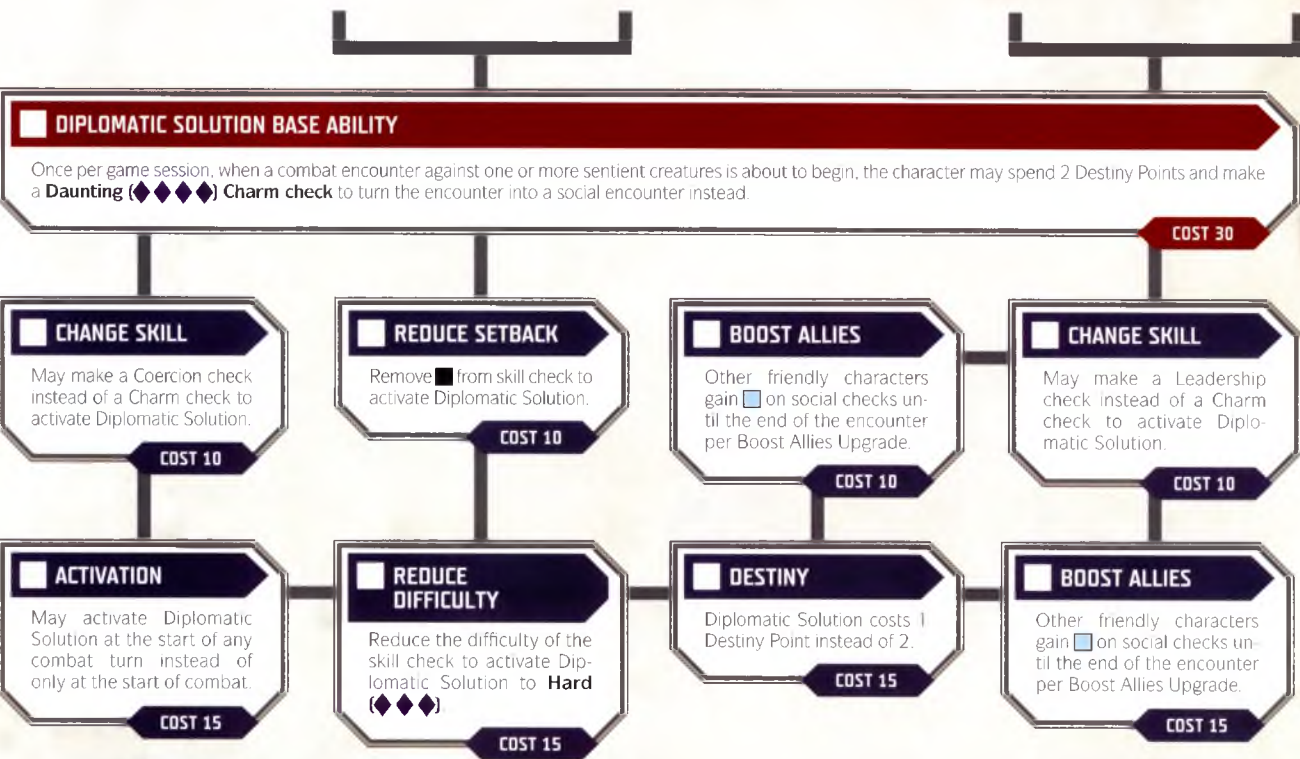
Destiny: To activate Diplomatic Solution, the character needs to spend only 1 Destiny Point instead of the normal 2.

Reduce Difficulty: The skill check to activate Diplomatic Solution is **Hard (◆◆◆)** instead of a **Daunting (◆◆◆◆)**.

Reduce Setback: When making the skill check to activate Diplomatic Solution, the character removes .



Diplomat Signature Ability Tree: Diplomatic Solution



SHARING THE SPOTLIGHT

Diplomatic Solution gives Diplomat characters a great deal of narrative power, and lets them shape entire scenes and even whole sessions. While this can be a lot of fun if used at appropriate times, sometimes the Soldier just wants to fire that heavy blaster rifle at some stormtroopers or the Ace is looking to dogfight with a deadly foe. The GM should keep this in mind, and consider ways in which the Diplomat and more martially minded characters can contribute at the same time, so that everyone has fun!

Of course, when the Diplomat does use Diplomatic Solution, the GM should encourage the other PCs to participate in the ensuing encounter, even if diplomacy is not their strong suit. After all, Soldiers, Commanders, and Aces can offer insight into the realities of the battlefield that Diplomats might lack, while Spies and Engineers often have information that nobody else in the party would have reason to possess. Many different skills can be used over the course of a diplomatic encounter, and the GM should encourage the PCs to be creative!

Other times, the GM should consider ways that the Diplomat can use Diplomatic Solution without depriving the other PCs of a fight. For instance, in a battle with Imperial troops, the GM might let the Diplomat use this signature ability to negotiate a cease-fire mid-battle to exchange prisoners or to evacuate civilians from the area, but not end the battle entirely. Alternatively, if the PCs are on a mission to negotiate for supplies or support, Diplomatic Solution might let the Diplomat smooth over ruffled feathers after a situation turns hostile, but not completely eliminate the need for combat. Perhaps an offended party demands a duel to see honor upheld, or maybe the aggrieved group demands that the PCs take care of some dangerous task to make amends. This is where other characters can step in and shine!

By using narrative techniques like these, the GM can let the Diplomat affect the story in a big way by defusing conflicts and still give the other characters important jobs in the diplomatic process.

SIGNATURE ABILITY: UNMATCHED INSIGHT

People are a politician's business, so understanding other sentient beings is absolutely critical to a representative's job. Many veteran Diplomats develop an astounding ability to read others with only a moment's glance, discerning precisely what to tell a constituent to win his support or which question to ask a fellow politician to undermine his authority.

BASE ABILITY

Once per game session, during an encounter or scene involving one or more other sentient creatures, the character may spend 2 Destiny Points to gain basic information about up to 3 chosen participants in the scene. The information gleaned this way should include, at the very least, each chosen participant's current emotional state, background, and basic history. This information can come from physical signs, social cues, prior knowledge, logical leaps, or some combination of the above.

UPGRADES

Destiny: To activate Unmatched Insight, the character needs to spend only 1 Destiny Point instead of the normal 2.

Discern Motives: When triggering Unmatched Insight, the character also apprehends the current motives of each character he is affecting with Unmatched Insight. This knowledge could come from situational information, from previous knowledge of the participants, from logical extrapolation, or from some combination of the three, and should give the character a good idea of what each participant desires from this encounter.

Frequency: The character may use Unmatched Insight one additional time per game session.

Increase Number: Increase the number of participants the character affects with the Unmatched Insight Base Ability by 2 per Increase Number Upgrade.

Leverage: When triggering Unmatched Insight, the character also chooses one character he is affecting with Unmatched Insight. Until the end of the encounter, he upgrades the ability of all of his social checks against the chosen character once per Leverage Upgrade.

Secret: When triggering Unmatched Insight, the character chooses one target he is affecting with Unmatched Insight. He immediately notices one important detail that the chosen target would prefer to conceal. This detail should be a physical or social cue that an astute observer could spot, and should provide useful knowledge to the character.

GETTING A CLUE

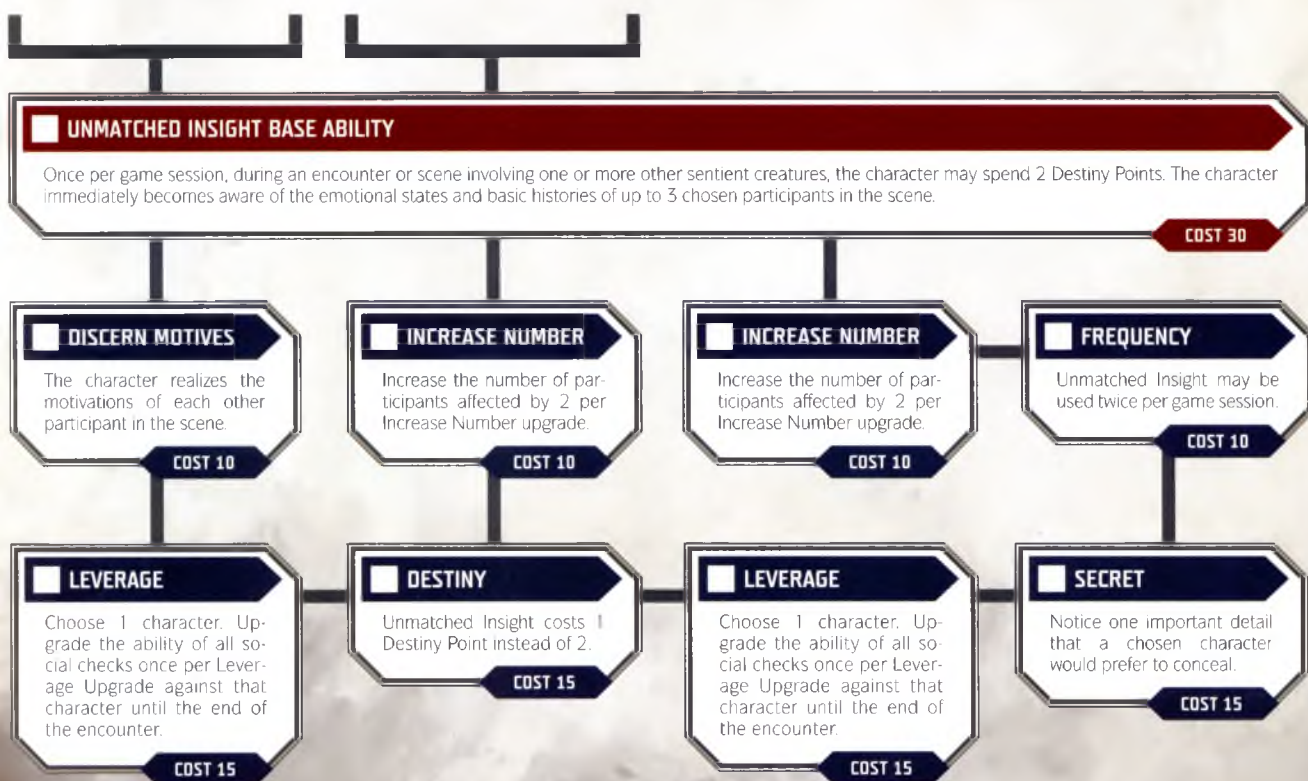
Unmatched Insight presents a GM with some interesting challenges. Namely, it allows a PC to learn valuable things about other characters very quickly. However, sometimes it might not be obvious how exactly the Diplomat learns these facts. A little bit of creativity can go a long way to helping the story come together here.

There are several ways that the GM might go about handling this. First and foremost, the GM should keep in mind that the Diplomat character knows things that his player likely does not (especially if these are facts that the GM is making up on the spot). For instance, the kind of suit that a Coruscanti business leader wears might reveal a great deal about him. Obviously, it will reveal something about the state of his finances, but the GM can go even deeper into what it reveals to furnish the Diplomat with information. The Diplomat might know the specific shop on Corellia, from which he can conclude that this captain of industry is dealing with the Rebel sympathizers whose hidden base is near there. While this sort of tenuous leap of logic might be a bit far-fetched in real life, it does not feel out of place in the cinematic universe of *Star Wars*.

The other route that the GM can take is to work backward: tell the Diplomat's player what he knows, and ask him to explain how he knows it. For instance, if the PC is trying to negotiate for arms with a pirate, the GM might tell the player that the pirate has lost someone to the Empire (and could be convinced to help if the PC can play to this emotion). Then, the player furnishes the details that lead to this conclusion; perhaps the pirate's ship is painted with kill-markers for Imperial ships, or perhaps the pirate has a wistful expression at the mention of fighting the Empire. Some players are more comfortable than others with being put on the spot and asked to add details to the story, and so the GM should consider his specific players when using this approach.

One thing to remember is that the clues don't have to lead all the way to the answer conclusively—after all, an important part of intuition (at least as it appears in the movies) is instinctive guesswork. While these details aren't necessarily of vast importance in and of themselves, they help to spice up the story and can add depth to interactions that might otherwise begin and end with the roll of the dice.

Diplomat Signature Ability Tree: Unmatched Insight





TOOLS OF INTRIGUE

"Usually, politics calls for a subtle touch. You need the right instruments, and can't solve every problem by rushing into the room and shouting everyone into submission to get your way. Unfortunately, I've run short on subtlety today."

—Varesk, negotiator for hire

A Diplomat's primary assets usually fall into the category of intangibles: incredibly charming presence, supremely devious intellect, and careful social manipulation. However, a good Diplomat knows how to augment his inherent talents with a variety of tools and items that are markedly different from the weapons employed by his comrades in arms. A political actor's tools of the trade might not be as obviously lethal as a tripod-mounted repeating blaster cannon carried by a Soldier, or an X-wing flown by an Ace, but power can take subtler forms. The Diplomat knows that using the right tool in the right place at the right time can topple empires far more effectively than weapons alone can.

Of course, this does not mean that Diplomats always work unarmed. Weapons are potent symbols, and a clever Diplomat knows that fact very well, and exactly how to exploit it. Carrying a pistol reminds the troops that the Diplomat fights the same war

that they do, albeit on a different front, and entering a negotiation with a blade at one's side sends a powerful message that many planetary nobles will not ignore. Beyond these subtle signals, Diplomats must often be armed as a simple, practical necessity. The Empire rarely discriminates between soldiers and non-combatants when dealing with the Rebel Alliance. When a ship is boarded or a base is invaded, everyone present must fight to survive.

Beyond weapons, Diplomats use a plethora of other objects to ply their trade, from clothes to complex electronic equipment to ancient implements of intrigue. The following selection of devices and tools are favored by Diplomats as they work to win over new allies and mislead enemies. This chapter also covers new starships and vehicles that Diplomats use to travel in safety, and the protocol droids that they rely upon to communicate with the countless sentient species of the galaxy.

NEW WEAPONS

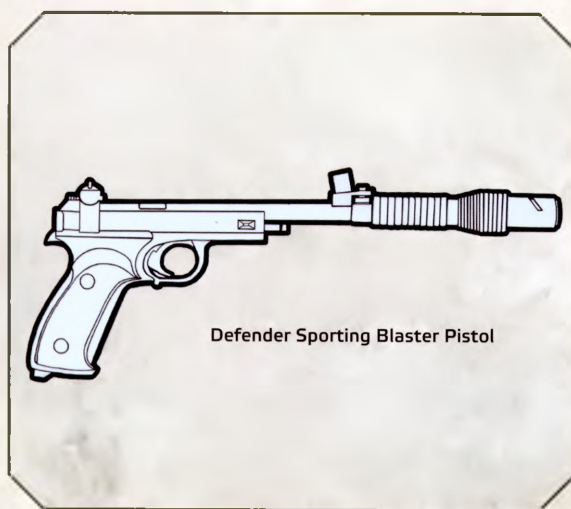
Although a diplomat's primary tool of choice is rarely an actual weapon, sometimes circumstances merit more aggressive forms of negotiation. Whether with a personal defense device, a hidden blade, or a ceremonial staff, an emissary knows true wisdom lies in being prepared for any eventuality, including violence. The following items are a sample of the armaments that diplomatic representatives frequently carry, as well as weapons for specialized situations.

RANGED WEAPONS

Though most politicians would prefer to never have to pull a gun, agents of the Alliance to Restore the Republic know all too well that the Empire draws little distinction between individual rebels and has no respect for the rules of war. Thus, every rebel must be ready to act as a combatant.

DEFENDER SPORTING BLASTER PISTOL

Producing a number of high-quality blaster weapons, the Drearian Defense Conglomerate is especially known for supplying the Corporate Sector Authority. However, several of their models have achieved popularity among the aristocracy and nobility. The DDC Defender pistol is typically used in honor duels and hunting, but it offers a number of distinct advantages for other uses. Its small size and simple disassembly method make it easily concealable, and the weapon also boasts automatic minor-malfunction repair and an unusually large number of shots per charge. While not the strongest of weapons, those who master it for hunting and dueling find their skills transfer well to more deadly contexts.



MILITARY HOLDOUT BLASTER

Diplomats rarely fare as well as their allies in extended firefights or brawls, but sometimes, a single shot might be sufficient to enable escape from a perilous situation. Many governments, therefore, outfit representatives with more powerful versions of the oft-employed holdout blasters. Like the civilian variants, such weapons can be easily hidden and drawn quickly, allowing the user to get off an unexpected shot at a critical moment. Military models, by contrast, typically fire a more powerful blast, at the cost of limited ammunition capacity.

Add **■** to a character's Perception checks to find a military holdout blaster on a person's body. During combat, GMs may make a military holdout blaster run out of ammunition by spending **☉ ☉ ☉**. This is in addition to the standard spending of **☉**, as discussed on page 218 of the **AGE OF REBELLION** Core Rulebook.

Models include: Czerka Arms 411, BlasTech C-91.

ELG-3A BLASTER PISTOL

The ELG-3A differs slightly from the Merr-Sonn Q2 model of blaster pistol, but shares the traits of being lightweight and distinctively elegant in design. Considered by many to be a "diplomat's blaster," the ELG-3A was particularly popular among Naboo's Royal Security Force. Like a holdout blaster, the weapon is easily concealable, but its longer barrel gives it better precision than many holdout pistols—a necessary trait given that the weapon's relatively light power necessitates especially accurate marksmanship to ensure fatal wounds.

Add **■ ■** to a character's Perception checks to find an ELG-3A on a person's body.

MERR-SONN N-4 NOISE GRENADES

When confronted with a hostile situation, a quick escape is sometimes the wisest course of action. Other times, fatally wounding individuals might cause a diplomatic disaster or have other repercussions. In such situations, nonlethal grenades are the best recourse, providing a relatively cheap area-of-effect alternative to a stun shot. When deployed, Merr-Sonn N-4 noise grenades and other similar weapons release a horrendous burst of sound across the spectrum, causing temporary but incredibly intense pain in most sentient species. The cacophony typically lasts for only a few seconds, but the lingering effects give the user a chance to escape or seize the initiative.

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Defender Sporting Blaster Pistol	Ranged (Light)	5	3	Medium	1	1	650	6	Stun setting, Accurate 1
Military Holdout Blaster	Ranged (Light)	6	3	Short	1	0	500	5	Stun setting
ELG-3A	Ranged (Light)	6	4	Short	1	0	400	5	Stun setting
Merr-Sonn N-4 Noise Grenades	Ranged (Light)	4	6	Short	1	0	150	5	Blast 4, Stun Damage, Concussive 1, Limited Ammo 1
SoroSuub Wipe-3 Data-Purge Grenades	Ranged (Light)	NA	NA	Short	1	0	100	7	Limited Ammo 1
Goseia HIC "Mercy" Grenades	Ranged (Light)	5	NA	Short	1	0	175	8	Blast 5, Stun Damage, Limited Ammo 1
Brennkeyes Syndicate Knockout Mines	Ranged (Light)	6	NA	Short	1	0	200	6	Stun Damage, Limited Ammo 1

SOROSUUB WIPE-3 DATA-PURGE GRENADES

Although information is sometimes committed to filmsiplast or other forms of physical storage, most data storage utilizes electronic media. Overwhelming physical damage can eliminate memory banks and similar devices, but expert slicing can sometimes reconstitute and extract viable data. For more certain methods of data erasure, agents turn to devices like SoroSuub Wipe-3 data-purge grenades. These small, one-use devices release a focused pulse that scrambles data, usually without destroying hardware.

Any computer or similar device hit by a data-purge grenade loses all programming, memory, or any other kind of electronically stored data, but remains otherwise undamaged. A droid hit by a data-purge grenade must make a **Hard (◆◆◆) Resilience check** or suffer 1 strain, plus 1 additional strain per ▼. At the GM's discretion, ☹ ☹ ☹ or ☹ on the check can cause the droid to lose portions of its memory.

GOSEIA HIC "MERCY" GRENADES

When discovered in a compromising position, an operative might prefer a nonlethal means to disable foes, particularly if those foes are left with little beyond a clouded recollection of events. Goseia Heavy Industries Concern "Mercy" grenades—more often called nightmare grenades in the criminal underworld—fill this need, emitting a hallucinogenic gas that distorts perceptions, provokes intense visual illusions, impairs memory, and creates intense feelings of paranoia and dread. Nightmare grenades are generally held to be less reliable than their explosive counterparts because the effect of the gas varies wildly, and because species that do not need to breathe are unaffected by them.

A character hit by a "Mercy" grenade must make a **Hard (◆◆◆) Resilience check**. If he fails the check, he later has an incomplete or inaccurate memory of events that transpire during that encounter. Additionally, he becomes disoriented for 1 round per ☹ on the check.

BRENNKEYES SYNDICATE KNOCKOUT MINES

Another favorite tool for nonlethal personnel control, knockout charges such as Brennkeyes Syndicate safety mines allow the user to safely concentrate on other tasks while being assured early warning in the case of unwanted guests—at least, those who need to breathe. Smaller and more easily concealed than their lethal counterparts, the mines are typically placed at head height and triggered via laser tripwire. Upon detonation, a knockout mine releases a flash of light and a neuroparalytic that halts organics who inhale it.

A character hit by a knockout mine must make a **Hard (◆◆◆) Resilience check**. If he fails, he becomes immobilized until the end of the encounter.

TRAPS AND TRIPWIRES

As with frag grenades, a character can set noise grenades, data-purge grenades, "Mercy" grenades, and knockout mines to detonate on impact, set them with a timer to detonate up to three rounds after being activated, or set up the explosive with connected a pressure detonator (see page 179 of the **AGE OF REBELLION Core Rulebook**).

BRAWL AND MELEE WEAPONS

In many cultures, close-combat weapons serve a symbolic societal purpose. They remind those who see them of earlier days, and the proud traditions of their ancestors. Diplomats who wield traditional arms usually do so more for the message they send than their function—though some are well-versed in their use.

NEEDLE GLOVES

To all appearances, needle gloves look like typical hand coverings. Indeed, they differ so little from actual gloves that they offer very little in combat, with a sole exception: by making a specific hand gesture, the wearer can extend an ultra-thin needle that is otherwise practically undetectable.

Needle Gloves may be loaded with 1 dose of neurotoxin, anesthetic, neuroparalytic (see page 188 of the **AGE OF REBELLION** Core Rulebook), or any other poison the GM deems appropriate. Whenever the wielder successfully attacks a target with the weapon (even if he deals no damage), the target also suffers the effects of being exposed to the poison. Add ■■■ to a character's Perception checks to determine that a set of needle gloves contain a lethal weapon.

CEREMONIAL BLADE

The presentation of weapons in various rituals has a strong root in many cultures, especially those with a militaristic past. Such practices usually stem from ancient history, so exchanges usually incorporate seemingly anachronistic armaments such as swords, axes, spears, or other such items. Such an award often signifies a high honor to the recipient, and many choose to include them in their formal dress for all future occasions. Naturally, given how highly prized such items are, they also often feature correspondingly high craftsmanship, with superior killing power in addition to beautiful design.

A character adds ■ when attempting to convince others to allow him to retain his ceremonial blade.

STAFF OF OFFICE

Although worlds vary by custom, a great majority use historical or symbolic regalia and accessories to distinguish their diplomats, envoys, and other such luminaries from simple common folk. These items take a wide variety of forms, but many cultures often grant such figures a rod of office, walking staff, or a similarly grandiose stick. Because it is a symbol of office, such implements rarely set off weapon detectors, and their

holders are rarely required them to surrender them as they would blasters, vibroknives, and the like. Some foresighted individuals use this to their advantage and train using their staff of office as a blunt-force weapon for worst-case scenarios.

A staff of office requires two hands to wield. A character adds ■■ when attempting to convince others to allow him to retain his staff of office.

STEALTH VIBROKNIFE

Popular among all manner of individuals from nobles to vagabonds, vibroblades are effective cutting edges that, when powered, can easily slice through light armor. Compared to traditional melee weapons, a vibroweapon can be smaller, but still extremely deadly.



TABLE 2-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Needle Gloves	Brawl	+0	5	Engaged	1	0	(R) 750	8	
Ceremonial Blade	Melee	+2	3	Engaged	2	3	650	7	Defensive 1
Staff of Office	Melee	+2	4	Engaged	3	2	350	6	Defensive 1, Disorient 2
Stealth Vibroknife	Melee	+1	2	Engaged	1	1	350	6	Pierce 1, Vicious 1
Sword Cane	Melee	+2	3	Engaged	2	1	475	6	Defensive 1

Many corporations have sought to fill this niche by producing vibroknives with a bare minimum of technology—essentially a naked blade with a thin handle and miniaturized motivator. Such blades can be correspondingly more dangerous to wield, but they offer the advantage of being easily hidden and difficult to detect.

Add ■■ to a character's Perception checks to find a stealth vibroknife on a person's body.

Models include: Palandrix Compact Utility Blade.

SWORD CANE

A traditional accessory of aristocracy who occasionally need to instill an important lesson, the sword cane combines the merits of a walking stick with accessible protection. Designs can vary wildly, with some users preferring fancy and shiny rods, while other wielders

opt for more subdued staves. Typically, a simple twist releases the handle from the sheath, allowing the wielder to draw the blade in a rapid, smooth motion. Some incorporate a vibroblade as the hidden sword, but the majority of models feature an unpowered blade for better concealment. While sword cane lack the weight and killing power of a dedicated combat blade, it is a valuable defensive weapon and can still be deadly in master duellist's hands.

Add ■ to a character's Perception checks to determine that a sword cane is actually a lethal weapon.

Models include: SoroSuub Elegance-4 Cane, Drolan Plasteel Sword Cane.

NEW ARMOR

An emissary would appear particularly suspicious wearing heavy armor or sporting obvious defensive devices. To be effective, a political actor must be adept at picking just the right outfit to perfectly suit his situation. While rarely offering true defensive qualities, a diplomatic garb—and the gadgets and technology it frequently conceals—often provides wearers an edge. The following items can vary in appearance and be customized to based on the buyer's background, color preference, personal style, and the like.

BANAL APPAREL

Stealth equipment can render a person literally invisible to the naked eye, but sometimes simply fading into the crowd offers a more elegant and effective solution. Banal apparel is specifically chosen to encourage a wandering eye to continue to wander, allowing the wearer to hide in plain sight simply by avoiding attention.

Opposing characters upgrade the difficulty of any checks made to identify the wearer once.

CARGO CLOTHING

Having the right tools for the job can be crucial to performing any task. And some individuals believe that the best approach to life is to have the right tools for any eventuality. While not helpful with large objects such as blaster rifles, cargo clothing enables a character to carry an impressive array of small devices.

A character wearing cargo clothing may carry up to three items of encumbrance 1 or lower without those items counting toward his encumbrance value.



Diplomat's Robes

DIPLOMAT'S ROBES

A diplomat's robes—whether Senatorial attire, Ambassadorial dress, or similar attire—clearly indicate that the wearer is a person of importance. Other characters often become more cautious or polite when interacting with the wearer, sometimes allowing the diplomat to access restricted areas and information.

A character wearing diplomat's robes adds ■ to social checks related to claiming diplomatic authority, accessing classified data, and using organizational status to bypass normal protocol.

TABLE 2-3: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Banal Apparel	0	0	25	0	0	0
Cargo Clothing	0	0	30	1	0	0
Diplomat's Robes	0	0	400	2	0	6
Flare Jacket	0	1	1,500	3	0	8
Hauling Harness	1	1	1,000	3	2	6
Holographic Costume	1	0	750	2	0	8
Lector's Outfit	0	1	525	2	1	6
Noble Regalia	0	0	750	1	3	7
Performer's Attire	0	0	50	0	0	4
Powered Capacitive Armor	1	1	(R) 3,000	4	2	8
Resplendent Robes	0	1	500	2	0	5
Second Skin Armor	1	1	2,000	2	0	7

FLARE JACKET

Originally designed by a high-end clothes manufacturer for making literally flashy entrances, some organizations saw potential military use and contracted Ayelixe/Krongbing Textiles to produce a more intense version of their Personal Defense coat. Concealing several small charges in seams throughout the design, the jacket can release a blinding and stunning flash of light, allowing the wearer a few seconds to make an escape. The internal power source is small, and thus can take several minutes to recharge after each use.

Once per encounter, a character wearing a flare jacket can trigger the charges as a maneuver. Each character within short range (besides the wearer) must make a **Hard (◆◆◆) Vigilance check**. Each character who fails is staggered for 1 round, plus 1 additional round per ☹️☹️☹️.

Models include: Ayelixe/Krongbing Personal Defense Coat, Brennkeyes Syndicate flare jacket.

HAULING HARNESS

Beloved by harried quartermasters across the galaxy, hauling harnesses offer convenient means to lift and move heavy loads. Essentially a light cyber-exoskeleton, the hauling harness greatly magnifies the user's ability to lift and move heavy objects, albeit with limited speed. Although not as practical as a dedicated piece of heavy machinery, the harness incorporates a folding design, enabling easy storage when not in use.

A character wearing a hauling harness increases his encumbrance capacity by 6, but also upgrades the difficulty of any combat check he makes twice.

Models include: TaggeCo. Mobile Lifting Gear.

HOLOGRAPHIC COSTUME

When unpowered, the holographic suit is a slightly glossy, unremarkable, form-fitting suit. A small control panel on the inside left sleeve activates numerous miniaturized holoprojectors, sheathing the wearer in a convincing facsimile of one of several preselected outfits. The holographic costume does not hide or alter the appearance of the wearer, but it does enable the wearer to switch between any of ten preloaded outfits with a simple flick of the controls. The recorder built into the suit enables a user to overwrite preloaded outfits with new designs, a process that takes roughly ten minutes.

To record a new outfit, a character must make an **Easy (◆) Computers check** while in possession of a garment to be recorded, or a **Daunting (◆◆◆◆) Computers check** to create a facsimile of a garment that is not on hand.

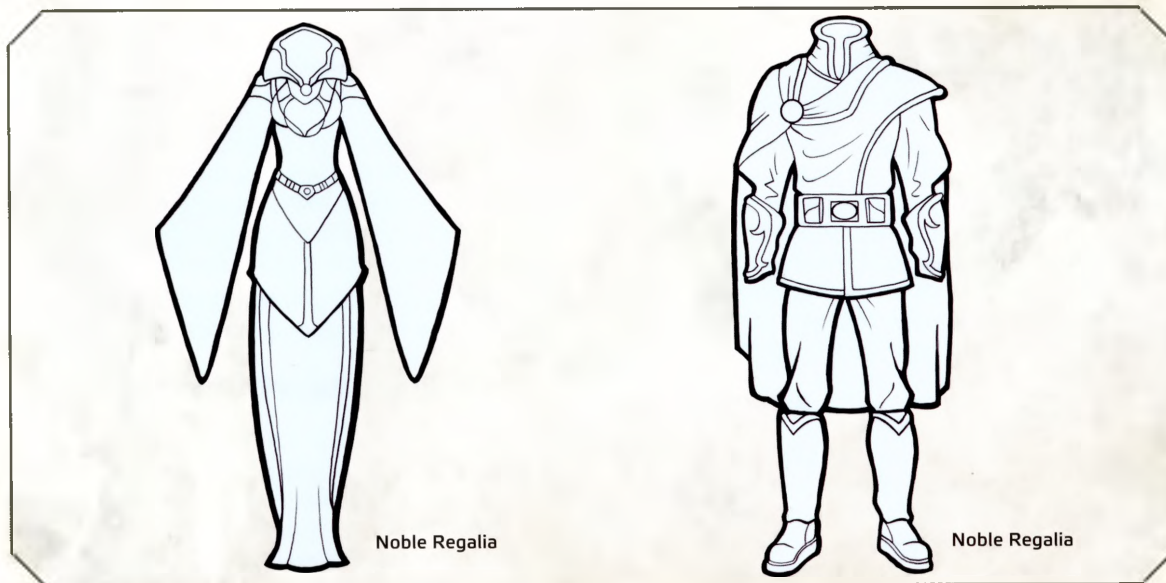
Models include: A/KT "Versatility" Outfit, Plescinia Micro Holo Suit.

LECTOR'S OUTFIT

For major addresses, politicians usually rely advanced, large-scale public address systems. However, most political agents have at one time or another found themselves pressed to make a grand speech with little preparation. Quick thinking usually carries such speeches, but an outfit equipped with technology to make one audible even above a roaring crowd helps. Several small, powerful speakers and a collar microphone make sure that the wearer's words reach even distant ears.

A character wearing a lector's outfit adds to any social check involving a large group of listeners, and can be heard clearly even at considerable distances.

Models include: TaggeCo "Confidence" Outfit.



Noble Regalia

Noble Regalia

NOBLE REGALIA

Although often inconvenient to wear, severely limiting to movement, and historically archaic, few things command innate respect as much as the traditional attire of a planet's nobility. Varying from culture to culture, noble regalia typically incorporates multiple layers of ornate, expensive clothing. Although a casual observer might not recognize the wearer's exact rank or title, noble regalia nonetheless conveys a degree of aristocratic importance.

The wearer downgrades the difficulty of social checks to interact with other nobility and their subordinates once.

PERFORMER'S ATTIRE

Many diplomats perform not only on the political stage, but on actual stages as well. Artistic performance often requires more freedom of movement than speechgiving, however. Often colorful or sporting dazzling patterns, this type of clothing draws attention to the wearer as he dances, sings, or otherwise entertains. Although offering practically no defenses, the attire does allow unequalled freedom of movement and typically formfitting material prevents accidentally snagging or becoming caught on environmental hazards.

A character wearing performer's attire adds ■ to checks to perform or otherwise attract attention.

POWERED CAPACITIVE ARMOR

Another variant on the popular, lightweight line of protection, capacitive armor offers moderate protection against most forms of attack at all times. However, an expensive, miniaturized power source in the armor can be activated to make the flexible panels within stiffen, offering increased protection at the expense of mobility.

As a maneuver, the wearer may power up or power down the armor. While the armor is powered and the plates are locked in place, the wearer gains +1 soak and +1 defense but loses his free maneuver during each of his turns.

Models include: A/KT Tuff-Powered Armor.

RESPLENDENT ROBES

Some beings naturally become the center of attention when they enter a room, but dressing for the part never hurts, either. Purposefully ostentatious clothing greatly aids their efforts, allowing the wearer's allies to go about other business unobserved.

As long as a character wearing resplendent robes purposefully draws attention to himself, each of his allies in medium range adds ■ to Perception, Skulduggery, and Stealth checks.

SECOND SKIN ARMOR

Like most types of armored clothing, second skin armor offers moderate protection while still enabling easy movement and flexibility. Unlike most forms, though, this variant remains remarkably thin and can often even be hidden under a layer of looser, non-protective clothes, making it almost undetectable. The lightweight nature of second skin armor, however, carries a correspondingly higher cost without offering a measurable increase in protection.

Add ■ ■ to a character's Perception checks to notice second skin armor on the wearer.

Models include: Preparix Second Skin, Aylixe/Krogning Undershield.

NEW GEAR

Diplomats prefer to solve problems with smooth turns of phrase, carefully laid plans, or outright overwhelming charm, but these skills can be supplemented by a variety of items and devices. Often, this gear is customized to fit the background of the character, looking like other accessories and adornments a politically savvy might typically carry, but each has an unusual function, setting them apart from the mundane.

ANTIDOTE SET

Poisoning is not a common concern for most citizens, but for certain high-value persons of interest, poisoning is an all-too-real hazard. Small, portable antidote sets offer a degree of protection, providing an assortment of single-use vials of antidotes to common poisons. Almost every major medical corporation offers some version of the portable antidote set, and some even sell regional variants.

A character using an antidote set reduces the difficulty of any check to resist a poison by two (to a minimum of **Easy** [◆]). If he does not know which poison was used, he must make a **Hard** (◆◆◆) **Knowledge (Underworld)** check to make an educated guess at the poison based on region, its qualities, and other evidence at his disposal to benefit from this item.

AUTHENTICATION TOOLS

As criminals and spies advance their ability to forge documents, the need to detect falsifications becomes paramount. Few sentients have sufficiently acute vision to detect minor discrepancies, so officials frequently rely on electronic tools to aid verification. The devices are typically programmed to recognize the telltale markers of official documents issued by the local government, but authentication tools are sometimes unable to verify documents from a different issuing authority.

A character using authentication tools adds [] [] to checks to determine if a document has been falsified.

Models include: Goseia Heavy Industries Concern Executive Verification Suite.

CONCEALED RECORDER

A surreptitiously captured moment can be turned into evidence that wins wars, topples governments, or simply persuades a certain person to remain silent. Many corporations and investigative groups have produced a wide range of specialized recorders that can be effectively hidden. Although usually made to capture full-color holos and audio, sometimes such devices capture flat-screen images or audio only, depending on the

needs of the user. These miniature recording devices can be installed in an innocuous item, such as a light fixture or chronometer, and left to record until retrieved by the operator. Simple programming optimizes data storage, pausing recording when no activity is detected.

Add [] [] to a character's Perception checks to find a concealed recorder on a person's body.

CULTURAL ETIQUETTE MANUAL

Diplomats rely on protocol droids to ensure not only fluent translation, but also to prevent embarrassing cultural incidents. However, when a protocol droid is not available, or a situation is too specific for a general-purpose droid, emissaries turn to cultural etiquette manuals, specialized datapads with nearly every potentially relevant cultural detail for a given group. A cultural etiquette manual can, for example, help a diplomat choose the perfect opening gift when greeting an unfamiliar society, or avoid accidentally insulting a visiting diplomat. Of course, actively consulting a datapad during an important function creates a level of awkwardness, but the manual does enable a diplomat to extensively prepare beforehand or during a handy lull in conversation.

A character with a cultural etiquette manual adds automatic [] to social checks made to interact with members of the culture to which the manual pertains.

Models include: *Baobab Archives Compendiums*.

COMMUNICATIONS MEDIA MANIPULATOR

Professional media producers rely on large studios and high-end equipment to produce content for distribution, but those on the move often require equipment that is compact and portable. For them, Chedak Communications produces an advanced media manipulator suite. Easily installed in a small spaceship or even a larger landspeeder, it enables the user to create, manipulate, and produce a wide variety of media. Whether printing posters or carefully "enhancing" holos, the media manipulator is the perfect tool for on-the-go media production.

Models include: Chedak Communications Media Manipulator, NisdiGen Suite 60.

DATA DEAD DROP

A common and relatively cheap tool of embedded agents and informants, a data dead drop enables the covert exchange of a datachip or some other form of encoded message. One operative hides the information in a concealed compartment in a relatively com-



monplace item such as a glowlamp or datapad. Later, a second operative collects the item. Ideally, the covert agents do not draw attention, and any others casually using the device fail to notice the modification.

To find the something hidden within a data dead drop, a character must make a **Daunting** (◆◆◆◆) **Perception check**. At the GM's discretion, an unaware character might use *Vigilance* instead.

Models include: Brennkeyes Syndicate Security Capsule, countless custom-made models.



DIPLOMATIC AUTHORIZATION

Most local governments are reluctant to chastise or otherwise infringe upon another government's chosen delegates, and sometimes diplomats can use this to their advantage. Whether traveling on a diplomatic mission, conveying an important message, or simply bringing some sample products from their home-world, diplomatic authorization grants wiggle room that can keep eyes off a diplomat's true purpose.

A character with diplomatic authorization adds automatic   to all social checks involving members of a foreign government, and can often get access to individuals and services within that government that would otherwise be unavailable. Unless lawfully granted by an authorized body, however, this item can only be acquired illegally.

EXPENSIVE JEWELRY

People associate wealth with authority, and jewelry is an immediate means to display wealth. The distinctive silver sheen of the Durindfire crystal, the brilliant ever-changing sparkle of the Sorian crystal, and the living rainbow gems from Gallinore all attract the eyes of onlookers, making the wearer more memorable.

A character displaying one or more expensive gems adds automatic  to Charm and Deception checks, but others add  to checks to recall the character.

FALSIFIED CREDENTIALS

Whether for relatively tame reasons, such as traveling incognito, or more nefarious reasons, such as government infiltration, the demand for fake credentials has remained strong. The highest quality fakes are created using stolen government production devices, allowing the operators to produce completely authentic documents. Whether individuals listed on said documents exist in official government databanks remains the problem of the new card-carrier.

False credentials can fool most cursory examinations, and characters using scanners require a successful **Hard** (◆◆◆◆) **Computers check** to recognize the credentials as fakes (or a **Daunting** (◆◆◆◆) **Perception check** without equipment).

TABLE 2-4: GEAR

Item	Price	Encum	Rarity
Antidote Set	250	1	5
Authentication Tools	100	1	5
Concealed Recorder	175	0	5
Cultural Etiquette Manual	35	0	3
Communications Media Manipulator	400	6	6
Data Dead Drop	(R) 150	0	7
Diplomatic Authorization	(R)10,000	0	8
Expensive Jewelry	2,000	0	7
False Credentials	(R) 800	0	7
Forgery Tools	(R) 650	2	8
Insider's Guide	25	0	2
Integrated Public Address System	200	4	4
"Knack" Restraining Bolt	(R) 750	0	8
Merr-Sonn "Rider" Ascension Pistol	275	1	4
Poisoner's Ring	(R) 500	0	7
Security Sweeper	400	1	6
Signet Ring	750	0	7
Sleight Box	(R) 400	2-20	6
Sound Dampener	600	2	7
Species Database	150	2	2


FORGERY TOOLS

A busy Diplomat might misplace his identity card and need a quick replacement. A deep-cover operative might need temporary access to a secure facility. Regardless of the case or the legitimacy of the reason, quality forgery tools such as carefully crafted inks and implements or complex credential-falsification devices can enhance a crafter's innate talents.

Models include: Goseia Heavy Industries Concern Executive Privacy Suite, countless custom-made (and illegal) models.

INSIDER'S GUIDE

Seasoned travelers can avoid obvious tourist traps and find the establishments frequented by locals, but asking about particularly unusual needs sometimes arouses suspicion. Fortunately, most planets produce a number of guides to major locations, including the best cafes, restaurants, temporary residences, and tips on how to get the best deals and avoid trouble. Some guides include the less publicized sites where one can purchase illegal items. These guides are regional, and useful only in the particular areas they cover.

A character using an insider's guide adds automatic  to any check to find a specific location or service within the region the guide covers.

Models include: *Vlaso's Guides to the Galaxy.*

INTEGRATED PUBLIC ADDRESS SYSTEM

For instances when a full-fledged stage set-up is unavailable, various corporations offer a lightweight, portable speaker system that provides the necessary degree of amplification for public address. The system consists of a stand, microphone receiver, several speakers, and a power pack, all stored neatly in the backpack carrying case that can also be used as an impromptu soapbox from which to speak. Precise optimization enables the power supply to keep the unit operating for one hour before requiring a recharge.

Models include: Alvaxi "Impetus" PA-wear, TaggeCo. Broadcaster.

"KNACK" RESTRAINING BOLT


The Brenkeyes Syndicate remains among one of the most wanted criminal production industries, and survives only due to constant relocation and intense security regarding its manufacturing methods. The craftsmanship and ingenuity of its wares remains matched only by their corresponding illegality, leading to further inflated prices. The "Knack" restraining bolt has become one of their most popular standard items. It appears just like a standard restraining bolt. However, the "Knack" can also be preprogrammed with an order that will be relayed to the droid at certain times or based on specified triggers.



This secret order might simply let the droid ignore the bolt under particular circumstances, or it might enable something more sinister, such as causing the droid to plot a course to a pirate base when its owner directs it to navigate to Coruscant. The programming can be detected only by accessing the restraining bolt through a datapad, and is not visible to anyone examining the droid's programming rather than that of the restraining bolt.

A PC droid can try to resist a "Knack" restraining bolt in the same way as a normal restraining bolt (see page 195 of the **AGE OF REBELLION** Core Rulebook).

MERR-SONN "RIDER" ASCENSION PISTOL

Some individuals prefer modifying their standard side arms with grappling hooks, but Merr-Sonn has found a dedicated client base who prefer dedicated devices that require no time to prepare. The "Rider" ascension pistol's small size and reliable design allow easy storage, and the gun's focused utility grants the additional benefit of greater lift capacity than a simple gun mod. The device even allows the user to carry a passenger, though not without difficulty.

As an action, a character may make an **Average**  **Ranged (Light) check** to fire the grappling hook onto an object at up to medium range. As an action, he may reel in the cord, pulling himself to the target object (or, if the object is unsecured and lighter than he is, pulling the object to himself).

A character using an ascension pistol to pull himself and another character aloft must make an **Average**   **Athletics check** to avoid losing his grip on either his partner or the gun.

POISONER'S RING

Produced by a wide variety of artisans, the poisoner's ring (or any other accessory of a similar nature) outwardly looks like the sort of elegant jewelry commonly worn by aristocrats and wealthy folk. The ring has a much more practical use, though. The largest gem or similar feature of the piece has been hollowed out from the rear, creating a small cavity. By means of a painstakingly constructed hinge, the wearer can access the tiny space within. Any substance could be concealed in the space, but most commonly, it is used to carry a dose of deadly poison. With carefully practiced motions, the wearer can deposit the fatal cargo into a cup, plate, or bowl with little chance of being noticed.

A poisoner's ring can hold a single dose of any poison (such as those on page 182 of the **Age of Rebellion** Core Rulebook, or any other poison the GM deems appropriate). As an action, a character wearing the ring may make an opposed Skulduggery check against any onlookers' Vigilance to deposit the contents into a target's meal or beverage without being noticed.

Models include: Beladonab concealment jewelry, countless custom models.

SECURITY SWEEPER

Government officials and military personnel must maintain a vigilant guard against espionage, taking great pains to ensure they are not being overheard or recorded. The world of intelligence and counterintelligence fluctuates as recorders become more complex and more difficult to detect, and sweepers advance to keep up with them. Security sweepers are optimized to detect specialized electronic components, ignoring mundane devices such as holocams or datapads. Security sweepers precisely locate recorders and listening devices, but they typically cannot identify the exact nature of any such device.

A character using a security sweeper may check an area for espionage tools by making an **Average (◆◆) Computers check**. If he succeeds, the device notifies him of the presence and location of any recording or espionage devices within medium range of his current location. If the device is particularly well-hidden, this check might be opposed by the Mechanics skill of the character who placed the device.

Models include: Veslox 19q, TaggeCo. Security Verification Sweeper.

SIGNET RING

Nobles who consider identification cards or files to be fit only for commoners can instead rely on family heirlooms or elaborate jewelry to prove their heritage. The signet ring has remained popular throughout the ages, used by nobles and official government dignitaries alike. Most are masterfully crafted and incorporate designs unique to the wearer or family, and modern signet rings typically incorporate embedded electronics that offer additional identity validation. Some signets are not rings at all, but are instead other pieces of jewelry, such as pendants, bracelets, or even gemstones mounted in the pommels of weaponry—such items fill a similar role, even if they are a different sort of adornment.

A character who possesses a signet ring (even a stolen one) adds automatic **🕒🕒** to checks to establish his identity (or his assumed identity).

SLEIGHT BOX

A favorite of smugglers and spies everywhere, the sleight box is a crate or box modified for hiding cargo. Using a low-power repulsorlift coil and matrix, a long-lasting battery, and a false bottom, the sleight box, when weighed or visually inspected, appears to be empty. Although typically made in smaller size to hide weapons, drugs, or other contraband, larger models for more heavyweight materials have been made.

Sleight boxes can vary in size from Encumbrance 2 to Encumbrance 20, and each can conceal a number of items with a total Encumbrance value up to half of that amount. To find the something hidden within a sleight box, a character must make a **Daunting (◆◆) Perception check**. At the GM's discretion, an unaware character might use Vigilance instead.

SOUND DAMPENER

Using technology originally designed to minimize the constant background noise of a crowded metropolis, Veslox Corporation ingeniously realized the effect could be localized, and their sound dampener quickly became a bestseller in the criminal underworld. Small enough to be worn on a belt or mounted on a backpack, the device uses nearly instantaneous sound recognition to deploy sound-cancelling waves to eliminate or soften any sounds in the immediate vicinity. The sound dampener cannot cancel out a sound as loud as a blaster bolt, but it can make sounds such as footsteps virtually inaudible.

The spherical dampening field extends to short range around the device; add **■** to checks to detect noise coming out of this area.

Models include: Veslox 11b, TaggeCo. Sound Dampener, Brenkeyes Syndicate Privacy Protector.

SPECIES DATABASE

Every encounter with a new species offers the possibility of biological offense, embarrassment, or even accidental poisoning. To avoid this, many organizations equip their diplomats with custom-built datapads loaded with specific biological details of every known species. In theory, such compendiums help operatives avoid injuring a sensitive body part or inadvertently wearing a known allergen as floral decoration. Cynical individuals have noted, however, that such information can also be used for more nefarious purposes. Most species databases also contain cursory cultural notes, but the core focus of such texts is biology rather than historical or societal studies.

A character using a species database adds **■** to Knowledge (Xenology) checks.

Models include: The writings of Mammon Hoole.



PROTOCOL DROIDS

Protocol droids are constant companions of most political figures. The droids' databases of languages and obscure cultural customs can make the difference between offering a grave insult and a winning compliment. Many protocol droids are equipped with advanced interaction protocols, allowing them to participate in negotiations as advisors or even perform as direct representatives.

While many in the Rebellion request body armor and charge packs, envoys typically angle to get a protocol droid assigned to their work as often as possible. High-ranking emissaries often have a protocol droid assigned permanently to their staff, or perhaps even a selection of assorted models appropriate for different situations. Newer members of the Rebellion often make do without, or they might have a droid temporarily attached to their cell for a single mission.

3PX-SERIES PROTOCOL DROID (RIVAL)

Cybot Galactica, manufacturers of the renowned 3PO-series protocol droids, took a decidedly less human-centric approach to the design of the variant 3PX line marketed to customers in the Outer Rim. Because of the diversity of species throughout the vast region, the droid was designed with a face based on no particular species, but with elements of several prominent groups through a wide swath of the Outer Rim territories.

The final result was recognizable to almost every species it encountered, but lacked the ability to connect with specific species as well as a more clearly defined 3PO model. Sales of the 3PX line suffered as a result, leading to a limited production run. However, resold droids tend to command the price of brand-new droids, thanks to the droid's extensive cultural and linguistic databases. The Rebellion also favors use of 3PX-series droids, seeing them as a symbol that distances the Alliance from the Empire's pro-human sentiment.

1	1	3	1	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
2		10		0 0	

Skills: Charm 1, Knowledge (Education) 3, Knowledge (Outer Rim) 3, Knowledge (Xenology) 3, Negotiation 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), etiquette and protocol (3PX-series protocol droids allow allies to add to any Negotiation checks or other checks made to negotiate or mediate).

Equipment: None.

5YQ-SERIES PROTOCOL DROID (RIVAL)

The protocol droids of the 5YQ-series, while perfectly functional mediators, are widely regarded as cheap knockoffs of more popular models. They were produced by Cybot Galactica to compete with Serv-O-Droid Incorporated's near monopoly on sales in the Mid Rim, but the project was not given adequate resources to break into such a diverse market. The 5YQ design team ended up recycling most of the work done on the earlier 3PO-series, but replaced the deep cultural databases previously used with a wide but shallow array of details on every conceivable topic. The final result was a droid that could operate in any part of the galaxy, but with considerably less effectiveness than a more specialized model. Given time, the 5YQ line might have been able to develop a market, but the production lines were shut because of a lawsuit against Cybot Galactica for using Serv-O-Droid parts in the 5YQ-series. This was the final black mark for the line, leaving them with a market share far lower than their relatively unremarkable performance would merit.



Skills: Charm 1, Knowledge (Education) 1, Knowledge (Core Worlds) 1, Knowledge (Lore) 1, Knowledge (Outer Rim) 1, Knowledge (Underworld) 1, Knowledge (Warfare) 1, Knowledge (Xenology) 1.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), etiquette and protocol (5YQ-series protocol droids allow allies to add to any Negotiation checks or other checks made to negotiate or mediate).

Equipment: None.

TABLE 2-5: PROTOCOL DROIDS

Droid Type	Price	Rarity
3PX-Series Protocol Droid	7,750	4
5YQ-Series Protocol Droid	5,500	3
CZ-Series Communications/ Business Droid	9,000	4
M-3PO-Series Military Protocol Droid	(R) 12,000	5
TC-Series Protocol Droid	10,000	4
LRD-Series Envoy Droid	15,000	5
LOM-Series Protocol Droid	8,500	5

CZ-SERIES COMMUNICATIONS/ BUSINESS DROID (RIVAL)

The CZ-series communications/business droid exemplifies extreme specialization in protocol droid manufacture. Its databanks feature a suite of languages and cultural customs smaller than comparable models, and it lacks information on species or cultures beyond the Core Worlds. Instead, the CZ-series is programmed with a near-complete database of banking and financial regulations, as well as storage space to record current market prices for any goods it might encounter. A long-range comlink enables the droid to observe markets across a whole planet or to access interstellar communications networks to track deals made throughout the galaxy. The model's one universally reviled downside is the standard paintjob, designed to draw attention to the droid in dealerships. It is a truly vulgar mix of bright green and orange—obviously, many owners have these droids repainted.

Although the Rebellion has limited need for the business acumen the CZ-series is built for, the droids are top-notch negotiators, often capable of reaching settlements solely on the strength of their programming. Furthermore, the droid's long-range comlink can serve as a distress beacon or homing device for Rebel cells in negotiations with groups of dubious trustworthiness.



Skills: Knowledge (Education) 3, Knowledge (Core Worlds) 2, Negotiation 4, Perception 1.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), etiquette and protocol (CZ-series communications/business droids allow allies to add to any Negotiation checks or other checks made to negotiate or mediate).

Equipment: Inbuilt datapad, long-range comlink.

TC-SERIES PROTOCOL DROID (RIVAL)

The TC-series, produced by Cybot Galactica, is less widely known than the more affordable 3PO models from the same manufacturer, but it remains one of the most highly regarded lines of protocol droids. Officially registered as a variant line on the more common 3PO models, the TC-series is actually a solid upgrade in most aspects. The differences are not apparent to the casual observer, as the two droids are nearly identical visually. Instead, the improvements of the TC-series lie in two key areas of programming. First, TC units have benefited from increased design attention, giving them more stable and helpful personalities after

some 3PO-series droids were reported to develop eccentric and grating personalities. Secondly, and perhaps more significantly, the TC-series is equipped with a more advanced version of the TranLang III communications module used throughout the protocol droid market. While almost any protocol droid is programmed with a vast array of languages and the capacity to decipher new ones with impressive speed, the TC-series excels above its competitors. The TranLang variant used in these droids uses adaptive programming to improve the unit's grasp on a language throughout a conversation, enabling them to attempt communication after only a few words spoken by a new species or culture.

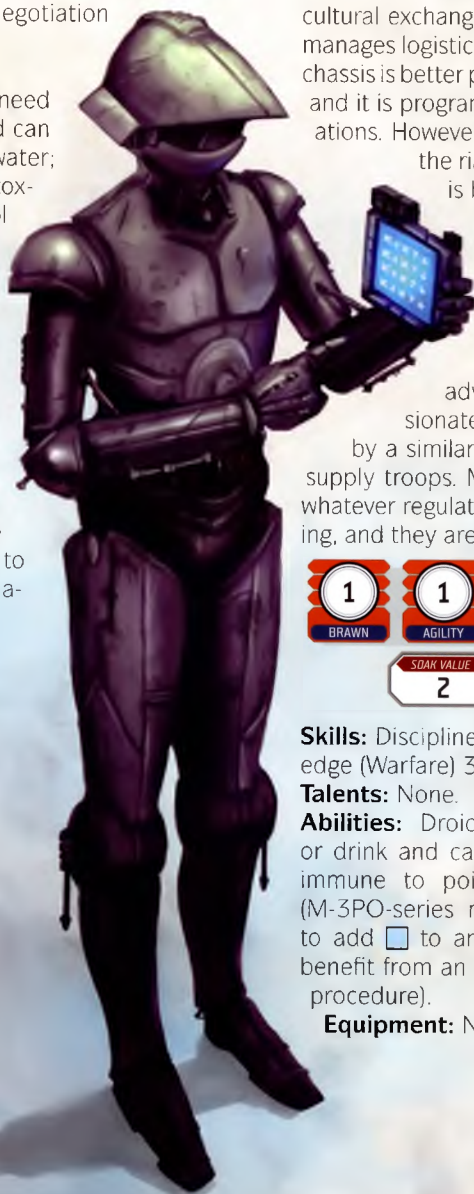


Skills: Charm 2, Knowledge (Education) 3, Knowledge (Xenology) 3, Negotiation 1, Perception 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), etiquette and protocol (TC-series protocol droids allow allies to add to any Negotiation checks or other checks made to negotiate or mediate), advanced language module (when encountering a new species or language not in its databases, a TC-series protocol droid may make an **Easy** ◆ **Knowledge [Education]** check to learn enough of the new dialect to communicate).

Equipment: None.



ACQUIRING PROTOCOL DROIDS

Protocol droids can be purchased like any droid, according to the guidelines on page 429 of the **AGE OF REBELLION Core Rulebook**. The prices for the models in this section are listed in the table below. However, Diplomats can also receive protocol droids as Alliance rewards as if they were equipment, following the guidelines on page 50 of the **AGE OF REBELLION Core Rulebook**. Finally, a Diplomat might be temporarily assigned a protocol droid for a vital mission. Such loans occur at the GM's discretion.

M-3PO-SERIES MILITARY PROTOCOL DROID (RIVAL)

Technically classified as a protocol droid, the M-3PO-series was never intended to assist in negotiations or cultural exchanges. An M-3PO military protocol droid manages logistical and analytical efforts for soldiers. Its chassis is better protected than a typical protocol droid, and it is programmed for military discipline in all situations. However, the M-3PO-series cannot withstand the rigors of actual combat. An M-3PO unit is best deployed inside a secure installation where it can access tactical data or manage communications. The droid uses its encyclopedic knowledge of military protocols, tactics, and doctrines to assist nearby personnel. A commander with an M-3PO advisor gains the edge of keen, dispassionate logic, while a quartermaster assisted by a similar aide always knows how to efficiently supply troops. M-3PO units are sticklers for obeying whatever regulations apply to the group they are serving, and they are notoriously inflexible.



Skills: Discipline 1, Knowledge (Education) 3, Knowledge (Warfare) 3, Vigilance 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), military analyst (M-3PO-series military protocol droids allow allies to add to any Knowledge (Warfare) checks that benefit from an understanding of logistics or military procedure).

Equipment: None.

LOST IN TRANSLATION

Protocol droids should be treated as more than accessories to assist a Diplomat, not as just a piece of equipment that happens to be able to talk. Droids are full-fledged NPCs in their own right, albeit ones typically loyal and devoted to the PCs for whom they work. Even a loyal protocol droid is not immune to complicating things for the PCs, though, perhaps through honest error or limitation of its programming. Playing up the limitations of protocol droids can elevate tension or bring twists to the game's narrative.

When considering protocol droid-related plot hooks, the GM should carefully avoid making the droids more of a hindrance than a help. If the PCs find that they cannot rely on protocol droids, then they probably are likely to exclude them from missions. Generally, a complication caused by a protocol droid should be one that can be turned to the PCs' advantage.

When using protocol droids to drive the plot, consider whether the plot hook would be reasonable if it were based around a non-droid subordinate NPC. If it wouldn't be reasonable for the players to be inconvenienced, betrayed, or sabotaged to a similar degree by an organic underling, then allowing a droid to complicate the situation probably would not be much better. This doesn't mean that the GM should never pursue it, but it does mean the droid might end up scrapped as a result.

Some specific complications are listed below:

- If the PCs are accompanied by a protocol droid while working undercover, they might find their secret at risk when the stuffy droid takes issue with actions or commitments that break an Alliance regulation. The PCs might need to get it to let things slide, or else learn to hide things from it.
- The protocol droid accompanying the PCs harbors a resentment against the Rebellion, which it believes advances the lives of organics at the expense of droids. The PCs must notice this, and then convince it otherwise.
- The first time the PCs interact with a new culture or species, their first impression is crucial. A veteran protocol droid could smooth things over easily, but one fresh out of the factory or the subject of a recent memory wipe might have some difficulty. Any number of things could go wrong, from a mistranslation of a newly encountered language to accidental insults caused by unfamiliar titles. The PCs must take the initiative to reclaim the situation!

LRD-SERIES ENVOY DROID (RIVAL)

Envoy droids fill an obscure but significant niche in the protocol droid market. Programmed for greater independence of thought than most and featuring expanded loyalty protocols, envoy droids are able to speak in their master's stead without supervision. While there are entirely legitimate uses of droid envoys, sending one is nevertheless considered a snub in most circles—usually taken to indicate that the droid's master considers his opposite number to be untrustworthy or unworthy of a direct meeting. Nevertheless, the Rebellion often risks the hard feelings, taking the opportunity to conduct negotiations without risking the lives of its agents by deploying LRD-series droids to suspect meetings whenever possible.

The LRD-series is one of the few envoy droids that receives a measure of respect when sent to a meeting. The droid's mimic circuits allow it to imitate its master with astounding precision. Having an LRD-series envoy at negotiations is considered nearly the same thing as having its master present; given the price of the model, it is generally not taken as harshly to see one arrive instead of a flesh-and-blood negotiator.

1	1	2	1	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 2		W. THRESHOLD 10		M/R DEFENSE 0 0	

Skills: Charm 2, Knowledge (Education) 2, Negotiation 2, Perception 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), rhetorical mimic (may make Charm, Deception, and Negotiation checks using the characteristics and skills of its master; such checks suffer ■■ due to the imperfect mimicry, and the droid does not benefit from any relevant talents that its master possesses).

Equipment: None.

THE LAST DROID ANYONE EXPECTED

Although the practice is rare, various unscrupulous mechanics have on occasion outfitted protocol droids with programming and equipment for infiltration, assassination, or even bodyguard duty. Few organic sentients give protocol droids a second look, and so droids can easily pass within diplomatic circles without drawing attention. Given their often unrestricted access to food ingested by diplomats, sensitive files they handle, and more, droid saboteurs pose a considerable threat to the Rebel Alliance. Further, because their memories can be overwritten or altered at will by a skilled slicer, these droids are not necessarily even aware of their own core programming.

GMs can consider using a protocol droid as an unexpected adversary; perhaps an unassuming droid attempts to poison the PCs during a meet-

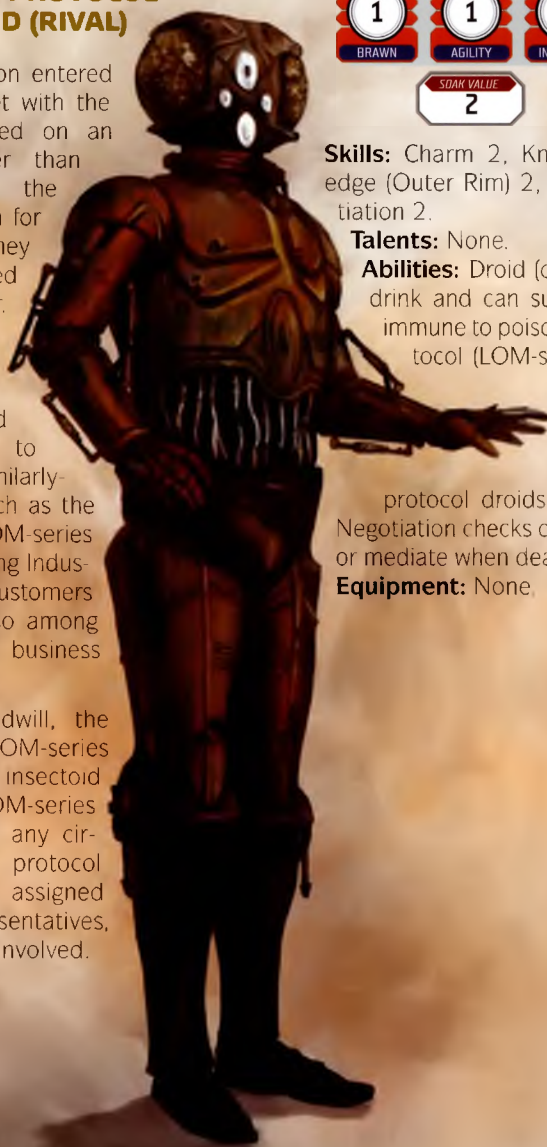
ing, or perhaps a seemingly innocuous translator is actually relaying information to the Empire without even knowing. Of course, using this trick more than once is likely to lead to the PCs dismantling such droids they encounter on principle.

On the other side of the coin, the PCs might try to take advantage of this by having their protocol droids perform tasks outside of their normal scope, such as espionage or assassination. Most protocol droids have programming that prevents them from willfully harming others—after all, they are built as mediators, not warriors—but the GM might allow a slicer to overcome this with a suitably difficult Computers check (based on the quality of the droid's programming). Protocol droids who are Player Characters are, of course, only limited in action as their player and the GM dictate.

LOM-SERIES PROTOCOL DROID (RIVAL)

When Industrial Automaton entered the protocol droid market with the LOM-series, they gambled on an unusual strategy. Rather than compete directly with the dominant Cybot Galactica for the core of the market, they released a droid designed for a more niche buyer. The LOM-series has oversized optical sensors reminiscent of compound eyes and other insectoid facial features designed to maximize appeal with similarly-featured alien species such as the Gand and Verpine. The LOM-series was a huge success, earning Industrial Automaton not only customers from that market but also among those who frequently do business with insectoid species.

As a gesture of goodwill, the Rebellion often employs LOM-series droids when working with insectoid species. However, the LOM-series is perfectly functional in any circumstance requiring a protocol droid, so they are often assigned to assist Alliance representatives, regardless of the species involved.



1	1	3	1	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W. THRESHOLD		M/R DEFENSE	
2		10		0 0	

Skills: Charm 2, Knowledge (Education) 3, Knowledge (Outer Rim) 2, Knowledge (Xenology) 3, Negotiation 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), etiquette and protocol (LOM-series protocol droids allow allies to add ■ to any Negotiation checks or other checks made to negotiate or mediate), insectoid appearance (LOM-series protocol droids allow allies to remove ■ from Negotiation checks or other checks made to negotiate or mediate when dealing with insectoid species).

Equipment: None.

NEW VEHICLES AND STARSHIPS

Diplomats find a variety of uses for vehicles in the course of their duties. A mission might require secure, speedy, or stealthy transportation, or even all three at once. Additionally, the luxury offered by some vehicles is an advantage to emissaries who need to impress wealthy or powerful dignitaries. The Rebellion's limited resources frequently force its agents to choose more modest forms of transportation, but even a basic landspeeder is better than walking.

LANDSPEEDERS

Depending on the model, landspeeders provide swift, opulent transport or a clandestine disguise that allows a diplomat to hide in plain sight.

8880 LUXURY LANDSPEEDER

Ubrikkian Industries' 8880-series luxury landspeeder delivers dignitaries in style and comfort. The craft's primary market is the Galactic Empire, with agencies such as the ISB or the staff of prominent Moffs making extensive use of the expensive craft. The popularity of the craft in these circles is such that the sleek profile and matte-black finish of the 8880 have become signs of power and authority on Imperial-controlled worlds.

Although Ubrikkian Industries values its Imperial contracts, they are under no exclusive obligation to deliver their top-of-the-line luxury to the Empire alone. The wealthy and powerful of many worlds also favor the craft, especially where it has gained an appropriate reputation from Imperial use. Outer Rim crime lords and Core World nobles alike have been known to use the 8880, and its prominence among the galaxy's elite has not escaped the notice of Rebel agents needing to impress those outside the Alliance. A small number of these landspeeders are believed to have been acquired by the Rebellion for use on such occasions.

3	2	-1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	- - - -	1
			HT THRESHOLD	SS THRESHOLD
			10	8

Vehicle Type/Model: Luxury landspeeder/8880.

Manufacturer: Ubrikkian Industries.

Maximum Altitude: 2 meters.

Sensor Range: None.

Crew: One chauffeur.

Encumbrance Capacity: 30.

Passenger Capacity: 6.

Price/Rarity: 40,000 credits/7.

Customization Hard Points: 2.

Weapons: None.

ADDITIONAL RULES

Built to Impress: All 8880 luxury landspeeders count as having a Luxury Passenger Compartments attachment (see page 65) installed, at no additional cost. This attachment cannot be removed, and does not count against the vehicle's total hard points.

V-35 COURIER

A common sight throughout the galaxy, the V-35 courier is a simple, durable craft useful in a variety of situations. Designed as a family vehicle, the model's popularity and staying power have led to the speeders being put to nearly every use imaginable at one point or another. The V-35 is easy to maintain, even in harsh conditions. The small, roof-mounted scanner scope assists navigation in poor visibility. The V-35's simplicity and practicality make it the choice of innumerable Rebel cells and operations, especially those where blending in to local traffic is a priority. The craft's only notable weakness is its limited top speed, which is approximately half that of comparable models.

2	1	0	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	- - - -	0
			HT THRESHOLD	SS THRESHOLD
			5	5

Vehicle Type/Model: Landspeeder/V-35.

Manufacturer: SoroSuub Corporation.

Maximum Altitude: 0.5 meters.

Sensor Range: Medium.

Crew: One pilot.

Encumbrance Capacity: 20.

Passenger Capacity: 2.

Price/Rarity: 5,500 credits/2.

Customization Hard Points: 2.

Weapons: None.



AIRSPEDERS

Airspeeders are less commonly used by the Rebellion's representatives than landspeeders or starships. They are rarely as inconspicuous or as comfortable as a landspeeder, nor are they as capable of rapid exits and travel as a starship. Nevertheless, many missions might make a diplomat grateful for access to an airspeeder—usually because of a quirk of planetary geography, composition, or culture.

HYPERFOIL 1000-XTC

The Hyperfoil 1000 is unusual among airspeeders for its dual-drive system. It makes use of both simple hovercraft technologies and more advanced repulsorlift drives, for a combined effect greater than the sum of its parts. The vehicle is capable of direct vertical liftoff and landing with barely any audible output from its engines, and it operates at a flight ceiling far beyond common civilian craft. Despite the complexity of its engines, the dual-drive system is surprisingly easy to maintain, but it does take up the bulk of the vehicle's seven-meter frame.

The Rebellion favors the Hyperfoil 1000 for its ability to quietly and rapidly deploy personnel across the surface of a planet. Lacking armor and weaponry, it is ill suited for combat missions, but it is the perfect choice for clandestine meetings or undetected remote pickups.

SILHOUETTE	2	SPEED	3	HANDLING	0	DEF. FORE/PORT/STARBOARD/AFT	-	-	-	-	ARMOR	0
						HT THRESHOLD	9				SS THRESHOLD	6

Vehicle Type/Model: Airspeeder/XTC.
Manufacturer: Tion Industries.
Maximum Altitude: 50 kilometers.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 15.
Passenger Capacity: 2.
Price/Rarity: 12,500 credits/4.
Customization Hard Points: 1.
Weapons: None.

HA-5 AERIAL RETREAT

More mobile dwelling than vehicle, the HA-5 aerial retreat is an unusual repulsorcraft, resembling nothing so much as a square, three-story building lifted into the sky. The massive repulsorlift drives, necessary to keep the unlikely craft aloft, take up the full bottom level. Other facilities include a large galley, heating and cooling units, and storage for supplies and tools occupy the center level. The topmost level of the craft, along with the vessel's open roof, are devoted to the daily lives of those aboard. Quarters for crew, staff, and residents or guests are accompanied by a

lounge equipped with dejarik boards, a bar, and other luxuries. The layout of the upper levels is easily reconfigurable, to better suit the comfort of those aboard. Facilities ranging from net-ball courts to speeder garages have been set up aboard HA-5s across the galaxy. Since these craft rarely land, a small dock extends off of the retreat's roof to allow access.

Although the HA-5 usually serves as an idle getaway for vacationing tourists or rich nobles, the vessel is also ideal for diplomatic summits. This craft grants comfortable privacy, while the comm arrays in the control room enable negotiators to keep in touch with the concerns of their constituents. The bulky aerial retreats are far from stealthy, but without a reason for suspicion, outside interests are unlikely to interfere with the business conducted inside. Therefore, the Rebellion has occasionally arranged for meetings to take place in HA-5 craft owned by sympathizers to their cause.

SILHOUETTE	5	SPEED	1	HANDLING	-5	DEF. FORE/PORT/STARBOARD/AFT	-	-	-	-	ARMOR	3
						HT THRESHOLD	55				SS THRESHOLD	28

Vehicle Type/Model: Aerial retreat/HA-5.
Manufacturer: Hyrotii Engineering.
Maximum Altitude: 10 kilometers.
Sensor Range: Short.
Crew: One helmsman, three engineers, up to twelve wait staff.
Encumbrance Capacity: 250.
Passenger Capacity: 16.
Price/Rarity: 750,000 credits/6.
Customization Hard Points: 3.
Weapons: None.

STARSHIPS

Diplomats in service to the Rebel Alliance find their services needed on many different planets. While some spend their time operating at a secure base, many more travel across the galaxy to wherever their calling takes them. The Rebellion frequently arranges for independent captains to convey such individuals and their supporting cells, occasionally even diverting its own vessels for major missions. However, an envoy who travels frequently might find his superiors assigning his cell a ship of its own, to better gather support from across the galaxy.

BAUDO-CLASS STAR YACHT

Instantly recognizable thanks to their sleek curves and triangular profile, *Baudo*-class star yachts are among the most exclusive vessels in the galaxy. Interior ornamentation and a design emphasizing aesthetics over efficient construction make them expensive for their size and capabilities. However, a large part of the cost derives from the fact that many who buy a

Baudo-class star yacht do so simply to show that they have the means to afford such a vessel. The *Baudo* line of yachts is produced under the personal design oversight of the renowned starship architect Mendel Baudo, often as slowly as one ship per year. Adding to their exclusivity is an additional requirement for purchase—Mendel refuses to accept contracts without a reference, requiring any prospective buyer to gain the recommendation of a previous customer.

Given the expense and frivolity associated with the *Baudo*-class, a Rebel cell is more likely to come into contact with one belonging to a prospective ally or supporter than to command one themselves. However, at least one of Baudo's previous customers is believed to have Rebel sympathies and is offering recommendations for agents in need of a special ship to impress an important prospect. Presumably, such craft would join the pool of ships managed by Alliance Command once they are no longer needed.

4	4	+1	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	1
			HT THRESHOLD	SS THRESHOLD
			26	10

Hull Type/Class: Yacht/*Baudo*.

Manufacturer: Mendel Baudo Shipyards.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 60.

Passenger Capacity: 8.

Consumables: One month.

Price/Rarity: 250,000 credits/9.

Customization Hard Points: 6.

Weapons: Turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

CURICH-CLASS SHUTTLE

Sienar Fleet Systems is best known for production of TIE-series starfighters and other military craft for the Empire, but they do not design only warships. The *Curich*-class shuttle is an older Sienar design often sold to a civilian market. Its long, ovoid hull features extended landing struts on the center of the ship's flanks. A single turret mounted with a pair of linked heavy blaster cannons sits on top of the hull for protection.

Capable of hauling large groups or stockpiles at a respectable speed, the *Curich*-class is often used by nonmilitary Imperial officials or other dignitaries who travel with a large staff. The Rebellion has

acquired several *Curich*-class shuttles, including a few equipped with Imperial transponder codes for infiltration missions. The vessels' light armament makes them vulnerable to interception, but it also reduces the likelihood for troublesome attention.

5	3	0	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 1 1 1	3
			HT THRESHOLD	SS THRESHOLD
			38	18

Hull Type/Class: Shuttle/*Curich*.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer, one gunner.

Encumbrance Capacity: 300 (without passengers).

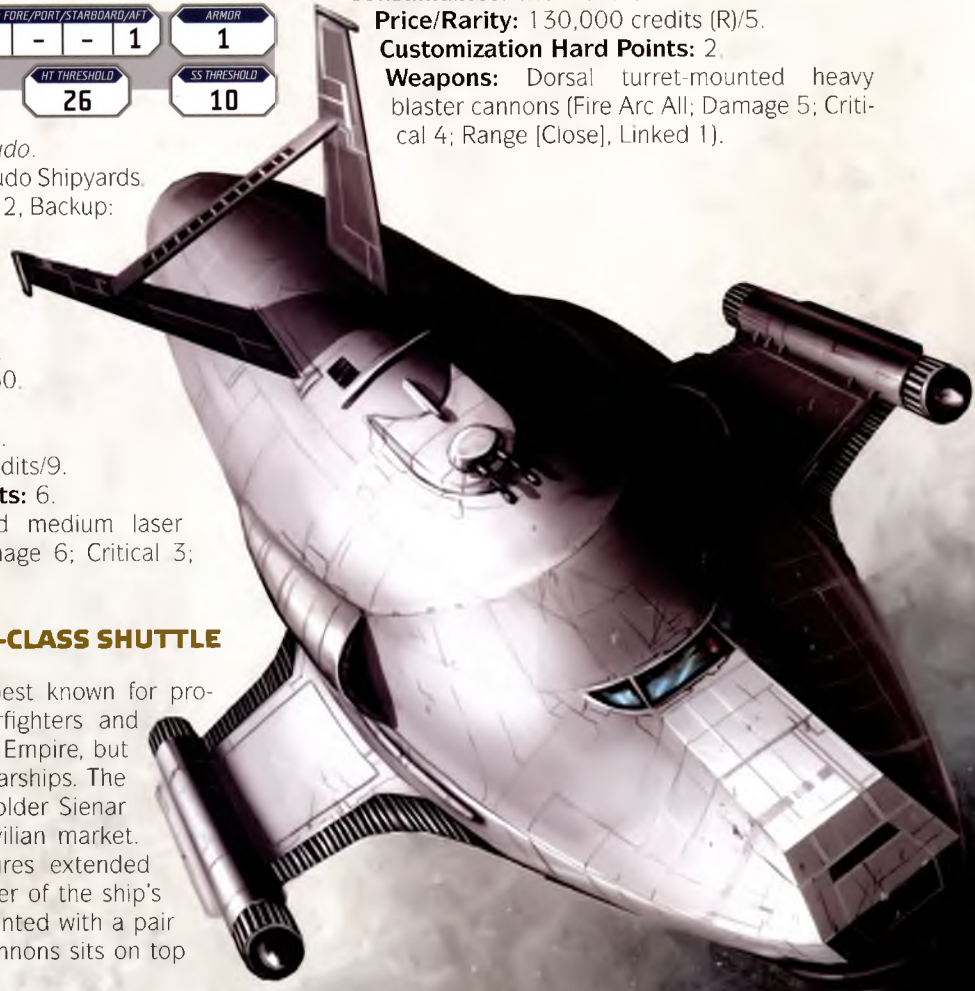
Passenger Capacity: 50.

Consumables: Two months.

Price/Rarity: 130,000 credits (R)/5.

Customization Hard Points: 2.

Weapons: Dorsal turret-mounted heavy blaster cannons (Fire Arc All; Damage 5; Critical 4; Range [Close], Linked 1).





J-TYPE DIPLOMATIC BARGE

The *J*-type vessels produced by Nubia Star Drives, Incorporated began as a collaboration with the Theed Palace Space Vessel Engineering Corps serving the royalty and government of the planet Naboo. However, as the power and influence of Naboo's planetary institutions waned with the rise of the Empire, the designs were claimed as proprietary by Nubia Star Drives and put into production for a wider range of customers. The *J*-type diplomatic barge is one example of a craft produced under the former agreement entering into the greater galactic market. Although its price point reflects the wealth of the royalty who originally commissioned it, the barge's grace is considered well worth the cost.

The *J*-type diplomatic barge is just under 40 meters in length, but its expansive 91-meter wingspan greatly increases its profile. The craft's amenities, including luxurious passenger cabins, are located in a central envelope between the wings, while reinforced shield generators and powerful engines take up the bulk of the external space. Completely unarmed to better convey an air of diplomacy and peace, the vessel features speed and shielding capable of protecting its crew against most threats.



Hull Type/Class: Barge/*J*-type.
Manufacturer: Nubia Star Drives
Hyperdrive: Primary: Class 1, Backup: Class 7.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one navigator, one comms operator, one engineer.
Encumbrance Capacity: 180.
Passenger Capacity: 10.

Consumables: Three months.
Price/Rarity: 1,000,000 credits/7.
Customization Hard Points: 0.
Weapons: None.

ADDITIONAL RULES

Built to Impress: All *J*-type diplomatic barges count as having a Luxury Passenger Compartments attachment (described on page 65) installed, at no additional cost. This attachment cannot be removed, and it does not count against the vehicle's total hard points.

MC-18 LIGHT FREIGHTER

Mon Calamari Shipyards is one of the few manufacturers in the galaxy openly supporting the Rebellion, and many of the most advanced Rebel ships are produced by the skilled artisans working there. Most such vessels are warships, including the devastating MC80 star cruisers—mainstays of the rare Rebel fleet engagement. However, the Mon Calamari take pride in producing a wide range of starships to fulfill needs beyond warfare. The MC-18 light freighter is one such ship. Earlier runs of the vessel were sold to the civilian market, but the ship has become so closely associated with the Rebel Alliance that flying one is, in the eyes of the Empire, essentially a declaration of Rebel allegiance.

Like all Mon Calamari ships, the MC-18 design is not uniform from ship to ship. However, the ships share common traits, such as a wedge-shaped hull dotted with bulbous emplacement pods, crucial systems, redundant shield generators for increased protection, and protective seals and shielding adaptations allowing the vessel to function underwater at depths of up to 1,000 meters.

4	3	0	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 1	3
			HT THRESHOLD	SS THRESHOLD
			22	16

Hull Type/Class: Light freighter/MC-18.
Manufacturer: Mon Calamari Shipyards.
Hyperdrive: Primary: Class 1, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/engineer.
Encumbrance Capacity: 150.
Passenger Capacity: 5.
Consumables: Two months.
Price/Rarity: 140,000 credits/6.
Customization Hard Points: 2.
Weapons: Dorsal turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

ADDITIONAL RULES

Custom Construction: When acquiring an MC-18 light freighter, choose one attachment that requires a single hard point and add it to the ship at no additional cost. This attachment cannot be removed, and does not count against the ship's total hard points.

KAPPA-CLASS SHUTTLE

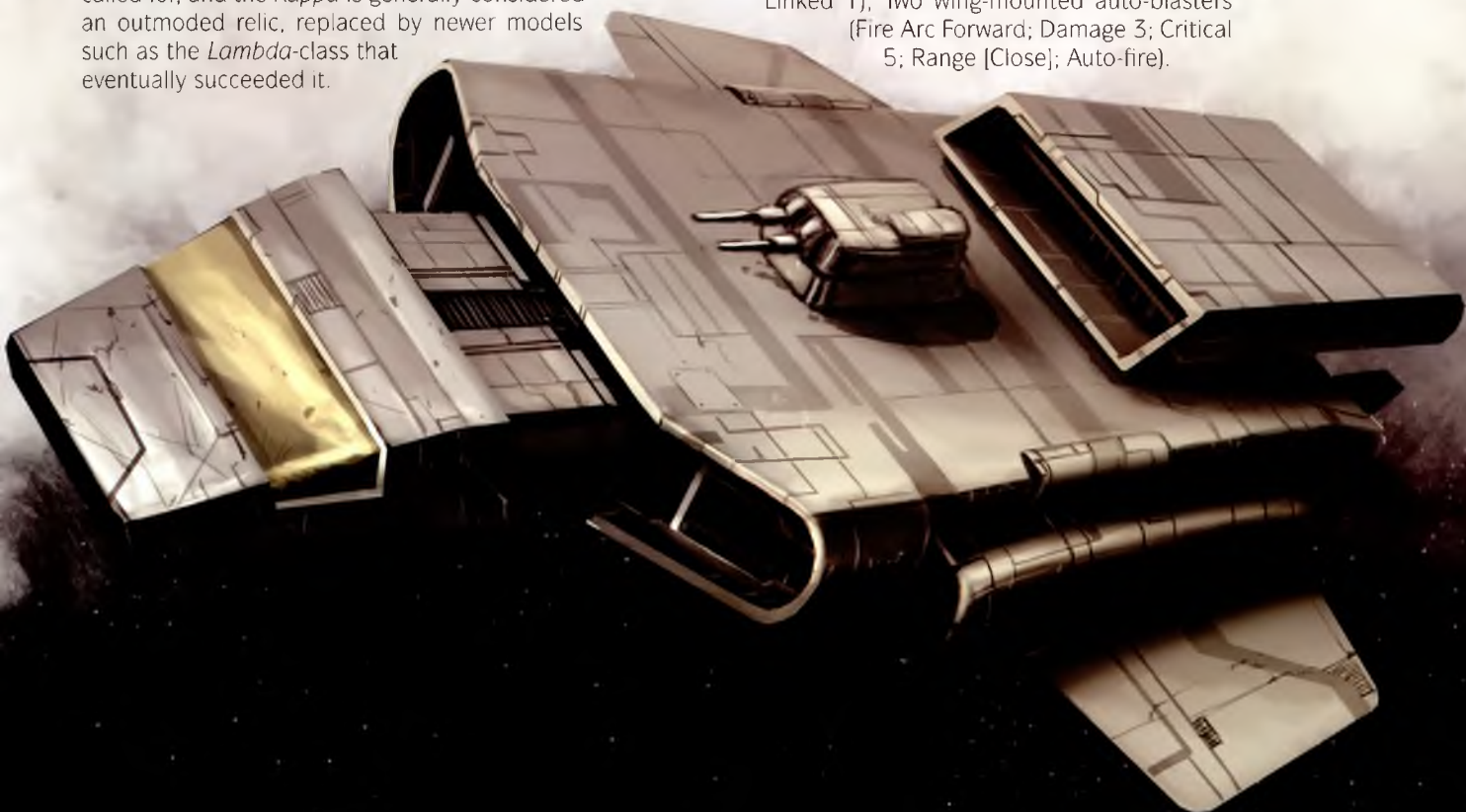
The *Kappa*-class shuttle holds a curious place among the starships of the galaxy. Now considered an Imperial ship class by many, the *Kappa* was originally produced for the Old Republic. It was designed for use in conjunction with hardware of that era that is now considered obsolete, such as the AT-PT walkers commonly stowed in the shuttle's vehicle bay. The Empire has not wasted the shuttles they inherited from the Republic. However, additional production runs are rarely called for, and the *Kappa* is generally considered an outmoded relic, replaced by newer models such as the *Lambda*-class that eventually succeeded it.

The Rebellion has access to a number of *Kappa*-class vessels pulled from Old Republic stores on sympathetic worlds or stolen from Imperials. Their use is regarded with mixed feelings, as their history does not redeem their present deployment by the Empire.

The *Kappa*-class has a long, flat hull capable of transporting up to 40 troops with equipment and support vehicles. The slim, boxy troop compartment is flanked by short, fin-like wings and fronted by an angular bridge that resembles that of the Lambda shuttles that replaced it. Although the *Kappa*-class is considerably larger than its replacement, its weight is well-distributed, and no space within the vessel is wasted, allowing it to handle with surprising ease.

4	3	0	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	4
			HT THRESHOLD	SS THRESHOLD
			28	14

Hull Type/Class: Shuttle/*Kappa*.
Manufacturer: Republic Sienar Systems
Hyperdrive: Primary: Class 2, Backup: Class 18.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/engineer, two gunners.
Encumbrance Capacity: 250 (without passengers). Alternatively, the shuttle may carry two ground vehicles of silhouette 2 or less in a vehicle bay at the back of the hold.
Passenger Capacity: 40.
Consumables: Two months.
Price/Rarity: 110,000 credits (R)/5.
Customization Hard Points: 2.
Weapons: Dorsal turret-mounted heavy blaster cannons (Fire Arc All; Damage 5; Critical 4; Range [Close], Linked 1), Two wing-mounted auto-blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire).







EXPANDED STARSHIP MODIFICATIONS

The duties of a diplomat can lead to a surprising variety of needs, so preparation typically pays off. Diplomats who are assigned a ship frequently arrange for it to be customized and refitted to better suit the requirements of each mission—although the Rebellion can rarely spare the resources to do so. Whether such refits are general or specialized adaptations based on the requirements of a specific situation, most diplomats prefer to come to negotiations prepared.

ENVIRONMENTAL SIMULATORS

Life in the galaxy has arisen in all manner of biomes, from the deep seas of Mon Cala to the Ithorian jungles, and every possible climate in between. Most starship life-support systems create an environment in the median range, neither too hot nor too cold,

neither too humid nor too dry. When members of a particular species need unique accommodations, they must turn to their own shipwrights, or modify acquired ships appropriately. Diplomats often take the additional step of adapting their ships to be capable of replicating a wide range of environments, the better to make passengers and guests feel at home.

Base Modifiers: A ship with this attachment installed can replicate up to three different planetary environments, chosen at the time of installation. Replicating a planetary environment takes at least one hour or up to a day for extreme changes. A character making Charm or Negotiation checks against members of species native to replicated environment adds automatic   to the pool. This system can only reproduce one environment at any given time.

Modification Options: 2 additional planetary environment Mods.

Hard Points Required: 2.

Price: 7,500 credits.

LUXURY PASSENGER COMPARTMENTS

Corrupt Imperial officials and powerful crime lords are more likely than Rebels to enjoy opulent living standards. However, Rebels who have regular contact with the rich and powerful sometimes find a little extravagance to be a purely practical investment. While scented air recyclers, a galley stocked with Corellian brandy, and other luxuries have little measurable effect on the Rebel war effort, the intangible benefits offered by a display of confidence and power should not be underestimated.

Base Modifiers: Add ■ to all Charm, Deception, and Negotiation checks made against passengers within the vehicle. Checks made against passengers who are accustomed to opulence and luxury have up to ■ ■ removed instead.

Modification Options: None.

Hard Points Required: 1.

Price: 2,000 credits times the vehicle's passenger capacity.

ADVANCED SUBSPACE ENCRYPTION ARRAY

The Empire's tight grip on the HoloNet forces the Rebellion to rely primarily on subspace transceivers for communications. However, subspace transceivers have a much more limited range than HoloNet transmissions, requiring frequent relays across additional networks before reaching the intended recipient. Risk of interception of a relayed transmission limits Rebel operations, forcing them to rely on courier ships and secret comm stations for long-range communication. However, ships with advanced encryption algorithms can send coded transmissions that blend with normal traffic, rendering them nearly undetectable and all but indecipherable even if they are intercepted.

Base Modifiers: No one other than the intended recipient can detect transmissions sent from a ship with this attachment without a **Hard (◆◆◆) Computers check**. Upgrade the difficulty of any checks to intercept or decipher such transmissions once.

Modification Options: 2 add ■ to enemy detection check Mods, 2 add ■ to enemy interception or deciphering check Mods.

Hard Points Required: 1.

Price: (R) 6,000 credits.

TABLE 2-6: STARSHIP MODIFICATIONS

Attachment	Price	Rarity	HP
Environmental Simulators	7,500	6	2
Luxury Passenger Compartments	2,000 per passenger	3	1
Advanced Subspace Encryption Array	(R) 6,000	7	1
HoloNet Pirate Array	(R) 25,000	8	2

HOLONET PIRATE ARRAY

Although the HoloNet is heavily regulated by the Empire and is largely reserved for military communications, it was built by the Old Republic. The schematics for HoloNet transceivers can still be found in a number of technical archives across the galaxy. The Empire does its best to restrict access to such information and shut down unauthorized transceivers, but a skilled operator can remain undetected in the HoloNet. The Rebellion monitors Imperial communications through HoloNet transceivers at vital intelligence outposts, and a full HoloNet pirate array goes far beyond even the capabilities of such stations.

With a HoloNet pirate array, a Rebel team can access Imperial transmissions and databases or send secure messages to any facility in the galaxy. However, the risk of detection is high, so these arrays are typically mounted on ships rather than in bases, making it harder for the Imperials to track the source of a rogue signal.

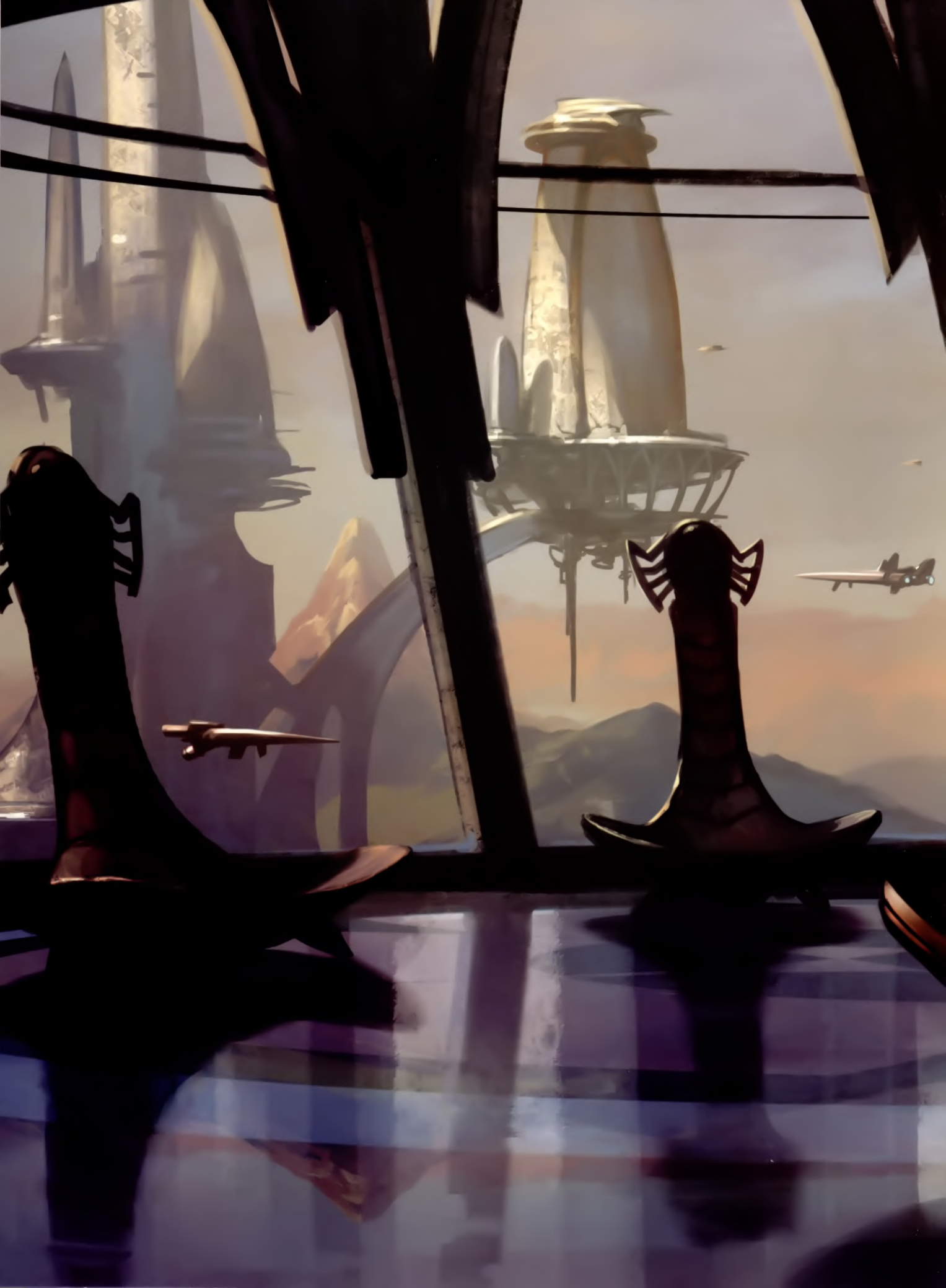
Base Modifiers: A ship equipped with a HoloNet pirate array gains unique communications and monitoring capabilities. Transmissions sent by a ship so equipped can reach any facility that has access to interstellar communications. Such transmissions arrive without delay, and cannot be intercepted unless the pirate array is being tracked by another HoloNet user, who must already be aware of the pirate array.

A HoloNet user, whether equipped with a pirate array or a legitimate transceiver, can intercept transmissions with a **Hard (◆◆◆) Computers check**, provided he is aware of the sender or recipient. At the GM's discretion, he may upgrade the difficulty of the check to reflect particularly impressive security protocols. ⚔ results on a check to intercept a transmission can be spent by the GM to reveal the attempted interception and its source.

Modification Options: 2 add ■ to enemy checks to intercept outgoing transmission Mods, 2 add ■ to intercept HoloNet traffic Mods.

Hard Points Required: 2.

Price: (R) 25,000 credits.





DIPLOMATIC MISSIONS

"You call this a diplomatic solution?"

—Anakin Skywalker

"No, I call it aggressive negotiations."

—Padmé Amidala Skywalker

In the war against the Galactic Empire, many believe that the greatest drama and excitement comes during battle. The action of a deadly firefight and the accounts of valiant sacrifices are an inspiration to all. These sacrifices, however, are not the primary means to enact change across a galaxy. Not every citizen is willing or able to take up arms to support one side of the conflict. Ultimately, the action—or inaction—of these masses plays an enormous role in determining the outcome of any war fought on such a scale.

Diplomats are the masters of motivating the silent masses into acting in ways that can be instrumental in deciding the war's outcome. Knowing how to manipulate a world's leaders—or knowing when to bypass the leaders and directly interact with the population—often proves to be the instrumental step in seizing control of a world. The specific goals in any such negotiation can vary hugely, based upon the resources at hand and the strategic importance of a location.

Often, the Rebellion's strategists have already determined what steps are necessary. Mission parameters might require an emissary to inspire a world's populace to undertake a labor strike or even take up arms to join the Rebellion. In other cases, the objectives could be increased production or a willing sacrifice, so that exports could be diverted to help the war effort. However, trusted political agents may be expected to assess a situation on their own and devise a best solution. In these cases, the representative must assume responsibility for analyzing a situation—with the assistance of his teammates—and then implementing a solution. Critically, his decisions and agreements can have a major impact, because the treaties and even informal agreements that he makes can functionally bind the entirety of the Rebellion. The far-reaching consequences that the actions of Diplomats can have makes them uniquely important to the Alliance to Restore the Republic.

INTEGRATING DIPLOMATS

Over the course of a campaign, Player Characters inevitably develop patterns of interaction with one another as well as with the NPCs. For well-established game groups, some of these interactions become characteristic of the styles for both specific players and the group as a whole. Players who are more proactive may assume leadership positions within parties, even when their character initially seems poorly suited to that role. Groups who prefer either social or physical approaches to overcoming challenges often prioritize characters designed to favor those features. When a player chooses to play a profession that is outside his comfort zone—or even the group's comfort zone—that character might require some extra attention. This section presents a number of different ways to more tightly draw a Diplomat PC and the associated player into the campaign.

Often, the Diplomat is the most socially adept character on the team. Some Diplomats express this directly, swaying or intimidating others with their words, while others act indirectly, using other characters to deliver their messages. Regardless, Diplomats are defined by their ability to persuade. In relatively peaceful encounters, a Diplomat can be most effective negotiating with opposition. A capable Diplomat can defuse a tense situation before it turns ugly, and he can also procure the necessities that keep a team effective in the field. Therefore, the Diplomat becomes a crucial point of contact during any discussions with NPCs. GMs must consider this when staging social encounters, particularly within the context of how different players choose to engage the game. If the Diplomat's player is proactive and seizes the opportunity to lead discussions, then engaging the

character is unlikely to be a problem. However, if the player is more reactive, other PCs might become the lead characters for negotiations instead. This can cause players to feel that their characters are ineffective, so a GM might suggest that a player who favors a more reactive play style consider the Advocate or Analyst specialization, which are most effective when supporting another charismatic character and are particularly adept at solving problems as they arise rather than cutting them off proactively. Regardless of chosen specialization, if the Diplomat does wish to take the lead in social scenes, the GM can facilitate this by having NPCs address the Diplomat first and foremost in social encounters.

Depending upon the composition of the team, the Diplomat might hold a position of authority over the other team members during negotiations for the Rebellion, or he might be a specialist whose abilities become key only within certain mission parameters. This should be established during character creation and is likely to play a factor when players decide if the Diplomat career is a good fit for their personal style of play. The overarching themes of a particular campaign can help determine the relative importance of a character with a social focus. Ultimately, how the player approaches the game can also dictate the character's relative importance to the team. Typically, if the Diplomat has strong connections to the other team members and multiple roles to play in different types of encounters, the players are likely to have an enjoyable experience. Alternatively, different characters might assume leadership positions in different types of situations. Even if the Diplomat is generally acknowledged

DIPLOMATS AND THE FORCE

During the time of the Old Republic, the Jedi were responsible for maintaining peace throughout the galaxy. Jedi were called in to assist with negotiations when talks through more traditional channels came to a standstill. While many Jedi had training as negotiators, the Force granted them unparalleled insight into both sides of any discussion and helped guide the opposing parties to a peaceful agreement.

Under the rule of the Galactic Empire, the Jedi have been wiped out. Some Force-sensitive individuals learn Force techniques that are effective in aiding peaceful negotiations, but these are certainly not common knowledge. Further, when deploying these techniques, Force sensitives must take care to not cause a disturbance. As the Jedi are a thing of the past, obvious use of

such abilities can often unsettle individuals and might even completely disrupt a negotiation. Characters who choose to pursue the path of the Force-sensitive Diplomat must learn to carefully exploit their connection to the Force subtly.

The siren call of the dark side can also be particularly alluring for the Force-sensitive Diplomat. Though they may be less likely to physically overcome an opponent, using their techniques to adjust an opponent's attitude can also be a destructive path. GMs must consider both the user's intent and the long-term consequences for the subject in these instances. Unfortunately, the Force user does not necessarily know what is best for the subject nor is he always familiar with all aspects of a negotiation. Heavy-handed approaches can have serious consequences.

as the team leader, a Commander or even an Ace might assume leadership responsibility during those times when peaceful solutions become impossible. Establishing a good basis for the team relationships during character creation—or at least in the first few sessions—can help the campaign run smoothly.

ALLIANCE RESPONSIBILITIES

Every representative of the Rebel Alliance has a duty to that organization. The Galactic Empire's vast network of resources easily overshadows the fragile Alliance. Diplomats are responsible for attempting to counter this advantage. In order to do so, they must obtain the maximum value from every asset. Often, the available resources are inherently delicate, because they are not necessarily physical goods. In fact, one of the Rebel Alliance's most valuable currencies is the inherent goodwill of other parties. This is most relevant in the case of groups that have suffered at the hands of the Galactic Empire. Those currently suffering under its tyranny actively seek a better option, and the Alliance's political agents must present it as a compelling solution.

Throughout any adventure, the Game Master might wish to offer different hooks that could lead to scenes that exploit this aspect of the Diplomat career. This is most relevant to characters who follow the Quartermaster specialization, but it can be applicable to any Diplomat. A unit might be able to continue activity in the field because a Quartermaster acquired a warehouse full of provisions that are still edible in spite of being past their expiration date. A disenfranchised labor union might serve as the basis for a recruitment push. A wrecking yard filled with obsolete, but functional, astromech droids could be a key asset for a starfighter group. The Rebel Alliance is desperate for anything that serves its military. Resources discarded by the Empire are completely viable for the Rebellion's purposes. Casually dropping a hint about an abandoned resource or a junkyard can be a great way of opening up a tangential scene of tremendous interest to the Diplomat. Alternatively, this could be a great hook into a scene that might offer interest to the team as a whole. If the "abandoned" depot is actually in use as a secret research installation, the salvage expedition could transform into an entirely different mission.

Diplomats must always remain aware of this task. A Diplomat's sense of responsibility to the Rebel Alliance can often supersede their importance of the mission at hand, perhaps putting the Diplomat at odds with the rest of the party—particularly when attempts to acquire assets disrupt efforts to remain inconspicuous. Because of this, the Diplomat must also keep some perspective for the importance of current missions relative to the greater war.



MAINTAINING RELATIONS

At its heart, the Rebel Alliance is a fractious group, reflecting its origins as an alliance of different organizations bound together by a single goal, rather than a consistently shared working philosophy. Because of this, the Diplomat is often charged with keeping those different factions working together smoothly. Sometimes, the task at hand is so monumental that differences are utterly ignored. During a major battle, Rebel Alliance soldiers are certainly capable of ignoring their interpersonal differences to focus on the task of waging war. However, during the interludes between such battles or during missions that include less tense periods, these differences can come to a head. At these times, the Diplomat is responsible for ensuring that the different factions cooperate effectively.

Though the Old Republic sought to maintain peace and prosperity across the galaxy as a whole, small conflicts arose even under the rule of the Senate. Most were minor, but with the broad range of different species, disagreements in philosophies and disparaging stereotypes inevitably developed. The Emperor's tyranny has led many to view the Old Republic with an air of nostalgia, driving some to join the Rebel Alliance. However, even as the different factions attempt to unite, some species and planetary cultures struggle to surrender these old prejudices that have been in place for centuries. Diplomats must work to bridge these gaps, so that these groups remain united against a common opponent.

A Diplomat must frequently mediate conflicts—including those that come up within the team. At times, another character might be able to focus on the current task and maintain discipline within the ranks, but when this fails, restoring order becomes

the Diplomat's responsibility. This can be particularly challenging if the Diplomat has an inherent bias with regard to the conflict, or is even thought to have one. For example, if a Gossam Diplomat PC encounters a fellow Gossam accused of betrayal by a group of Ithorians, the NPCs are likely to assume that the PC is predisposed in favor of a member of his species—whether or not it is actually true. GMs should take this into consideration when applying any ■ to the dice pool for checks to keep operations running smoothly.

INSURRECTION AND THE EMPIRE

The Galactic Empire holds thousands of worlds in a strangling grip. While some of these planets are self-sufficient, many others are not. Worlds that have been recently colonized are seldom capable of producing technologically advanced goods. Similarly, worlds that have become overpopulated frequently lack the capacity to provide even the necessary atmosphere, food, and clean water for all inhabitants without importing goods from elsewhere. Such worlds are obligated to remain loyal to the Empire, because they could not hope to survive without its support. This leaves them with no choice but to accede to any demands the Empire might make regarding trade goods, taxation, or even conscription. Though the population might be furious, open rebellion would be impossible without the assistance of a larger group.

The Rebel Alliance can become a viable alternative support network for such situations. However, uprisings can be quashed all too easily. The simple threat of an embargo can be enough to force a world to concede if they are incapable of independence. The local planetary government might quash a fledgling group of insurgents—however reluctantly—if the group's



actions could lead to serious Imperial reprisals. To overcome this difficulty, Diplomats must be aware of the full repercussions of their actions. Not only must they recognize the limitations of any world, they must also be aware of any resources that the Rebel Alliance could provide. For example, two worlds that each have a surplus of supplies that the other needs might be able to establish a trade relationship under the protection of the Rebel Alliance, instead of both acceding to the authority of the Empire. Careful application of knowledge in concert with a specific utilization of resources can make the difference between a world suffering under tyranny and one that joins in open revolution. Diplomats who have established a solid network of contacts can often recognize these situations.

When designing campaigns, GMs are well served by taking the time to establish such hooks over the course of several scenarios. Perceptive players—or those who make checks to recall subtle hints—can use this leverage to add another degree of verisimilitude to the campaign and create a major triumph for the Diplomat through a series of seemingly minor social encounters that culminate in a major victory.

In a similar vein, some worlds suffering under the tyranny of the Empire need only a spark to erupt in open rebellion. Diplomats can develop a knack for becoming that spark. Organizing the disparate elements into an effective power might become a theme for an entire campaign, as new groups of Rebels develop and enact plans to overthrow the existing government. Alternatively, the team might simply foment revolution on each world they visit. Even where the insurrection does not become self-sustaining, forcing the Empire to spend resources to put down revolts can represent a victory in that those assets are unavailable to oppose more critical actions.

DIPLOMATIC TEAMS

Even though the Rebel Alliance is a young organization, many of its members are experienced in their fields, including politicians who served in the halls of the Old Republic Senate. They represent a precious resource to the Rebellion, so their abilities are reserved for situations in which they can have the greatest effect. To best exploit this, the Alliance maintains teams of expert agents and tacticians to be deployed for specific missions, just as an elite squadron of starfighter pilots or a crack team of commandos would be. When a diplomatic emergency arises, these teams are deployed to develop a compelling narrative, manage the spin, and project an image that can serve to inspire a world or even a sector.

In a campaign designed around a diplomatic team, integrating characters who are not Diplomats might become more challenging than designing scenes with social solutions. Adventures with a diplomatic focus can be filled with intrigue. Meetings may be punctuated by research along with episodes of betrayal. Scenes might be set in dingy backrooms, where the characters can meet away from the prying eyes of Imperial operatives. However, others might take place in the public spotlight, as a treaty is proudly signed before media recorders, enabling news of a new agreement to spread quickly throughout a world. Violence is likely to play a part, but it can be the last resort, as both sides involved in a negotiation understand the number of lives endangered by direct conflict.

A GM should make it a point to explain this non-traditional framework to the players prior to character creation. In such instances, many or even all of the Player Characters might be Diplomats, though they could all have different initial specializations. Because of the more narrow focus, skills that would be redundant in a traditional campaign become complementary. In contrast, physical skills become far less critical. For some groups, the GM might need to confirm that the players are all interested in attempting this type of campaign. While some groups would eagerly undertake a diplomatic campaign, others might find that it is not to their taste.



CALM DEMEANOR

A Diplomat must often be the voice of reason, playing a counterpoint to those who seek to implement a swift plan of action that revolves around military victory alone. As a representative of civilian interests within the Rebel Alliance, this character must consider the repercussions of a plan, for those directly involved as well as for those who are likely to suffer the Empire's reprisals. How the different specializations address these concerns and interact with their teammates reflect their background and training.

ADVOCATE

Advocates work particularly effectively when complementing the abilities of another character, such as another Diplomat serving as the primary speaker in a negotiation attempt. However, any character adept at uncovering information can become a critical asset to an Advocate. Most commonly, a Spy might fill this role, but an Engineer or even a Soldier might also. Any data that an adversary might wish to keep concealed is of paramount value. Sometimes the information could be used for blackmail, but more often it can be used to expose the opponent, granting the ally a significant edge in the court of public approval.

AGITATOR

An **Agitator** cannot work alone in his mission to expose the threat that the Empire represents to the teeming masses. No matter how inspirational he might be, stirring up riots or even insurrection is simply too dangerous without assistance. An Agitator might be well supported by a character who has a better handle on strategic implications, such as a Commander. However, the Agitator often needs the assistance of either an Ace or a Soldier to safely escape from the situation once his words have taken hold. An Engineer or Spy might be instrumental in uncovering the information that can help the Agitator's words take hold, and those characters could also identify the ideal ways and places to spread the message.

AMBASSADOR

An **Ambassador's** support network is vital to his success. As Ambassadors willingly put themselves in harm's way, their safety—physical security as well as contingency planning—requires the assistance of Soldiers and Aces. Ambassadors also require experts such as Engineers, Commanders, and Spies to keep them informed of the strategic implications of the discussion. The Ambassador is responsible for gathering input from his team and synthesizing it into an effective argument. Unless he starts with the best possible information, his negotiations are unlikely to be optimal.

ANALYST

When deployed in the field, the **Analyst** often must work in situations outside his comfort zone. Consequently, he depends heavily upon his teammates to keep him safe. This invariably includes the Ace and Soldier—both of whom might well be dismissive of the Analyst's intellectually focused abilities. Engineers are often peers for Analysts, and their discussion and steady exchange of ideas can make the two particularly close teammates. Commanders depend heavily upon an Analyst's input, adapting strategies with new information. Spies—often charged with keeping an Analyst safe during an insertion—also appreciate his expertise, but usually find the Analyst's lack of espionage skills aggravating.

PROPAGANDIST

Undeniably a specialist, the **Propagandist's** role and interactions with other characters can vary substantially depending upon the mission and the team's overall capabilities. Propagandists do their best work operating far from the front lines, taking the time and effort to carefully analyze a situation and synthesizing the most beneficial representation of the facts at hand. As useful as such abilities can be, they are not always timely when performed far from the action. Consequently, a Propagandist relies upon his peers to aid him in dangerous situations and in obtaining the information necessary to synthesize a story. Other Diplomats are most likely to depend upon a Propagandist's abilities, but Commanders and Spies often benefit from his mastery of the flow of information. A well-placed half-truth can draw an enemy force out of place, bolster troop morale at a crucial moment, or create vulnerabilities in the most secure defenses.

QUARTERMASTER

The Rebel Alliance's resources flow through the **Quartermaster**. Commanders depend upon the Quartermaster to provide the materiel required for missions. At times, the Commander might consult with the Quartermaster about availability of goods, but more often, he simply expects the Quartermaster to fulfill every need. Similarly, Soldiers, Aces, and Spies often take the Quartermaster's competency for granted, though they recognize that they could seldom succeed without his assistance. The Quartermaster has one of the most thankless and yet critical jobs within the war effort, as virtually everyone depends upon his aid. However, the Quartermaster must also remind his companions to remain alert to any assets they might acquire.

INSPIRING DIPLOMATS

To become adept as a political actor, the character must have lived a lifestyle that offered opportunities for a specialized education. A huckster living a life of desperation in an urban environment can learn the merits of deception and misdirection, but these abilities are seldom framed with the education required for a Diplomat's tactical and political understanding. Because of this, powerful politicians most commonly come from backgrounds of privilege. However, within the constraints of most campaigns, a Diplomat also has likely felt some dissatisfaction with the status quo. Otherwise, he might have maintained allegiance to the Galactic Empire instead of siding with the Rebel Alliance.

Personal or familial tragedies offer a compelling hook for a Diplomat character. If his people are currently suffering under the Empire's thumb, then a responsible individual would do everything possible to alleviate that pain. Such a hook can be particularly effective if the campaign focuses upon the character's homeworld. Ultimately, this hook requires the GM to ensure that the overall story arc offers a way for the characters to impact the problems that compelled the Diplomat to join the Rebellion. Alternatively, if the character's home or family is already beyond saving, then he might be motivated by vengeance instead. In this case, the campaign might not focus on a particular world, but instead, it could incorporate an NPC who was involved in the initial devastation, perhaps serving as the Diplomat's personal nemesis.

The Diplomat might have joined the Rebellion for purely philosophical reasons. Anyone whose political philosophy differs from that of Emperor Palpatine certainly has adequate motivation to take extreme action. In this case, the Diplomat is likely to have joined the

Rebel Alliance believing that it was the only possible means to actually enact change on a galactic scale. The beliefs of such a character might conflict with those of his allies, leading to discord as he attempts to implement his plans in ways that upset his companions. In the end, however, the character must be able to maintain the hope of finding a way to enact his beliefs once the Rebellion has won. Until then, he agrees to work with strange bedfellows, anxiously awaiting the opportunity to implement his political beliefs.

The rigid authority of the Galactic Empire offers little opportunity for advancement, either politically or economically. Individuals associated with the Emperor's favored worlds and organizations have the best economic circumstances, and there have been few opportunities for those outside of his carefully selected circles. Some characters have recognized that a change might be coming, joining the Rebel Alliance to position themselves for the future. Certainly, this entails both a high degree of risk as well as an extraordinarily difficult challenge, but that risk might result in a rich reward for their efforts. This approach might be altruistic, if the character hopes to benefit his homeworld or even a business community, but more likely, the character is looking out for his personal bottom line. A character with this approach is likely to be pragmatic, viewing every negotiation as a stepping stone on the way to personal gain.



SOCIAL ENCOUNTERS

Social encounters represent the core of the Diplomat's expertise in **AGE OF REBELLION**. A Diplomat's skills and talents are focused upon leveraging assets from NPCs without having physical confrontations. This is a marked departure from the approaches of many of the other careers, so GMs and players should work together to adjust their expectations for campaigns that include Diplomats. If the party features a mix of characters focused on social confrontations and characters focused on physical confrontations, then it is hardly fair for either type to dominate the campaign or even an entire adventure. GMs must consider a range of different approaches when designing each encounter, and to make sure that everyone gets a share of the spotlight from time to time.

Game groups are encouraged to collectively discuss their expectations during character creation. If the players expect the campaign to focus entirely on frontline combat, but instead, it focuses on delicate political maneuvering, then the campaign might not be a good fit for either the characters or their players. When they select their careers, skills, and talents, players must have some idea about the types of encounters that make up the core game experience, otherwise they are likely to feel that their selections were made based on misinformation. A discussion about the campaign's focus and the core experience can help tremendously. At this early stage, if the players bring up ideas that differ from the GM's, the GM can help everyone have more fun by revising his initial plan so that it incorporates the types of encounters that the players desire.

Further, as the GM plans out an adventure and a series of encounters, he must be prepared for a variety of different strategies. Player Characters seldom respond to a challenge in the way that the GM expects. Player choices can transform physical confrontations into social ones. The reverse is certainly true as well. If the GM does not allow for a range of approaches, he might find himself ill-prepared for a particular situation. Failure on the GM's part to adapt to the change in perspective can result in frustration for everyone. Sometimes, if the players come up with a particularly off-the-wall idea, the best way for the GM to handle it is to step back and call a short break to adapt the plan to the actions of the PCs.

ASSETS AND INFORMATION

Acquisition, in some form or other, is at the heart of almost every roleplaying game. Sometimes the goal is to acquire a tangible asset—precious commodities,

lost items, or even the necessities of survival. In other narratives, the sought-after thing is more abstract; it could be information, security, a network of contacts, or even self-improvement. Player Characters can use a range of different approaches to acquire these things, but the risk inherent in some approaches is far greater than in others. Those who approach every situation with blasters drawn are certain to draw the attention of well-armed foes. A con artist who earns a reputation for deceit is certain to have a harder time finding a worthy mark for the next scam. To ensure an enjoyable play experience, the reward should be proportionate to the risk. While different strategies can be more effective in particular situations, balance between the approaches must also be considered—particularly over the course of a campaign.

Knowing the value of different types of assets—and the risks necessary to obtain them—is particularly relevant when considering the value of information. Social encounters must be more than an opportunity for the Game Master to pass information to the players. The roleplaying experience should also be a rewarding part of the game. Therefore, information that is readily available must be differentiated from knowledge that must be earned. Player Characters probably should not need to complete a social encounter to gain information such as directions to a nearby building or a list of a world's primary exports. Instead, such information could be provided as part of a player handout or through a Knowledge check. Conversely, more valuable information must be earned. The names and interests of a good fence, a corrupt politician, or a sympathetic businessman can all be incredibly valuable—and potentially incriminating. Contacts are unlikely to surrender such information to just anyone, and earning it can be a critical part of the social encounter.

In that same vein, not everything earned through a social encounter can be paid for with Imperial Credits. The most valuable currency for the exchange might be favors, information, or bartered goods. When the GM decides how to present the scenario, he should also decide what type of exchange is most interesting for the opposing NPC. A simple cash bribe is the easiest option, but it offers the least opportunity for depth and expression of the character's personality. Instead, if the character is romantically attracted to an NPC, or if he seeks information about offworld happenings, or if he desperately needs transportation to a remote location, then the interaction can become far more compelling. The PCs are suddenly not just using resources to acquire something, but are participating in a greater story, shaping the life of the NPC in a meaningful way. Such anecdotes can help add flavor to the galaxy and give the PCs a reason to remember the character.

SPICING IT UP

For some players and their characters, a social conflict lacks the visceral elements that they desire in a roleplaying experience. In an established game group, the players might already recognize such desires in one another. When assembling a group of players—possibly including those who are completely new to roleplaying—recognizing desires and limitations becomes important. If one or more of the players is unlikely to enjoy social encounters, then offer hooks to draw those players and their characters into the scene. However, a GM should not force players to do something that they simply are unlikely to enjoy. GMs must give the Player Characters different options for resolving the situation without triggering a disaster.

One possible tactic is to give PCs who are normally opposed to social encounters additional direct investment in the outcome. They might appeal to a Diplomat to solve the challenge for them, but the physically oriented PC could contribute to the discussion through veiled threats,

a menacing stare, or an impassioned plea. A GM might also present situations in which a social solution involves substantially less risk than physical confrontation. If peace officers or even bodyguards are in sight, then a violent outburst may carry too much risk, especially if the team has already assembled useful blackmail material.

At the same time, GMs must be prepared for players to interrupt a carefully orchestrated negotiation with physical approaches. This possibility can send a plot in unexpected directions. Often, such actions can substantially increase the danger for a particular scenario, but it need not completely prevent the characters from ultimately succeeding in their mission. If the players are likely to pursue a physical confrontation, then the GM might want to plan for that eventuality. A scene in which a socially focused character can engage in a discussion with an enemy while combatants engage the enemy's guards offers multiple layers that satisfy all the players.

A solid sense of the NPC's personality and self-expression can make such interactions even more powerful. A character with a clear obsession, an unusual pattern of speech, or even a particularly odd style of dress immediately becomes more memorable. If the character spends much of the scene bemoaning the city's new water tax, or if he finishes every sentence as though it were a question, the players are much more likely to remember his quirks. This can also form a strong basis for a recurring character—sometimes even when the GM had no such plans. If the NPC seems to have a compelling personality, the Player Characters may seek him out again, possibly even as a character who recurs in multiple adventures. Such an NPC presents another way to add depth to the campaign, making the game setting come to life with memorable inhabitants.

Stereotypes based on an NPC's species and profession can be useful when quickly sketching out a character, but they should not become the norm. An NPC for a social encounter is likely to be much more compelling if he departs from expectations. A minor affectation can be a useful way to distinguish the character, but giving him a strong or unusual motivation is even better. Perhaps the NPC has recently fallen from grace and seeks to recover his lost social standing. In this situation, information that could be used as leverage against a social superior might be particularly valuable. If the NPC feels trapped in his current situation and wishes to escape, then an offer of safe

transit offworld might be compelling. If the character has fallen prey to the Empire's tyranny, then a revelation of the characters' association with the Rebel Alliance might be the key to negotiation. Of course, if that discussion turned sour, then the NPC might alert local Imperial authorities. These motives can bring an NPC to life while also offering the PCs different angles on any negotiation, provided they take the opportunity to learn what lies beyond the contact's first impression.

When exchanging information with NPCs, the experience is far more satisfying for the players if an exchange of goods is brought into the mix. A seemingly endless series of skill checks is seldom as satisfying as a hard-fought negotiation in which the PCs must surrender a week's worth of supplies along with the name of a trusted informant. Such exchanges can also offer a terrific way of adding modifier dice to the encounter or interpreting ☉ and ▼. Failing a check might require the PCs to pay a steeper cost for the desired goods. Similarly, several ☉ might mean that the PCs inadvertently let an important secret slip during the discussions. Conversely, if the PCs willingly share information or assets while roleplaying the negotiation, a GM should be liberal in offering □, though he should also consider any eavesdroppers or concerns that the NPC might have and use Destiny Points to upgrade the checks when dangers abound. At times, a skill check might not even be necessary, particularly if the roleplaying reaches a satisfying conclusion before the dice are even brought into play.

DRAMATIC TURNS

The search for information can be a key element in beginning an adventure. As the adventure progresses, however, the stakes often become higher. The population of an entire world might lie in the balance. In war stories, these confrontations are most commonly resolved with a physical conflict, but this does not always have to be the case. Sometimes, even the most tense entanglement can be solved through negotiations. In other situations, taking the time to extend discussions can provide an opportunity for a character's allies to take actions. If the foe is distracted by an extended conversation, another PC might be able to sneak in and defuse a bomb, rescue a hostage, or otherwise foil the opponent's plan.

Unless the campaign is focused upon diplomacy, such an approach is not necessary for every adventure. However, selectively presenting opportunities for a social resolution gives the Diplomat an opportunity to be the hero instead of a more combat-oriented PC. Rotating through different types of solutions offers each player the opportunity for his character to be the central hero of a session or arc.

Effective dramatic encounters can also include situations in which the Player Characters are unable or unwilling to physically confront their opponent. Game Masters must consider the dynamics of the game group as well as the characters' skill sets when designing encounters of this style. For some groups, a hostage situation presents a compelling lead. However, other groups may react poorly to situations in which a PC becomes the hostage, possibly reacting in extreme ways to the very notion of imprisonment of a member of the group. A planetary threat can represent a different sort of hostage situation, as can a dead-man's switch set to go off if the opponent is overcome through physical means. Another possibility could

be a situation in which the PCs and their opponent communicate via hologram, unable to directly affect each other physically. The key is that the power of persuasion—and the threat of other potential danger—can prove to be a more effective solution than a direct physical confrontation.

Of course, lives do not always have to be directly at risk. In some instances, the Player Characters might be challenged to negotiate a trade agreement rather than a peace accord. These cases present little immediate risk of loss of life, but the long-term implications could be far more dramatic. If a world chooses to commit to affiliation with the Rebel Alliance, then there are obvious implications for that world's dealings with the Galactic Empire. At the same time, the military and economic power that another world—or even a large corporation—could bring to the Rebellion might provide validation as well as more concrete assets. An agreement might even represent a tipping point for a region of space, causing additional worlds to change their allegiance. Such a negotiation need not have the immediacy of a hostage crisis, but its implications are far broader. Roleplaying the effort to work out the fine details of the treaty might be compelling for some game groups. Carefully considering which concessions to make without impinging on their ultimate goal presents a series of challenges for the PCs. Before conducting a session this tightly focused, the GM would need to spend time determining the overarching goals for both factions in the region, so that the implications of every point in the agreement could strike home for the Player Characters. Understanding the importance of the fine details—and recognizing the cost of every concession—can lead to a very satisfying roleplaying experience as the characters work together to establish an agreement.

Similar negotiations could represent the core element to an extended mission for the Diplomat's team. Many living under the Empire's tyranny are eager to join the Rebel Alliance, but they are also wary. To successfully build a new relationship, the Player Characters must present their faction in the best possible light. Not only must they demonstrate that they are sincere in their beliefs, but they must also prove that their side can ultimately win the war. Diplomatic teams must work to open tenuous preliminary discussions before more permanent and expansive agreements can become an option. Because meeting with representatives of the Rebel Alliance entails a substantial risk, some missions can focus on establishing contact and earning the trust required for additional meetings, rather than simply focusing on immediate membership in the Alliance. For some campaigns, a series of meetings spread out over several adventures could track the



integration of a world or society into the Rebel Alliance from first contact to an agreement to become a major contributor.

With the tone for the scene established, the next critical step is to consider how best to present the attitudes of the NPCs. In addition to any interesting personality traits and quirks, the GM must also consider the opponent's motivations and goals. An opposing character might be involved in the negotiations entirely out of self-interest. If he believes that he could obtain substantial power and become a hero in the war, then appealing to his sense of pride or mentioning promises of rich rewards could substantially benefit the discussions. Conversely, a character whose only motivation is to improve the overall situation for his people and world might be deeply offended by such appeals. A GM must consider the character's personality and motivation in advance, so that he can decide whether such approaches might earn the acting character ■ or ■. Of course, giving the PCs opportunities to notice subtle cues of the opponent's tendencies is only fair. If an NPC acts against his species' stereotypes, giving the PCs an opportunity to notice the quirk becomes even more important.

HUMOROUS INTERLUDES

The Rebellion is fighting a vast and lengthy war against the Emperor's brutal tyranny. Waging battle across entire inhabited worlds carries a tremendous burden economically and also in the lives sacrificed. Moments of victory—particularly when they include a heroic triumph over enemy forces—provide respite from the cruelties of war, but humor provides another, often more immediate, means to break growing tension. At times, this can be the dark humor of laughing in the face of danger, and other times, the simple absurdity of the universe provides a necessary light-hearted moment for the characters.

GMs need to decide, often with their players, how serious of a tone they wish to incorporate into each adventure and campaign. Keeping the game group in the loop is important. While some players tremendously enjoy humorous tangents, others might feel that frivolity completely breaks the immersion of the experience. Of course, even the most serious player usually enjoys an occasional light-hearted interlude, particularly if it fits the personalities and story arcs of the campaign. Humor that riffs off of game mechanics, situational puns, and breaking character is far more likely to disrupt immersion and should be carefully considered before its introduction. With some groups, this may be an enjoyable and central part of the game experience. For others, it could be considered disruptive. This varies group to group and person to person.

HUMOR AND THE DARK SIDE

Although humor can have a place in scenes involving dark side Force sensitives, using a Sith Lord purely as a humorous foil is probably not advisable in most campaigns. Doing so can marginalize the impact of the dark side of the Force, which should be chilling and sinister whenever it appears in the story.

Still, this does not mean that levity cannot ever appear in such scenes—just that it should be used to make a dark side character more sinister, not less so. A charismatic, evil Force sensitive might be very well-spoken and even funny, but this should be used to create dissonance when observed alongside cruel actions or megalomaniacal plans. Alternatively, the GM could have such a character have a truly poor sense of humor, to underscore to the PCs how alienated from their viewpoint he truly is.

Discussing this issue with the game group at the start of the campaign can be the best way to avoid friction from misplaced expectations of tone. Knowing how the players feel about immersion is relevant not just for social encounters, but throughout each game session.

Light-hearted scenes work well when interjected to break the tension of a series of more challenging scenes. If the characters have been risking life and limb battling their way through opponents and crises, then a humorous interlude effectively serves as a sharp contrast to the danger. The temporary respite offered by the humorous scene can make the tension in a latter encounter even more dramatic because of the extreme contrast in mood. Such a scene can also present an opportunity for characters to offer some perspective on what they have suffered through.

Planned humorous scenes should take into account the types of characters involved. A humorous NPC is often most effective if he is a sharp contrast to expected species stereotypes. A skinny Hutt or an Aqualish moisture farmer might jolt the players, disrupting their expectations in a good way. Sometimes humor arises from a character's desperation and the sense of amusement at their suffering. In other instances, when the humorous character succeeds at something against all odds, the improbability of his triumph can provide the laugh. Regardless of the precise trigger, social interactions with a seeming misfit can provide the characters with some sense of self-validation and an alternative perspective on the adventure.

Droids can offer an ideal trigger for many humorous scenes. Those that are programmed for a very specific role might become tremendously amusing when confronted by situations that extend far beyond that

function. A great bit of physical humor can come from a maintenance droid continuously repairing a window that is repeatedly shattered during a firefight. A droid who enthusiastically embraces his job, no matter how loathsome it might seem to the PCs, presents another great opportunity for bemusement. In either of these cases, the droid might even be willing to enter into a brief agreement with the PCs if doing so might enable it to perform its task more often or more effectively. The absurdity of these sorts of situations can be a great way to break the tension before the characters must once more risk their lives.

If the players have continuously suffered throughout the adventure due to a particular mechanical or environmental circumstance, abruptly changing that situation can also create a humorous reversal. For example, if they have been climbing a sheer cliff face, pursued by Imperial forces during a blizzard, then the blizzard should abruptly end as soon as they crest the face. If their hyperdrive has failed them consistently, then the moment the enemy seizes control of the vessel, it should immediately work perfectly. Of course, not every humorous reversal should be disastrous. Sometimes the tables should turn so that a previously unreliable device suddenly provides their salvation. While perhaps less funny, this reversal can be far more satisfying for the Player Characters.

A humorous scene must give the sense that it adds to the overall adventure instead of simply providing a distraction. Even a funny interlude can add to the overall sense of immersion when it is presented in the proper fashion. A break to the increasing tension can serve as both a momentary distraction and a marked contrast with the overall scenario.

USING TALENTS IN SOCIAL ENCOUNTERS

Character talents are designed and balanced for use during combat or other structured-play encounters. In these situations, timing is closely tracked, so questions of strain and personal resource expenditure are critical. When attempting to use these abilities in non-combat situations, some concessions must be made and consideration must be given for the ramifications. This section presents guidelines and suggestions for how to effectively ensure that the talents remain effective—but not overpowering—when time is not tracked so closely.

USING TALENTS OUTSIDE OF COMBAT

GMs and players should work together to consider the applicability of specific talents within noncombat situations. Ideally, during character creation and advancement, the GM should take the time to review characters' talents and point out any talents that are

REMEMBER SETBACK DICE!


The is a critical consideration for every skill check, particularly within the scope of talent effectiveness. The primary benefit of many talents is to remove one or more from a skill check. Unless the GM remembers to routinely include these, the benefit is far less meaningful. Consequently, GMs must make a habit of considering the situation and applying the appropriate number of when calculating the dice pool. Otherwise, the GM might just be victim to the fallacy of only adding at times when a talent would actually remove them again, leaving the player feeling that the talent that provided this ability was a very poor advancement choice, detracting from the overall game experience. This is particularly important for social encounters, which have few explicit reasons to add , so GMs must make a deliberate decision about adding them when appropriate.

exclusively for use within combat or other encounters in structured time. In general, talents that are narrowly focused upon combat effectiveness have little use outside that environment, just as talents intended for use "after an encounter" are ineffective as an encounter takes place. Talents that convert action types, as well as those that provide discrete mechanical advantages during structured time, might remain functional outside of combat, but they might not necessarily provide a meaningful benefit.

An encounter is defined as a discrete set of events that take place within a short time frame. Not every encounter needs to be combat—as is made clear by this very discussion about social encounters. Talents that are limited to the duration of the encounter should maintain the restriction or benefit throughout the course of a social encounter in the same way. Of course, a GM always has the authority to further restrict talents as necessary. Although the GM need not put on extra restrictions, if talent overuse becomes a problem, one good rule of thumb would be that a talent that requires an action is restricted to only a single use per noncombat encounter, while a talent requiring a maneuver may be used once for every check. However, the GM may also choose to limit the number of uses within a given scene. For example, the Intense Focus talent (see page 150 of the **AGE OF REBELLION** Core Rulebook) is activated with a maneuver, and it enables its user to suffer a point of strain in exchange for upgrading a skill check. As a loss of strain is markedly less meaningful in a social encounter than in a combat encounter, a player is likely to attempt to use this ability on every skill check.

A GM could decide that the most reasonable way to limit this would be to assign a specific value to the number of uses per noncombat encounter for the talent. Linking this limit to one of the character's abilities—in this case Intellect—could provide a convenient reference, while also providing an advancement path for players who want to further exploit the talent. GMs should feel free to adjust this, keeping in mind that NPCs should follow the same restrictions as PCs.

TALENT TIMING IN SOCIAL ENCOUNTERS

A number of talents generate effects that are linked to tracked combat timing. One example is the Improved Inspiring Rhetoric talent (see page 149 of the **AGE OF REBELLION** Core Rulebook), which grants allies a  for a number of rounds equal to the character's ranks in Leadership. GMs and players should work together to find a comparable and meaningful use that still works outside of structured time. The easiest solution is to indicate that the bonus applies to a number of checks equal to the number of rounds that it would normally last—with the caveat that the ability would not last past the end of the encounter. Another approach might be to restrict the number of allies affected by the ability for the amount of time that the character chooses to actively keep the talent active. The goal is to maintain the talent's usefulness for social encounters without having it becoming an overwhelming ability.

STRAIN THRESHOLDS IN SOCIAL ENCOUNTERS

There are numerous ways in which characters can suffer strain during social encounters, including the use of talents and results of threat. However, a character passing out from strain makes little sense in the context of a social encounter. The GM should consider alternative consequences for the strain accrual. Particularly within the context of a social encounter, the character should suffer social ramifications rather than physical ones. In addition to personal embarrassment, the character should become unable to help resolve the situation.

When a character exceeds his strain threshold in a social encounter he:

- Cannot aid others.
- Can talk and make his feelings known, but others ignore or dismiss his feedback. This is primarily relevant when the character is a PC interacting with NPCs, although a group might want to roleplay a PC being petulant, angry, or frustrated while other PCs ignore him.
- Can move around without affecting his opponent.
- Can use certain talents such as Hard Headed (with the GM's approval).
- As relevant, cannot perform actions, and can only perform basic maneuvers or incidentals such as moving or angrily slamming his fist upon the table.



SPECIFIC SOCIAL ENCOUNTERS

Different situations can call for very different sets of skills. Political agents and facilitators are frequently called in to resolve tense social situations, but the cause and resolution of these can vary substantially. Each different Diplomat specialization can be ideally suited to specific types of encounters.

RECRUITMENT

As the characters work toward the mission's primary goal, they encounter a team who might be sympathetic to the Rebel Alliance. The team—perhaps an agricultural collective, a small shipping conglomerate, or even a gang that controls a needed commodity within a city—has a particular competency that could be particularly effective in this situation. The faction's assistance might be useful for the mission at hand, and it could also be a major asset for the battle throughout the sector. Establishing a permanent relationship may make the current task more difficult, but it is likely to have a tremendous benefit for the war effort as a whole.

From an **Agitator's** perspective, a disenfranchised group represents an ideal nucleus for revolution. As soon as he picks up any hint of their possible disapproval of the current system, the character is likely to act upon it spontaneously. The accomplished Agitator has a variety of different persuasive tactics and is able to judge the attitudes and interests of his target, tailoring his argument on the fly. The key to the discussion is making sure that the argument leverages the others' level of dissatisfaction while pointing out specific things they can do to make a difference. The idea that they can cause a meaningful change can be enough to persuade a group to take the necessary action.

Alternatively, a **Propagandist** might enthrall the group with the stories of how the galaxy could be after the Rebellion succeeds. As he expresses his great enthusiasm for the future, contrasting it with the present troubles can make the situation appear even starker. Carefully recounted tales of the success of similar groups—which need not even exist—can become the key selling point. The Propagandist can induct the agitators with a combination of guilt, hope, and duty, often without them even realizing how thoroughly they have been manipulated.

MORALE

There are numerous challenges related to morale that the PCs might face, but no matter the specifics, whenever the troops lose motivation, the cause suffers. Unmotivated troops are more likely to make errors, suffer losses, or even desert. When a Diplomat comes across members of the Rebel Alliance who have hit their lowest point, it falls to him to renew their faith in the cause and their motivation to bring justice to the galaxy.

An **Agitator** might approach this problem by using well-chosen words to rally the emotions of the troops and get them out of an emotional malaise. All Agitators are skilled at speech, but some are particularly dedicated performers above and beyond that, using not just rhetoric but even illustration, poetry, song, or other artistic endeavors to reach their audience. While such performances are obviously exceptional, sometimes staging an artistic event can help the troops forget the grim reality of war and remember the ideals their cause represents, even if only for a few brief hours.

A **Quartermaster** might defuse the situation in an entirely different manner. Quartermasters know that armies march on their stomachs, and that sometimes the difference between a mutinous crew and a happy one is an extra ration of lum. Carefully balancing the needs of the troops with the Rebel Alliance's meager supplies is at the heart of the Quartermaster's job.



STABILIZATION

The ongoing war against the Galactic Empire brings a mix of triumphant successes and tragic failures for the Rebel Alliance. The exciting highs and devastating lows affect everyone associated with the Rebellion. For some, these extremes can be too much, leaving members wondering if they would be better suited to either giving up on the war or pursuing the effort independently. During a social encounter, the PCs might learn that an important ally is preparing to split from the Rebel Alliance. This can pose a problem for the Diplomat, who depends upon the ally's assistance, particularly if the split would occur prior to the completion of the current mission.

Salesmanship is the heart of the **Propagandist's** expertise. A character who has become disenchanted with the Rebel Alliance is simply an opportunity for the Propagandist to convince him that he does not recognize the value of his contribution. This can be an opportunity to recount recent triumphs—real or imagined—as well as review of assets that would be unavailable to someone attempting to battle the Galactic Empire independently. While similar to a recruitment scene, this situation differs in that the target is already familiar with the assets that the Rebel Alliance offers. Often, this can make the discussion far more challenging.

To an **Ambassador**, everyone who belongs to the Rebel Alliance must embrace its core tenets. Whenever a group might split from the organization, the Ambassador is likely to begin the discussion by reviewing the political viewpoints where the group might agree or conflict. This is likely to become a far more philosophical discussion, though it may necessitate some practical concessions, including an increase in the quantity or type of assets provided to the ally.

INVESTIGATION

During an investigation mission, the leaders of one or more Rebel Alliance groups come under suspicion. One of these individuals might be a saboteur, a double agent, or even an assassin. As the team attempts to track down the exact details of the crime, the seemingly allied NPCs must also be put to question. The interrogation process would represent a key social encounter, but additional elements of the investigation could be resolved with a variety of different techniques. Diplomats could assume crucial roles in the investigation, not only in interviewing the suspects, but also in uncovering details of the crime.

An **Analyst** might focus on the larger picture throughout the investigation. Even before beginning the interviews, he would take the time to assemble information, examining the crime as well as the organizations the suspects were associated with. He would

make it a priority to identify any clear beneficiaries of the criminal act. Additionally, he would inquire about anyone who might be made more vulnerable by the action. During interviews, he could ask carefully leading questions to frame the entire discussion. A talented Analyst might identify the guilty party based on answers to only a few questions.

As a master of acquisition, the **Quartermaster** is extremely good at recognizing the value of different commodities. Just as he knows how to turn a favor into an asset, he can also recognize when someone else is being manipulated or controlling another. By examining the motives and the materials involved in the crime, the Quartermaster could identify the most likely culprits. While he could participate in the suspect interviews, he would likely begin them only after assembling a veritable mountain of evidence.

PEACEMAKING

At the start of a mission, or even during the early stages of implementation, a problem arises when two different allied groups have a functional breakdown. Suddenly, neither side is willing to work with the other. Both become distracted from the core mission goals, choosing instead to focus upon their animosity. Unless the situation is quickly and peacefully resolved, the mission could result in failure. Often, this can happen as the clock is already ticking and the plan has been set in motion. The Diplomat must defuse the situation quickly, as there is little time to enact a backup plan with a significant chance of success.

An **Ambassador** approaches this situation as a negotiation that must be solved hastily. He already knows his team, so he likely recognizes the desires of both groups as well as the origins of their animosity. The Ambassador exploits this information to quickly build a new agreement between the assembled parties. He reminds them of the importance of the mission and the tight timeframe, but he steers the discussion toward concessions that each side can make to create a mutual benefit, providing a basis for cooperation that extends far beyond the current mission.

Conversely, the **Propagandist** is drawn less toward a permanent solution, instead focusing on the immediate situation. Though he may be familiar with the extenuating circumstances, they are seldom his highest priority because the Propagandist is seldom encumbered by a desire to tell the exact truth. Instead, he is likely to spin a compelling explanation for why the two parties must work together now, for the betterment of both. When the mission is over, the truth is certain to come to light, but with a little luck, the story can hold up until the objectives are achieved. After the dust settles, the events can be interpreted and their meaning determined by the sentient beings writing the history books (which usually includes the Propagandist).

COUNTER ESPIONAGE

Through the course of a mission, the PCs realize that their security measures have been compromised. Perhaps an early step has gone awry or an allied group has been taken into custody or eliminated. The group now must identify the security leak, but they must also find some way to attain the objectives. Clearly, the enemy has good reason to put faith in their new sources, so the team comes to the conclusion that they can exploit those sources for their own purposes. The revised operational security plan must include a way to keep the enemy thoroughly misinformed.

The **Propagandist** could approach this as a new way of delivering spin to the situation. He recognizes that the information fed to the enemy must remain completely believable, so it is best to begin with strong elements of truth. He also knows what the enemy wants to believe, so he leverages that element into the story as well. Even when the enemy begins to suspect that something is amiss, if the information they receive supports their basic assumptions, then they are far less likely to question it. The Propagandist also knows the importance of sincerity, so

he keeps any revised plan carefully compartmentalized, so that anyone who might be overheard can only reveal things he genuinely believes to be the truth.

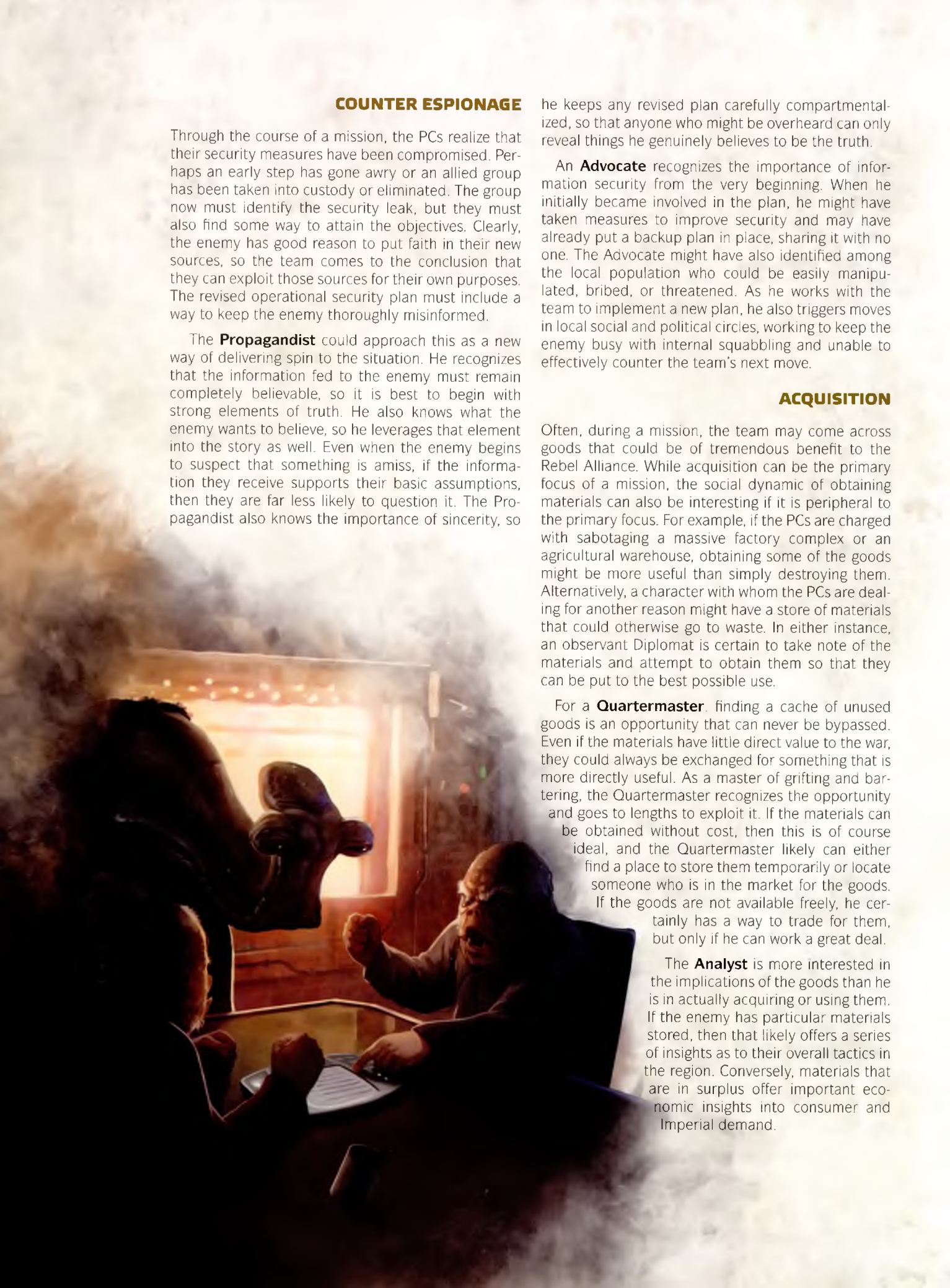
An **Advocate** recognizes the importance of information security from the very beginning. When he initially became involved in the plan, he might have taken measures to improve security and may have already put a backup plan in place, sharing it with no one. The Advocate might have also identified among the local population who could be easily manipulated, bribed, or threatened. As he works with the team to implement a new plan, he also triggers moves in local social and political circles, working to keep the enemy busy with internal squabbling and unable to effectively counter the team's next move.

ACQUISITION

Often, during a mission, the team may come across goods that could be of tremendous benefit to the Rebel Alliance. While acquisition can be the primary focus of a mission, the social dynamic of obtaining materials can also be interesting if it is peripheral to the primary focus. For example, if the PCs are charged with sabotaging a massive factory complex or an agricultural warehouse, obtaining some of the goods might be more useful than simply destroying them. Alternatively, a character with whom the PCs are dealing for another reason might have a store of materials that could otherwise go to waste. In either instance, an observant Diplomat is certain to take note of the materials and attempt to obtain them so that they can be put to the best possible use.

For a **Quartermaster**, finding a cache of unused goods is an opportunity that can never be bypassed. Even if the materials have little direct value to the war, they could always be exchanged for something that is more directly useful. As a master of grifting and bartering, the Quartermaster recognizes the opportunity and goes to lengths to exploit it. If the materials can be obtained without cost, then this is of course ideal, and the Quartermaster likely can either find a place to store them temporarily or locate someone who is in the market for the goods. If the goods are not available freely, he certainly has a way to trade for them, but only if he can work a great deal.

The **Analyst** is more interested in the implications of the goods than he is in actually acquiring or using them. If the enemy has particular materials stored, then that likely offers a series of insights as to their overall tactics in the region. Conversely, materials that are in surplus offer important economic insights into consumer and Imperial demand.



REESTABLISH RELATIONS

The Galactic Empire has no qualms about using extreme measures to eliminate resistance to its authority. The stalwart members of the Rebel Alliance have often proved resistant to even the most cruel actions, but this is not always the case. Some groups—and even entire worlds—have been lost, surrendering to the Empire’s military might. However, the resistance clings tightly to hope, as that has often been the Rebellion’s most vital asset. A good Rebel agent seizes any opportunity to draw a former ally back into the Rebellion. Such a task could easily represent the crux of a series of missions, but even an opportunity to briefly interact with a sympathizer represents a chance to reestablish an active contributor to the war effort.

The **Ambassador** views anyone who has departed from the cause as a tragedy. Often, an Ambassador is focused on drawing as many as possible to his cause and his philosophy. Because of that, someone who has turned away from the Rebellion—no matter how justifiable the reason—represents an important target to draw back into the effort. The Ambassador focuses on trying to reignite the fire that initially brought a former ally to the Rebel Alliance. He is also willing to make at least minor concessions, as he recognizes the political value of reigniting an old ally.

The **Advocate** begins his discussion with the former allies by trying to find out why they left the Rebel Alliance. He hopes to identify an oversight that could be corrected, so that unity can be restored, not only reuniting the disparate group but perhaps preventing another group from splitting off in the future. Further, the tale of how the organization chose to rejoin the Rebellion could become a powerful story that compels others to join the Rebel Alliance.

SCUM AND VILLAINY

The Galactic Empire controls the vast majority of available resources. They have well-developed systems to provide raw materials, manufacturing assets, and agricultural supplies required for civilization’s infrastructure. Many rare goods and components are available only from worlds under Imperial authority. A substitute might be available, but it is typically of inferior quality or much more expensive. When a specific item is required—particularly manufactured goods—illicit channels are often the only possible source, and the Diplomat must negotiate with unsavory parties. The inherent risks of these talks are often heightened, as the Rebel Alliance seldom has the resources to pay the initial asking price for products that are in particularly high demand.

Agitators frequently become comfortable working with criminal organizations because these groups are predisposed to working against the existing system, making them likely targets for an Agitator’s rhetoric. An accomplished Agitator can use the promise of rebellion as an incentive. He expresses the importance of his cause to the criminals, simultaneously pointing out that desired products are likely to be used against the Galactic Empire. Their common cause can be a persuasive point of discussion.

For a **Quartermaster**, any negotiation for goods is certain to focus upon the relative value of those items. The Quartermaster is likely to have a stash of illicit materials that might appeal to criminals unrestrained by ethical concerns. If such bartering fails, then the character may be able to exchange favors instead of more immediate trade, counting on any requests arriving long after the immediate crisis has been resolved.



POLITICAL MISSIONS

Most campaigns feature a central narrative linking the adventures, but that theme can be accented by missions that allow specific Player Characters to become the focal point. Who takes the lead for a given mission can be based on elements from the character's background, species, career, or specialization. Of course, when the character is the focal point due to plot connections, a strong mechanical connection is also useful, offering the character some means to develop his own themes. For a Diplomat, such adventures should feature strong social themes, and opportunities to solve problems via negotiation, intrigue, and politicking. This section presents outlines for two missions especially suited for Diplomats to take charge.

MISSION TO NABOO

In this mission, the team travels to Naboo to work with a team of Gungan spies. Their goal is to establish a system to coordinate human and Gungan sympathizers on the planet. Once such a group is created, they are to be inducted into the Rebel Alliance. Gaining a foothold here could garner substantial resources in terms of both recruitment and equipment. Because Naboo was Emperor Palpatine's home planet, its association with the Rebel Alliance could provide a huge propaganda boost. After all, if those who chose him as their representative are willing to turn against him in light of the Empire's brutality, then certainly others could be moved to join the battle.

Scene 1: The scene opens with the arrival on Naboo. Because their initial contacts are with the Gungans, the team members must make a water landing. Even if their starship is seaworthy, underwater travel is very different from space travel. To avoid any Imperial complications, the landing is scheduled for night, and the ship's sensors and communications are essentially shut down—the pilot must make the attempt to land at the surface or submerge manually. GMs might offer special considerations for pilots who have the Aquatic species ability.

Once the characters have secured their ship at or beneath the surface of Lake Paonga, they are met by their contacts in a Gungan submarine and transported to Otoh Gunga. The contacts are loyal to the Rebel Alliance, but they have not yet met the characters and are suspicious of them. Some of the characters are likely to have no previous experience in an underwater environment. Learning to use the equipment while also interacting with potential hostiles presents additional complications.

Scene 2: Naboo's Gungan population has resisted the Imperial presence on Naboo. However, they have received little support from the world's human insurgents. When the team formally meets with the Gungan leadership, these concerns come to light. The characters must do something to persuade the planet's natives that the Rebel Alliance is willing to make their concerns a priority. Otherwise, the meetings could come to an abrupt end before they truly begin.

The characters should have an opportunity to present possible concessions before the Gungans ask for specific ones. If the PCs fail to do so, then have the negotiators request military gear adapted for aquatic environments as an initial request. Alternatively, this could be an opportunity for the characters to use their persuasive abilities, explaining why such concessions might be unavailable at the time.

Scene 3: Gungan resistance agents have scheduled a meeting with the human insurgents near the outskirts of Theed. The journey to the meeting can be as simple or complex as time permits, but the meeting is the next focal point. The humans and Gungans are barely civil with one another, both clearly viewing their counterparts with a level of distrust. Discussion reveals that the two parties have consistently failed to support one another during previous attempts at collaboration. While there are extenuating circumstances, the suspicion is clearly justifiable on both sides.

The team must find a way to establish new common ground for future relations. While Alliance assets might be useful to sway the argument, this is essentially a local concern, with the team functioning as arbiters. Key to the discussion is developing a basis for the two parties to have a relationship in

THE LIFE AQUATIC

Many scenes in this adventure take place under water. Characters with the Aquatic species ability, such as Quarren and Mon Calamari, are at home in watery surroundings. However, those who are less comfortable in the environment encounter a series of challenges. Simply breathing and moving comfortably through the water requires the use of equipment. Communicating while wearing a breathing mask is more difficult, and the mask also impairs perception—both visual and audio. Changes to body language for those who are outside of their native environment can also introduce additional to social skill checks.

which they can develop trust. The humans are more directly exposed to the Imperial presence, as Theed is an occupied city. However, the Imperials have greatly restricted trade with Gungans, with serious repercussions for their culture. Finding a means to open supply channels between the two factions could be crucial to a new relationship.

Scene 4: Establishing a permanent working relationship between the factions requires a series of meetings in various locations and at different times, all in the interest of maximizing operational security. Unfortunately, one of these meetings is attacked by a contingent of Imperial stormtroopers.

The characters must battle their way through the attack, attempting to escape while keeping the representatives of both factions safe. The task is complicated by the fact that each group blames the other for the breach of security. Distrust in the face of an Imperial assault forces the characters to attempt a high-stakes negotiation while fighting for their lives.

After escaping the immediate threat, the team still faces a number of challenges. If any allies were captured, they may need rescue. Further, they also need to identify the cause of the lapse in security—perhaps simple incompetence, Imperial diligence, or the presence of a traitor. Until the team identifies the security weakness, neither side is willing to engage in further negotiations. Without this critical step, the effort and negotiation could be completely invalidated. Fortunately, with the traitors exposed, other members of the faction that included the double agents become far more cooperative and willing to make concessions. A talented negotiator can use this failure as a crucible to forge an even stronger alliance.

IRIDONIAN SEPARATISTS

A particularly militant group of Zabrak insurrectionists have grown impatient with the progress of the Rebellion. They want to see more worlds liberated from the Galactic Empire, and they are unwilling to wait. Instead, they have informed the Rebel Alliance that they plan to split off to conduct their own operations. While they lack substantial military resources, the Zabraks are skilled combatants. The Rebel Alliance can ill afford to lose them. At the same time, the tactics that they currently advocate include a significant risk and could result in substantial civilian casualties. Alliance leadership is unwilling to condone such actions.

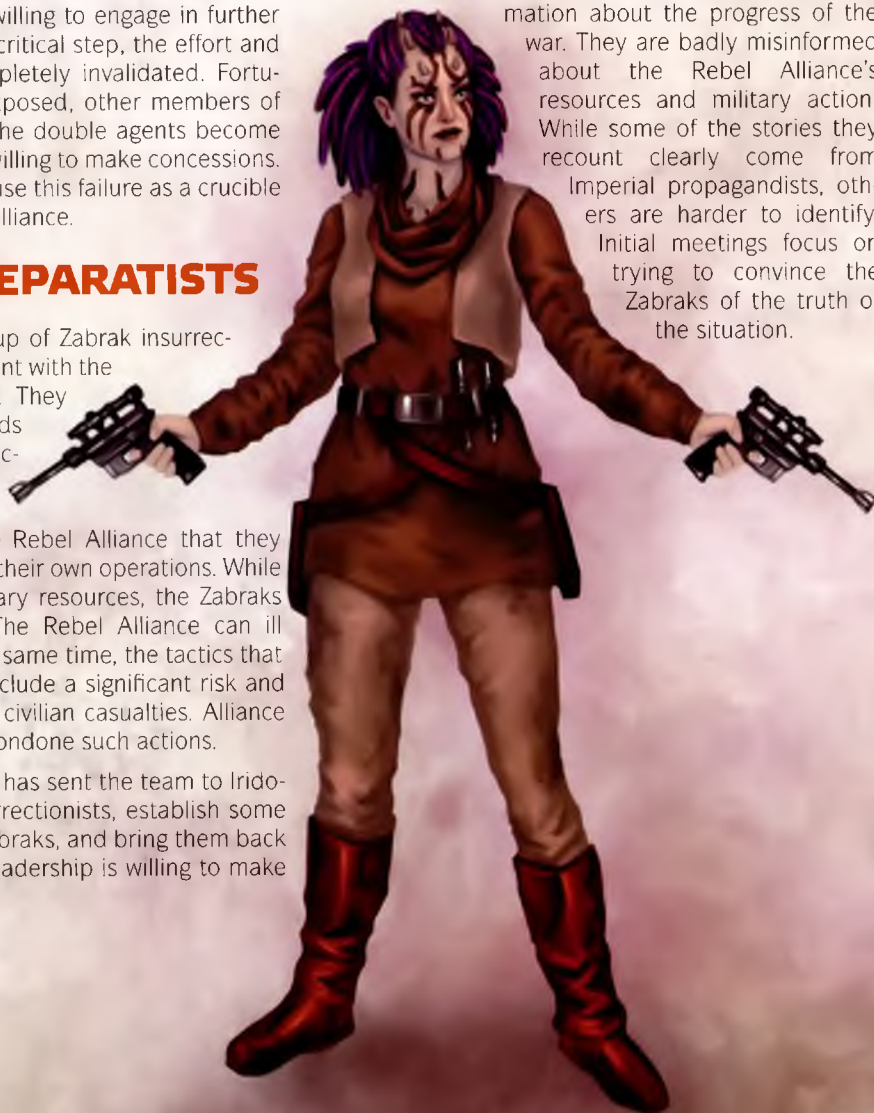
Alliance High Command has sent the team to Iridonia to meet with the insurrectionists, establish some middle ground with the Zabraks, and bring them back into the Rebel Alliance. Leadership is willing to make

some concessions, particularly in terms of gear and operational time frames, but they are unwilling to permit terrorist operations. The team must make the Zabraks see the wisdom of this argument.

Scene 1: The characters have already safely arrived on Iridonia when the action begins. Their initial meeting with the insurgents takes place in a run-down, isolated portion of a major city. En route to the meeting, they encounter a gang of adolescent Zabraks who demand a toll for safe passage. The encounter sets the confrontational tone, but also offers an opportunity for the team to recruit the youths as allies if the team overpowers or intimidates them. Alternatively, the youths might follow and hassle the team throughout the remainder of the adventure if the characters explicitly humiliate them.

When the characters arrive at the meeting, they find that the insurrectionists are dismissive and disrespectful of the Rebel Alliance. Because the PCs represent the Alliance, the Zabraks do not trust them. Winning their trust through mere words is challenging. A demonstration of good faith or strength would be a better approach—a duel is one possibility, though some evidence of past military success could also be adequate.

Extended discussions can reveal that the Zabraks have consistently received false information about the progress of the war. They are badly misinformed about the Rebel Alliance's resources and military action. While some of the stories they recount clearly come from Imperial propagandists, others are harder to identify. Initial meetings focus on trying to convince the Zabraks of the truth of the situation.



Scene 2: Initial discussions might require multiple meetings—and possibly a few tangential missions—before negotiations become meaningful. Game Masters should use discretion in determining the complexity of the tasks required to reach that stage. When the negotiations begin in earnest, the groups behind the split are forced to take action.

Because their initial discussions have been successful, the team has become a high priority target. A gang of Zabraks—who zealously believe that they should work apart from the Rebel Alliance—target the team with an attack in the middle of the night. Initially, they intend to capture them and use the team as hostages, demanding that the Rebel Alliance take a hands-off approach to Iridonia and her colonies in exchange for the release of the hostages. Alternatively, if the PCs avoid capture or even turn the tables on the splinter faction, then the group claims to simply want the freedom to fight the Galactic Empire without interference. The rogues are members of a very small faction that advocates isolation as well as a philosophy of Zabrak supremacy. They are far more concerned about their goals of separation than they are about any chances of a successful rebellion.

Questioning one or more of the attackers reveals that they are responsible for the misinformation that led to the initial split. Their beliefs have compelled them to take extreme measures, and their attempt to stop the negotiation team was a last-ditch effort to drive the fellow Zabraks away from the Rebel Alliance. However, the interrogation reveals another plan already underway: the isolationists are preparing to poison an Imperial shipment of food intended for Iri-

donia, hoping that the resulting mass casualties spur the world to immediate, violent action. If the PCs act swiftly, they have a chance to stop the sabotage.

Scene 3: Scene three focuses upon the characters attempting to either stop the terrorist cell before they can poison the food or at least stop the food shipment before it is distributed across Iridonia. The problem is that the food is being transported aboard an Imperial craft, which is protected by Imperial stormtroopers. The food is considered a precious commodity, and it cannot be endangered. Certainly, the Zabrak insurgents face the same challenge—that of infiltrating the craft so that they can deliver the poison, but they have had months to plan their strategy. The PCs must act quickly.

The terrorists have packaged the poison as an aerosol. They intend to use the ship's ventilation system to distribute the poison throughout the cargo bays. The poison is designed to seep through the packaging and contaminate enough of the food to cause widespread panic. However, the poison is fatal only if it is consumed with the food. Inhalation or contact with the aerosol is not fatal. To stop the crime, the PCs must either stop the terrorists from distributing the poison, or they must prevent the food from being delivered.

Oddly enough, for the purposes of this scene, Imperial stormtroopers could actually be allies. After all, the splinter Zabraks are directly opposed to the Imperial mission. A cunning negotiator might be able to report the situation, directing the stormtroopers to resolve the situation effectively. Characters who are more action-oriented, however, are unlikely to pass up the opportunity to infiltrate or attack an Imperial starship.

DIPLOMAT CAMPAIGNS

This section presents models for running a campaign tightly focused on the social aspects of the war between the Empire and the Alliance. Physical conflict remains a part of the campaign—the war is inescapable. However, physical conflicts can become secondary. Instead, the campaign focuses upon establishing relationships and building a foundation so that the Alliance has the tools it needs to continue the battle.

REBEL BASE RULES

One interesting option for a Diplomat campaign is putting the PCs in charge of a Rebel base. The Alliance requires facilities where its agents can gather, train, and work, and Diplomat characters are crucial to these efforts. Quartermasters and Analysts are obviously right at home in a base, managing supplies

and information for a group of troops in a secure location. However, Diplomats of all varieties are important to campaigns based around fortifications. Advocates and Ambassadors of the Rebellion often operate out of secure locations where they can safely meet with potential supporters and allies. Agitators and Propagandists also benefit from a static location, which allows them to grow extremely acquainted with a local population and devote the considerable time necessary to swaying it to the cause.

It falls to dedicated Rebel Alliance agents to maintain these havens—and, if they are interested in taking on this responsibility, the PCs might be well-suited to this task. Some of these locations are small—little more than a remote listening post or a relatively secure hiding place. Others are much more elaborate, including landing bays capable of housing entire squadrons. The

REBEL BASE DUTY

If a campaign is centered around a Rebel Base, then, at the GM's discretion, one or more of the characters may choose to have a Rebel Base be his Duty. This Duty behaves much like any other, and the GM can use the following as guidance for how to reflect it in the story. If multiple characters choose to have this be their Duty (or one of them, anyway), the GM should consider condensing it into a group Duty. A group Duty is tracked cumulatively. Whenever a group Duty triggers, it counts as triggering for all characters who share in it.

Generally, when one or more characters' Rebel Base Duty triggers, the narrative events should relate to that facility and its inhabitants. At times, this could be relatively mundane. The bonus to the PCs' wound thresholds might come from the base staff recognizing their hard work or even doing something special to make the team more at home. Alternatively, when it triggers, it might mean that the story focuses on the base itself in some way. Perhaps the base comes under attack, for instance, and

the PCs' increased wound thresholds represent their desire to protect their home. Much like any other Duty, a Rebel Base Duty provides the GM with plenty of narrative hooks.

Alternatively or in addition to any narrative ramifications, the GM can use the Rebel Base Duty triggering to offer the PCs chances to upgrade their stronghold. If the PCs are at the base, this could mean that an opportunity comes to them. Perhaps a smuggler reaches the base, offering to trade various important supplies for protection from bounty hunters, or a group of fresh recruits arrives and the PCs must train them to work as support staff and soldiers on the base. If this Duty triggers while the PCs are off-base, it might mean that they run across a unique chance to improve the base, recruit a new staff member, or get much-needed supplies. At the GM's discretion, when the Rebel base Duty triggers, the GM can offer the PCs an opportunity to acquire one of the base upgrades found on pages 88-89 without paying the normal price in credits for it.

scope of a base is influenced by its location—a large facility cannot hide on Coruscant—as well as by the capabilities of those who use the complex.

When the campaign begins, a Rebel cell may select a base of operations as its Rebellion resource. As the group develops in importance within the Alliance, the base could also expand in scope, acquiring additional capabilities and responsibilities. The group might eventually have to relocate, but expansion can also be undertaken in more discreet ways—possibly incorporating nearby buildings or even expanding into subterranean areas. For existing campaigns, the team could receive access to a base of operations as a reward for successful service. In either instance, the players and Game Master should work together to determine what components are most important for a facility that the characters could call home.

No matter how sympathetic the locals might be, every base must be concealed from the enemy. The Empire's grasp is far-reaching. Even worlds dominated by Rebel sympathizers also are home to those who remain loyal to the Empire's cause. Therefore, when designing a base, one of the first concerns should be to consider how it might remain clandestine. This could be a function of isolation, but it also might depend on using some sort of false front—such as a simple residence, a business, or even a school—to conceal the considerable traffic that a base generates.

CREATING A REBEL BASE

Ideally, the players should decide what type of base they wish to establish when they choose to create one. Rather than serving as a broad-reaching facility, the base should instead focus on some particular aspect of the war effort. The group should consider how planetary loyalty, culture, and environment might affect the base and provide advantages for different specific applications. The Player Characters can either establish a base if they select this option at character creation (see page 111 of the **AGE OF REBELLION** Core Rulebook), or they can ask to receive it as a special reward for increasing their Contribution rank (see page 49 of the **AGE OF REBELLION** Core Rulebook). While a full base of operations is a larger reward than the default recommendation, it also offers the GM a great many interesting opportunities for plot hooks. At the GM's discretion, the PCs can also acquire a base if they capture a stronghold in battle, undertake the effort to build a base of operations, or otherwise perform the tasks narratively required to get a home base.

After the characters have acquired their base, they can then consider how they might focus the function of the base. Each possible focus on page 88 recommends upgrades that could be added to the core base to better serve the base's function. Teams might wish to expand a facility in directions not presented here, and they are encouraged to work with their GM to do so.



UPGRADING A BASE

The PCs can upgrade their base via several different methods. The simplest way to acquire an upgrade is to pay the cost in credits listed in **Table 3–1: Rebel Base Upgrades**. However, credits are often tight for Rebel agents. Therefore, the PCs can acquire base upgrades as a reward for increasing their Contribution rank (see page 49 of the **AGE OF REBELLION** Core Rulebook). Each time the PCs use this reward to upgrade their base, they

receive a number of upgrades chosen from **Table 3–1: Rebel Base Upgrades** equal to their new Contribution Rank (to a maximum of 5). Finally, if the PCs are able to beg, borrow, or steal an asset for their base (perhaps if a character's Rebel Base Duty triggered, as described under **Rebel Base Duty** on page 87), they can acquire it that way, without paying for it—at least, in the traditional sense. Bases can have many different configurations, including the following examples:

Core Base: Living quarters in each base include bunk space for all team members and NPCs as well as a kitchen. The base is capable of obtaining basic utilities either from a local urban system or—if isolated—from an independent water well and power generator. The base includes a single NPC Ally who assists with administrative and housekeeping responsibilities. If the base is a space station, then its Landing Bay is capable of accommodating the team's vehicles.

Safe House: Some bases are designed to accommodate a small number of people deep within enemy territory providing them with a place for private communications as well as a facility to store contraband. A safe house would benefit from Improved Security and, in some instances, a Medical Facility.




Training Camp: A training camp prepares units in essential tactics. Some trainees might have already undergone some level of orientation, but often they are largely untrained. A training camp requires a Training Facility. Depending on the nature of the training, the base might also require an Armory, a Mechanic's Garage, a Landing Bay, or a Supply Depot.

Meeting Center: At times, emissaries require a clandestine location where they can meet discreetly with representatives of groups that oppose the Empire. Bases that serve as private, secure meeting centers must have Improved Security. Additionally, they might benefit from a Landing Bay or an Armory.

TABLE 3-1: REBEL BASE UPGRADES

Upgrade Type	Upgrade Description	Price
Increased Core Focus	<p>The size and scope of the Rebel base grows, increasing the scale of operations. If the facility is a safe house, increase the number of rooms available within the facility. If it is focused upon research or training, then increase the number of workers and available technology. A facility devoted to maintaining weapons, vehicles, or other equipment could have its capacity similarly increased.</p> <p>Once per month, each PC can leverage the base's new expanded resources when attempting to acquire a piece of equipment. For purposes of that check, the item's rarity is decreased by 1 for each time this upgrade has been selected. This upgrade may be taken up to four additional times.</p>	2,500 credits
Enhanced Security	<p>Base security improves, better protecting the rebels within (and their secrecy). When this upgrade is purchased, select one of the following:</p> <ul style="list-style-type: none"> • All buildings (or doors within the space station) gain electronic locks that can be opened only with a Hard (◆◆◆) Computers check • The base gains reinforced armor, giving it an armor value of 2 (weapons unable to inflict more than 2 planetary scale damage cannot damage the buildings). • The base gains reinforced shields, granting it defense 2 against weapons attacks from outside. • The base gains security cameras that can be accessed from a central control room. • The base gains a concealed heavy repeating blaster turret that covers the main entrance and has a Gunnery skill of 2 and an Agility of 0 (if unassisted, it rolls ◆◆ for Gunnery checks). <p>This upgrade may be purchased two additional times, each time selecting a different option.</p>	10,000 credits

TABLE 3-1: REBEL BASE UPGRADES (CONT)

Upgrade Type	Upgrade Description	Price
NPC Ally	<p>The base includes an NPC ally who can help the party with certain tasks. This might be another member of the Alliance, or a local employed at the base, possibly not realizing the PCs' true motives.</p> <ul style="list-style-type: none"> An NPC doctor who can heal characters at the base and treat ailments. The doctor has an Intellect of 3 and 2 ranks in Medicine. He has medical supplies allowing him to perform Medicine checks without penalty. An NPC mechanic who can repair items, droids, starships, and vehicles. The mechanic has an Intellect of 3, 2 ranks in Mechanics, and 2 ranks in Computers. He has a tool kit allowing him to perform Mechanics checks without penalty. An NPC pilot who can operate ground or space vehicles. The pilot has an Agility of 3, an Intellect of 2, 2 ranks in Piloting (Planetary), 2 ranks in Piloting (Space), and 2 ranks in Astrogation. <p>If the GM needs a full profile for these NPCs, he should assume they have a 2 in all other characteristics and no ranks in any additional skills.</p> <p>This upgrade may be taken up to two additional times, with a different NPC being chosen each time.</p>	2,000 credits
Medical Facility	<p>The base includes an infirmary, stocked to handle battlefield injuries and any other medical crises. The medical facility has cots and treatment space for five patients, medical supplies (allowing characters to perform Medicine checks without penalty), and two bacta tanks with supplies of bacta.</p> <p>This upgrade may be taken up to three times, increasing the number of patients it can accommodate by five and the number of bacta tanks by one each time.</p>	6,000 credits
Hangar and Repair Bay	<p>The base includes a hangar where mechanics can store and repair vehicles and droids. The hangar holds a number of vehicles with a combined silhouette of 30 and no single vehicle larger than silhouette 5. It also includes a full set of mechanics' tools (allowing characters to perform Mechanics checks to heal droids or repair vehicles or starships without penalty), and an oil bath for droids. When used to repair starships or vehicles, the character repairs 2 additional hull trauma or 2 additional system strain on a successful check.</p> <p>This upgrade may be taken up to two additional times, either to add additional landing bays or to increase the combined silhouette limit of the original bay by 15 (although the maximum vehicle size remains at silhouette 5).</p>	8,500 credits
Armory	<p>The base includes a substantial store of weapons, armor, and basic military equipment sufficient to properly outfit a full squad of soldiers for an extended period.</p> <p>Equipment and tools necessary to keep gear in good repair are also present (allowing characters to perform Mechanics checks to repair and modify weapons and armor without penalty). The facility is also stocked with any weapons and equipment that would have a modified rarity of 5 or lower. Access to gear with a higher rarity is subject to GM discretion.</p> <p>This upgrade can be taken only once.</p>	(R) 9,500 credits
Training Facility	<p>The base features living quarters to accommodate a full platoon of soldiers, as well as equipment and facilities necessary to train them to serve in the Rebel Alliance. This includes combat simulators, lecture halls, and gyms. Trainees typically occupy the facility at all times.</p> <p>At the GM's discretion, the Player Characters may call upon trainees or instructors to assist with a current mission. In addition, when selecting this upgrade, choose one of the following skills: Brawl, Gunnery, Knowledge (Warfare), Melee, Ranged (Light), or Ranged (Heavy). This skill is the training curriculum's focus, and counts as a career skill for all PCs operating out of the base.</p> <p>This upgrade can be taken only once.</p>	15,000 credits
Laboratory	<p>The base is equipped with lab facilities where scientists and engineers can safely conduct experiments, create new devices, and seek various technological breakthroughs.</p> <p>A laboratory includes a full suite of scientific implements (allowing characters to perform Computers, Knowledge, Medicine, and Mechanics checks for experimental purposes without penalty). Additionally, characters in a laboratory add   to such checks thanks to the safety equipment.</p> <p>This upgrade can only be taken once.</p>	5,000 credits
Command and Control Center	<p>The base possesses a dedicated space from which people can broadcast to the whole base, track the activities of agents in the field, and monitor information about the base and its surroundings.</p> <p>This facility grants occupants  on Computers, Leadership, and Vigilance checks.</p> <p>This upgrade can only be taken once.</p>	4,000 credits
Research Library	<p>The base has a set of computers, databases, or other informational archives that allow its occupants to reference relevant materials as necessary.</p> <p>A research library contains reference materials on all manner of subjects (allowing characters to make Knowledge checks to acquire information without penalty).</p> <p>This upgrade can only be taken once.</p>	3,000 credits

DIPLOMAT CAMPAIGN IDEAS

The following are outlines for campaigns based around diplomatic action, designed to give GMs guidelines to follow for structuring a game or just more ideas for how diplomacy can play a role in their own games. While each of these campaign ideas includes the plot and political entities involved, GMs must acquire stats for any NPCs involved, either by using the profiles found in the **AGE OF REBELLION** Core Rulebook or creating their own profiles. This lets GMs tailor the difficulty of the opposition and challenges to their own unique groups of PCs.

HOSTILE-NEGOTIATIONS TEAM

Rebellion has torn the galaxy asunder along ideological lines. Worlds that for generations had been at peace under the authority of the Old Republic have become war-torn wastelands. Conversely, some planets that struggled with political instability have become united under the Galactic Empire's tyranny. The Rebellion's emissaries must be prepared to conduct negotiations in places where their own safety—and often, the safety of billions of innocent civilians—is at tremendous risk. In some instances, a representative undertakes additional training to be better prepared to deal with the implicit risks. When the agent does not have such training, then his teammates must accept responsibility for his safety.

This outline presents hooks for a series of linked adventures that require delicate negotiations in dangerous situations. In these adventures, all the parties fear for their lives, and words can be the deadliest of weapons.

Possible Location: Ideally, these adventures take place on a world where war is likely to erupt, but has not yet done so. Places with ties to both the Empire and the Alliance are ideal. A broad range of planets from the Core Worlds to the Inner Rim could be used effectively for this story arc. Specific examples include Corellia, Arkania, Thyferra, or even Kashyyyk. The GM should also consider the relationships of the native species and the species of the PCs. In some of these episodes, the ability to remain inconspicuous can substantially impact the overall difficulty.

Opposition Forces: Depending on the Player Characters' actions throughout this scenario, they can face a number of different opposition forces. Planetary defenders who remain loyal to the Galactic Empire may be arrayed against them. Alternatively, the workforce representatives with whom they have come to negotiate could turn against them. A potential worst-case scenario could lead to full-on assaults by the Imperial Navy or other military forces.

Campaign Objective: Recently, workers on the target world have begun to speak out against the Imperial tyrants who have made their working and living conditions insufferable. A former leader of the workers died in an incident that Imperials are calling an accident. Now, the workers are considering reprisals such as strikes, riots, and even seizing production facilities so that materiel can be delivered to the Rebel Alliance. The PCs must try to establish control of the situation and mitigate any loss of life. Securing resources for the Rebellion is desirable, but the team must also prevent the Empire from making an example of the planet's workforce.

Episode I: Initial contact between the PCs and the workforce leadership must be handled in a circumspect fashion. Even meeting with the team poses a substantial risk for the negotiators because of the Imperial presence and the nature of the manufactured products—perhaps weapons, vehicles, food, or even technological components.

Once the meeting begins, the team recognizes that the workforce representatives—a group of three to five individuals—are disorganized and fractious. Some members fear that just attending this meeting could earn them a death sentence. All are concerned for the safety of their peers and are sick of the living and working conditions. However, they are initially unwilling to cooperate with the Rebellion.

The meeting concludes when a bomb is discovered in the meeting room. Defusing it might enable the team to prove their capabilities. However, it also suggests that a mole may be present among the workforce representatives. After all, the locals were responsible for securing the meeting facility. Unless the PCs successfully defuse the bomb—and prove that it was real—the suspicious and frightened representatives might believe that the PCs planted it.



After the meeting concludes, the next challenge is identifying who planted the bomb, and whether any of the representatives were aware of the danger. One of the representatives' assistants is a likely candidate, having left the meeting early for a "personal emergency." Identifying the individual should require some investigation, but it could be another key for the PCs to prove their competence to the suspicious representatives.

Through the course of the investigation, the divisive viewpoints of the negotiators come into play. They do not agree, but each wants what he believes is best for the planet and the workers. Ultimately, the PCs will have to get the negotiators to unify around the perspective supported by the Rebel Alliance.

Episode II: Having proven themselves to at least some of the negotiators, discussions begin in earnest between the PCs and the workforce representatives. The Rebel Alliance can commit resources to aid the workers—both in defending against Imperial threats as well as improving working and living conditions. However, at least some of the negotiators are concerned about Imperial intervention. They ask for extraordinary and unreasonable precautions, including security measures that are completely disproportionate to any threats to the planet—such as maintaining a fleet in the system at all times.

Meanwhile, rumors spread among the worker populace about the Rebel Alliance presence on the world and in the negotiations. If word reaches the wrong ears and triggers an early Imperial response, discussions might reach a premature and violent end. The PCs must identify the source of the leak and close it. They might even need to discredit the rumors, encouraging Imperial authorities to not bother investigating.

In this case, some of the workers—rather than the negotiators—spread the rumors. They recognized one or more of the team members, and knew about the team's Alliance affiliation. The individuals were so excited about the possibility of overthrowing the Empire that they had not considered the risk of spreading the word about the Rebel presence. Ultimately, the individuals in question are apologetic and work to dispel the rumor.

A minor official working under the planetary governor discovered the rumor and has begun the process of investigating its veracity. Security forces are on their way to visit the manufacturing facility to question workers about Rebel agents. The PCs must implement a plan to solve this new complication. They might simply try to eliminate the security forces, or they could try to convince them that there is no Alliance presence. Alternatively, they might try to convert the security workers to their cause.

Episode III: A functional deadline arrives, as a haul of goods—equally useful to either Alliance or Imperial forces—is ready for shipment from the factory. While this is not the last shipment the factory is likely to ever make, it is the first they have completed since the negotiations began. Acquiring it for the Rebel Alliance would represent a significant change of fortune, and could be a sign of the PCs' progress.

Problematically, an Imperial cargo ship and a few support craft are already on the way to pick up the materials. If the PCs are going to acquire the goods, then they must act quickly. They must complete negotiations, and they also need a significant Rebel military presence in the system. Any messages sent to the fleet also run the risk of being intercepted.

The characters need to move quickly to complete the negotiations, while other members of the team seize control of the communications equipment at a small Imperial facility nearby. The equipment there could be used to contact the Rebel Alliance fleet securely. Particularly daring teams might even use that equipment to attempt to divert the Imperial vessels away from the world.

DISCREET ACQUISITION SPECIALISTS

The Rebel Alliance has a nearly limitless demand for supplies necessary to maintain its military. Many of these supplies can be obtained from organizations sympathetic to the Rebel cause, but overcoming occasional shortages requires extraordinary measures. Often, discreet chicanery can be more effective than a direct display of military might. After all, Imperial responses to criminal activity are much less severe than their approach to obvious military insurrection.

The Rebel Alliance sometimes make necessary acquisitions with teams of agents who operate under the guise of legitimate business. These approaches are less effective for military gear, which is usually restricted. However, a discreet acquisition team can be particularly effective when the need arises for medical supplies, foodstuffs, or other necessities for civilian or colonial life. An acquisition team might also find an opportunity to obtain—sometimes through less than savory means—funds that can be put to use in ways that are unlikely to draw Imperial attention.

Unfortunately, the Galactic Empire is an extremely intrusive organization, at times taking an interest in utterly innocuous affairs. Generally, this causes little more than an inconvenient delay. On the rare occasions when such intrusions prove effective for the Empire and disastrous for the Alliance, the Rebels need a team trained to deal with complications. This outline presents a series of adventures in which acquisition is anything but routine.

Possible Location: Worlds near the Inner or Mid Rim make good settings for this adventure. Proximity to a well-established trade route would be particularly beneficial, as would an economy based on producing materials useful to the Rebel Alliance. This could include any agriculturally focused or industrially focused planets such as Geonosis, Taanab, or Toydaria.

Opposition Forces: Initially, the characters encounter an Imperial inspector—a minor dignitary largely concerned with his ego and the size of his bribe. Depending upon what he uncovers during the course of his routine inspection, the situation can escalate substantially, potentially to a combat encounter.

Campaign Objective: The characters must initially obtain goods from the planet without triggering undue suspicion. After they accomplish that goal, Rebel Alliance authorities realize that the new governor presents an opportunity to foment and exploit unrest, and the characters are assigned to help locals throw off their Imperial shackles.

Episode I: When the characters arrive in system to take delivery of a previously established contract, their vessel is hailed for a routine inspection. A *Victory*-class Star Destroyer undertakes the inspection, and the Imperial officers who interact with the team are exceptionally ostentatious. Unless the team panics and attempts to flee, the inspection is remarkably cursory. A team of stormtroopers boards the vessel, asks a few routine questions, and walks the corridors. Unless something blatantly incriminating is left out in the open—such as a Rebel pilot's uniform or a container of A-wing components—they quickly depart. The stormtroopers seem almost annoyed by their duties and are uncharacteristically hasty.

When the characters land on the planet, discussions with their contacts reveal that the inhabitants—particularly those involved in interstellar trade—are chafing at the heavy-handed Imperial activity. A new planetary governor has taken command, and he has begun to micromanage systems that once functioned



efficiently. Constant inspections have slowed productivity to a standstill. The governor's motive is unclear, and the locals have no idea how long the increased scrutiny might last.

Soon after uncovering this information, the PCs are contacted by the governor's office. As visiting trade partners, they are expected to attend a formal dinner with the governor that evening. Ostensibly, the meeting is to ensure that the team's needs are well met and to familiarize the PCs with the planet's business opportunities. More practically, the dinner discussion serves as an opportunity for the governor and his agents to question the characters about their business and any plans they might have. Given that they are actually agents of the Rebel Alliance, the answers they provide must be carefully considered. Fortunately, while the governor is loyal and earnest, he is neither perceptive nor intelligent. So long as the PCs can keep their cover stories straight, getting him to believe that their purpose is simply business is not a terribly difficult task.

Episode II: The next portion of this story begins after the PCs report to their superiors. If they have a secure means of communicating with the Alliance, they could make their report while still on the planet. Otherwise, this section takes place after the PCs have safely departed the world, fulfilling the previous contract and, hopefully, avoiding any crisis with the new planetary government.

Advisors within the Alliance believe that this new intrusive governor could provide a tipping point that might persuade the planet to turn away from the Galactic Empire. If this were to happen, supplies could flow more readily to the Alliance, diminishing the Empire's resources throughout the region. Because the characters have already established a relationship with the planetary governor, they become ideal candidates to take the lead on fomenting revolution. Of course, this must be done from the world itself, and so if they have departed, the PCs must make their way back to the planet.

The PCs are charged with approaching the issue from two angles. First, Alliance Command believes if the governor were to become even more tyrannical, then the planet's population would deepen its sympathy for the Rebellion. Consequently, the PCs must meet with the governor again and persuade him that he has only begun the process of improving planetary security. They must impress upon him the necessity of even more totalitarian restrictions and intrusive inspections. Ideally, they should do this in a manner that is visible but does not cause undue harm to the innocent—but how much damage to the population is acceptable to achieve the desired results may vary from PC to PC, and can be an interesting source of tension between characters in the party.

The PCs are also charged with establishing contacts among the planet's population. Local leaders are likely to object to these new affronts to their personal liberties, so the team should be able to find individuals who could be radicalized to take direct action against the Imperial presence. Of course, outrage alone does not equate to practical readiness to take on the Galactic Empire. The new insurrectionists might well need guidance on how to conduct their revolution without simply being crushed by the Empire. The team also needs to assist these new radicals with organizing and planning their actions in a way that minimizes damage to the assets that the Rebel Alliance needs from the world. Balancing these concerns can lead to some interesting choices for the PCs, as they decide whether to prioritize the cause at large or the success of their newfound allies, who might become personal friends as their efforts on the planet continue.

Episode III: As the planet nears civil war, the team must take action to both leverage the momentum and stabilize the situation by changing the planetary leadership. The radicals who lead the initial actions against the governor need to be placed in positions of power. They must also be recruited into the Rebel Alliance, ensuring that the planet's resources can be used in the war against the Empire.

The inhabitants' lack of training and inadequate weaponry presents a major challenge—particularly compared to the Imperial presence. However, the native inhabitants have a substantial numerical advantage. Even though they are poorly trained, they outnumber the Imperial soldiers thousands to one. However, even with this advantage, if the team cannot identify and exploit key targets, the planet-wide destruction that could be wrought by even the lone *Victory*-class Star Destroyer might prove to be too much of a hurdle. The PCs must do what they can to prepare the locals for the operation, but they themselves must remove particularly daunting obstacles like the Star Destroyer, any particularly competent Imperial agents, and other threats that could single-handedly scuttle the operation.

If the characters remain close to the Imperial governor, they may be able to continue to leverage that relationship. By providing him with disastrously poor advice, they could persuade him to commit his forces in the worst possible ways, leading to an embarrassing defeat and ultimately enabling the new Rebels to capture the governor. With him as a prisoner and the Imperial Navy forces compromised, the PCs could call in Rebel Alliance fleet elements to solidify security in the system and reinforce the authority of the new government. Of course, convincing the beleaguered Rebel Alliance to commit part of its limited military might to showing up when called might require negotiations of its own, especially if other high-profile operations are ongoing at the time the revolution comes to fruition.

DIPLOMAT REWARDS

Talented politicians and captains of industry are frequently able to retire to lives of leisure when they decide to depart from public life. However, such is not the case for those who devote their lives to a cause like the Rebel Alliance. Instead of striving for personal benefit, these representatives of the Rebellion have chosen to make a personal sacrifice in the name of their philosophical beliefs. Most are unlikely to earn substantial wealth, instead contributing their earnings to the war effort if they are formally paid at all. Consequently, any rewards a Diplomat receives must be carefully considered to ensure that he receives compensation that is useful for character advancement, even if those rewards are not material goods.

XP AND SOCIAL ENCOUNTERS

In general, the standard pace of XP awards (see page 316 of the **AGE OF REBELLION** Core Rulebook) is completely appropriate for Diplomats. A GM should keep in mind, however, that a key milestone for a socially focused character might be very different from that of a combat-focused character. Similarly, the specific source of an XP award should be adjusted. A Diplomat's greatest successes are likely to come at the negotiating table. A Diplomat might have participated in a dramatic physical engagement, but such tasks are generally far outside the character's expertise. Therefore, acknowledging social success becomes far more important when awarding the character's triumphs. Players might feel that their character is being devalued if the GM exclusively awards XP for actions that are peripheral to the character's primary focus.

Depending on the depth of the roleplaying experience, a single social encounter might take a few minutes or it could extend over the course of several hours. GMs must consider how they pace campaigns, keeping in mind the overall length of the campaign both as a function of the story and as a function of the number of sessions required to complete it. Groups who fully embrace a deeply immersive roleplaying experience might spend many hours to complete a detailed negotiation. A session that focused only on one encounter—or even part of an encounter—might not have enough highlights to fully rationalize the XP awards. If the PCs all contribute to the discussion, then a full award is certainly justified. However, if one PC is dominating the game and leaving other players with little to do, then the GM might reconsider the focus of the game sessions as well as the distribution of XP for such a situation.

Similarly, a GM should consider when to permit characters to spend XP. If a single game session does not provide enough time to complete a detailed negotiation, then the GM probably ought to have the characters wait until the adventure is completed before spending XP. In some cases, delaying the XP award might be more appropriate. Alternatively, awarding XP with the caveat that it cannot yet be spent at least gives players an opportunity to plan out how they want to have their characters develop and grow.

DIPLOMAT FINANCES

A Diplomat has certain financial considerations that simply do not arise for other careers. The equipment that a soldier needs is easily justifiable. Weapons, armor, and vehicles are clearly tools designed for military purposes.

SHARING THE WEALTH

GM should balance a character's financial assets with any benefit or penalty created in the game from using—or lacking—money. If a bribe is sufficient to earn a ■ or counter a □, then regularly presenting opportunities for the character to offer bribes is essentially the equivalent of another talent. While some funding is certainly reasonable, it must be kept in line with typical gameplay expectations, lest it become unbalancing.

However, a character who makes his mark based on social standing and manipulation needs a very different set of tools. For the Diplomat, a weapon might be necessary as a tool for intimidation, but it is much less likely to be used for combat. Conversely, clothing and fashion accessories are usually far more critical to the character's success. Items that appear to be frivolous are, instead, critical tools in the Diplomat's arsenal.

In a social engagement, first appearances make an enormous difference. Even if the Diplomat is attempting to appear desperate and bedraggled, he must make certain that his appearance is consistent and compelling. Clothing as well as personal grooming and accessories can require a substantial financial investment. Often, the Diplomat might choose to engage in personal training—or even cosmetic surgery, especially after injury or illness—to ensure that his image is consistent. Maintaining the appearance of a fashion-conscious, affluent individual can be extraordinarily challenging when constrained by the limited budget of the Rebel Alliance. Certainly, concessions must be made, but in general, Alliance High Command recognizes these necessities and attempts to accommodate them. Consequently, Diplomats often receive a stipend for maintaining personal appearance.

Another aspect of maintaining the appearance of affluence is having money to spend. A Diplomat requires access to financial resources in order to regularly grease the wheels of commerce and bureaucracy, so for social encounters, tips and bribes can be essential. Often, a liberal amount of petty cash is required simply to obtain necessary access and information. The Rebel Alliance recognizes this necessity, providing emissaries with at least a modicum of Imperial Credits to spend for these purposes. Justifiably, a character with a higher Contribution rank is likely to have more leeway for such expenditures. However, characters who spend such funds in excess are certain to draw the attention of their superior officers.

This situation can create a bit of a conundrum with any financial rewards given to a Diplomat. Essentially, these characters receive necessities as well as luxury items as part of the basic living expenses provided by the Rebel Alliance. While financial awards could contribute to team resources, only rarely would they serve as a meaningful means of character advancement. Therefore, this type of reward is seldom the strongest motivator socially focused characters.

As an alternative, a GM could reward the character with material goods instead, particularly items that are normally difficult to obtain. However, a Diplomat might treat such items as bargaining assets rather than personal assets. A precious gem or a finely crafted weapon could become a compelling gift to open up a negotiation. In the same vein, a character might use any of his personal assets as gifts, particularly if an NPC comments upon them in a positive light. GMs should give fair consideration to such expenditures, perhaps replacing them as part of the PC's award at the end of a session. However, such rewards should not become commonplace, as they might eventually create a false economy, encouraging the player to be increasingly extravagant, knowing that he faces no risk of a meaningful loss.



OTHER CONSIDERATIONS

Often, a Diplomat's greatest asset is his reputation. While noteworthiness brings with it a certain amount of risk for a member of the Rebel Alliance, it also represents a tremendous asset. If the character's first impression has been made through media exposure or a network of urban legends, then he can enter any negotiation with a certain level of expectations from his opponents, creating a tremendous boon or a terrible disadvantage. GMs should consider a character's network of contacts, reputation, and Contribution rank when deciding on the most appropriate rewards.

NETWORK OF CONTACTS

Often, overcoming a social challenge is not simply a matter of style and charisma, but is instead a matter of effective networking. A successful Quartermaster might have contacts in hundreds of different ports of call, each of whom has access to different assets. A successful Propagandist might know talented actors and well-established writers who can quickly assemble a performance for distribution across a quadrant. A good Advocate might have contacts on both sides of the law in addition to strong media connections.

Through the course of a campaign, one of the most valuable and measurable gains for a Diplomat can be meaningful growth to his contact network. This network can grow organically as NPCs with whom the character interacts early in a campaign can recur in later adventures. An asset from a past storyline might become particularly relevant to the current adventure. The Diplomat might broker a new deal that also benefits an NPC from an earlier scenario. A Diplomat typically begins play with only a few contacts who are linked to his history. However, those developed through the course of several adventures gain a degree of verisimilitude that adds depth to the campaign. Their repeated use can also become a particularly effective and reasonable reward without necessarily having a specific mechanical game effect represented on a character sheet.

IMMATERIAL REWARDS

Some forms of advancement reward relate to and serve a Diplomat's network of contacts. Such rewards might be concrete—a contact might grant the character access to military hardware in exchange for favors or an arrangement to smuggle goods through an Imperial blockade. Others, however, include benefits that are much more difficult to value. For example, the character might earn an honorary

title, conferring respect within a specific region, or an isolated group might grant membership to the character, establishing a set of responsibilities as well as privileges. Like financial rewards, honors of this type might confer ■ or □ for social interactions with other groups, depending upon their particular allegiance and relationship with the faction in question.

Favors can serve as a form of currency with enduring and far-reaching implications. A company, a family, or even an entire culture may feel indebted to the character because of his past actions, possibly even if he negotiated against them. Characters should have an opportunity to take advantage of these favors in latter adventures, cashing them in for goods or aid to help resolve a current crisis. A favor can become a very valuable asset in the Diplo-

mat's toolbox, even if it has only a single use.

When the Diplomat does decide to use it, cashing in such a favor can enable the Diplomat to overcome a seemingly impossible mission with grace and aplomb.



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