

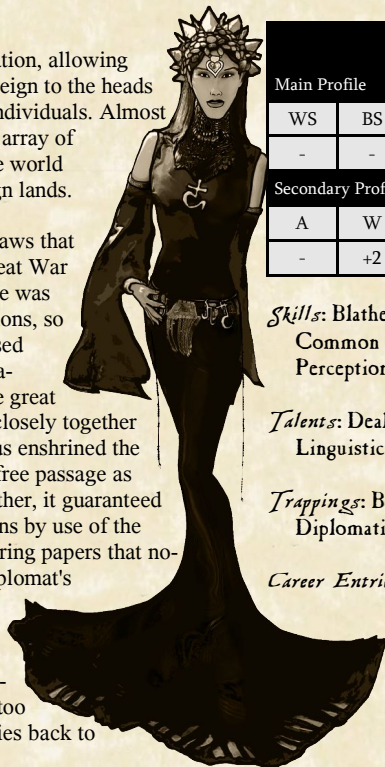
- DIPLOMAT -

DESCRIPTION

A diplomat bears the diploma of his nation, allowing him to speak on the behalf of his sovereign to the heads of other states or similarly important individuals. Almost all countries of the Old World have an array of diplomatic staff that are sent across the world furthering their national goals in foreign lands.

Modern diplomatic practices, and the laws that govern them, were drafted after the Great War Against Chaos by Emperor Magnus. He was concerned about a repeat of the Incursions, so drew up an Imperial edict that formalised diplomatic rights (the rights of diploma-carrying individuals), to ensure that the great nations had a framework for working closely together in the future. In this legislation, Magnus enshrined the right of the diplomat to have safe, tax free passage as long as he bore the correct papers. Further, it guaranteed the safety of diplomatic communications by use of the 'diplomatic pouch', a receptacle for storing papers that no-one, by law, could open without the diplomat's permission.

However, this 'diplomatic immunity' is more commonly used to facilitate state-sponsored espionage, as diplomats all too often carry information gathered by spies back to their superiors.



- Diplomat Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	-	-	+5%	+10%	+10%	+10%

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Blather or Charm, Command or Performer (Actor)
Common Knowledge (Home Nation), Gossip, Haggle,
Perception, Read/Write, Speak Language (any one)

Talents: Dealmaker or Seasoned Traveller, Etiquette or
Linguistics, Public Speaking or Schemer

Trappings: Best Craftsmanship Clothing, Sovereign Diploma,
Diplomatic Pouch

Career Entries: Envoy, Scholar, Noble

Career Exits: Ambassador, Assassin, Explorer,
Noble, Politician, Spy