



Starchasers Diplomat

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Let's Make a Deal: Every time the Diplomat makes a Deal, they gain 1 Motivation. Deals can include effort or expenditures in exchange for Favors, either delivered or Promised.

A Promise Kept: Every time the Diplomat spends at least 10 minutes talking to people or working to make good on a Promise that they made, they gain 2 Motivation.

Base Abilities

Promise: The Diplomat can use a Promise as their contribution to a Deal they are negotiating. If the Deal is agreed upon, the Diplomat must fulfill the Promise at a certain point, or they will lose a point of Reputation. If a Diplomat's Reputation is negative, they cannot use a Promise as their contribution.

Favor: The Diplomat can use a Favor as their compensation to a Deal they are negotiating. If the Deal is agreed upon, the Diplomat can use the favor as a bargaining chip in another Deal, or they can call in the Favor themselves at a future point.

Reputation

Negative

Positive

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○○○○○

Haggling

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Familiar Cultures

- ☐ Colonists
- ☐ Corporate Sector
- ☐ Great Houses
- ☐ Insurgents
- ☐ Merchant's Guild
- ☐ Mid-Rim Work World
- ☐ Religious Acolytes
- ☐ Spacers
- ☐ Syndicates
- ☐ Techno Union

Areas of Influence

Government

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Military

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Commerce

○○○○○

Popular Culture

○○○○○

Science & Technology

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lvl xp total

1 60

2 90

3 120

4 150

5 180

6 240

7 330

8 420

9 510

10 600

11 750

12 900

13 1050

14 1300

15 1600

16 2000

17 2500

18 3000

19 3500

20 4000

Features

- Desire Detection
- Haggling

- Negotiator Skill Point
- Networker Skill Point

- Command Skill Point
- Comms Skill Point

- Influence Increases
- Medical Skill Point

- Intimidator Skill Point
- Instigator Skill Point

- Command Skill Point
- Comms Skill Point

- Influence Increases
- Haggling

- Con Artist Skill Point
- Calculator Skill Point

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- Wait, Stop!