

CONSULAR

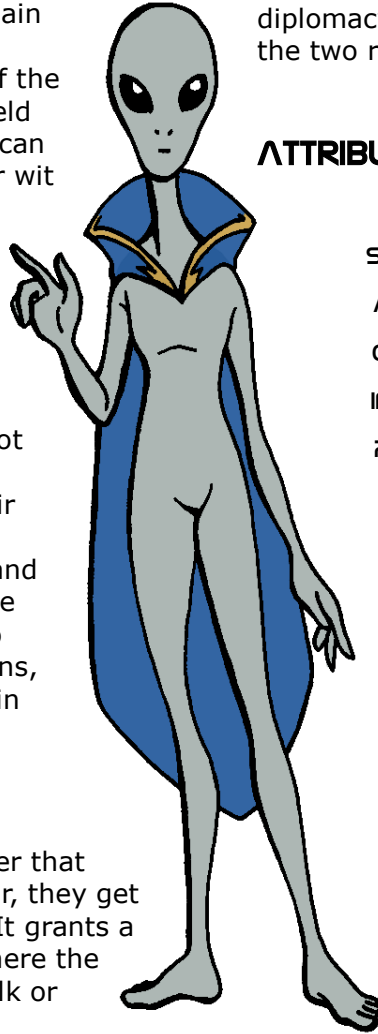
Consulars are members of their society trained to handle diplomatic, trade, and negotiate situations for the Consortium. They are considered very prestigious, but also are well known to remain calm in even the most intense talks. Consulars are also one of the most difficult positions to be held among the Rin'aka. Situations can become volatile quick and their wit and calm demeanor may be the only thing holding them together.

PLAYING A CONSULAR

Consulars do not rely on the ability to fight, but that does not mean they are not capable. Consulars prefer to rely on their intelligence and charisma in situations where negotiations and talks could be influenced for the better. As they do not prefer to carry weapons in most situations, they have put a lot of training in their psionic abilities.

CONSULAR NOTES

If the player is using a character that holds the title of Royal Consular, they get a free gift called "Renowned". It grants a +2 on all social interactions where the situation or NPC is willing to talk or negotiate.



ROYAL COUNSELOR ENA'LUA

Royal Counselor Ena'lua was a famous Rin'aka counselor who forged the treaty between the humans and his people. It was considered the biggest step in diplomacy as the hatred running between the two races ran strong!

ATTRIBUTES

STRENGTH: Fair
STAMINA: Fair
AGILITY: Good
CHARISMA: Great
INTELLIGENCE: Great
PERCEPTION: Fair
PSIONIC: Superb

SKILLS

MEDIUM WEAPONS: Good
DIPLOMACY: Superb
SPATIAL KNOWLEDGE: Good
RIN'AKA SCIENCES: Fair
DODGE: Good
COMPUTER USE: Great
PSYCHO-KINETIC SHIELDING: Great
ENERGY WAVE: Good
MIND RIP: Fair