

Chalicia

Country Name: Chalicia

Location: Europe

Area: 23 sq km

Climate: Temperate

Terrain: urban, small hills and forests on the outskirts of Chalicia City

Coastline: landlocked

Natural Resources: none

Nationality: Chalician

Religion: Christian

Population: 30,535

Languages: English, Latin, Arabic, Greek

Government type: Religious Oligarchy

Legal System: based on Canon (religious) law

Chief of State: Archcardinal Naomi de Burgh

Cabinet: four Cardinals appointed by the Archcardinal, mainly symbolic

Economy: Chalicia is supported financially by a variety of sources, including investments, real estate income, and donations from religious individuals, dioceses, and institutions.

Industries: Printing, production of religious artifacts, tourism, worldwide banking and financial activities

Annual budget: \$1.1 billion

Military: Chalician Guard - Citizens must serve in the guard for 2 years once they reach the age of 19.

Bargaining Information

[Jailed Player Character]: You will be making a speech. The Archcardinal will invite you to speak to prove that she is serious about this bargaining process. You can say whatever you want. You can express your anger for being sent to jail. You can talk about how you've been treated. You can make your own appeal for release. It's up to you.

Leader: After someone makes their plea, they will roll a D20. Depending on how good or bad the plea is, the Game Master assigns + or - points to this total. You get to pick the order the pleas are given in, so you may want to strategically order. You're in charge.

Military: You have been authorized to threaten military operations if the Archcardinal won't release the prisoners. You weren't given very specific information though, so you may want to consider bluffing. Remember that if your claims are too outlandish, you won't be taken seriously.

Finance: You have \$15 million to bargain with. But, this money was redirected from a network of children's hospitals and food banks, so using this money is literally taking food away from children. Consider wisely.

Natural Resources: Canada has these resources to offer - 30 tonnes of asbestos, 50 tonnes of coal, 75 tonnes of potash, 120 tonnes of mixed timber. Canada is known for having uranium as well, but do NOT promise that. If you can think of anything else Canada has (wheat, crude oil, etc...) that is reasonable to offer, feel free.

Human Rights: You should make an appeal to the Archcardinal's humanity. Tell her why it is wrong to detain political prisoners. Appeal to her emotions and intellect. Talk about the effect imprisonment has on prisoners, and their families and communities at home.

Religion: The Archcardinal is a religious as well as a political leader. Remind her why it is wrong, as a Christian, to treat people this way. Use bible stories and scripture if you can.

Science & Technology: You can use a mixture of threats or offers. Tell her how we have access to extremely advanced spy technology, and we're going to find out all of her secrets. Offer her some of Canada's research into disease cures or something.

Foreign Affairs: Your attempts to convince the Archcardinal should include lots of compliments. Show her, her country, and her religion, lots of respect. Talk about the merits of countries getting along. Convince her that our country takes them seriously and will work towards peace.