Diplo events

-Admiration in Adversity

(Rival but not opposite ethics, similar strength, grudging admiration for how they do stuff)

-Rivals of same ethic -> common ground. On the other hand, non-rivals might get a dispute over creed (spiritualists), something about techs (who has better science?) (materialists), and literally fights breaking out between xenophobes and militarists.

-Xenophobe or militarist allies that have no common threat and are not at war -> start disliking each other

-Sending a mission:

-Spiritualists can send missionaries to convert people to spiritualism. They will be insulted if the mission is not allowed to pass (but happy if it is). The other state can also hinder them, but it might be noticed. Creates spiritualist attraction.

-Pacifists can send a mission for peace to unfriendlies.

-Materialists can send a delegation of scientists to tour – they can potentially get a free tech, the country they are visiting will get some % quicker research.

-Xenophiles can send a mission to promote interspecies relations. (Can backfire with the other race not really liking you at the end).

-Militarists might arm a weaker neutral or friendly country?

-Anyone can have a head of state visit? Mostly better relations, but chance that the other country will try to assassinate them. And a small one that a random party will attempt to do the same.