
Jared

You are Jared, crown prince of Pacifica, heir to the throne, and recently bitten were-shark. You rule your subjects with pride and want to protect them from the disease ravaging your land at all costs - except when go shark, and spend your time ravaging them yourself instead.

Born into opulence, you have enjoyed easy prosperity from an early age. Your mother, Queen Venus doted on you, but to you, that attention seemed smothering. Lessons in the art of diplomacy were difficult and taxing, but you relished the challenge. You didn't take kindly to your mother's worried attentions after every single lesson. Without a strict guiding hand, you became rebellious, and spent the majority of your free time sneaking out into the surrounding town to mingle with your common friends, and to take part in the commoner's practice of dancing. Your mother didn't approve, worrying that you would pick up a disease or worse, be kidnapped, but you paid her no mind. What was the worst that could happen to a royal prince, beloved by the people?

In retrospect, perhaps you should have listened. It wasn't long before the plague hit your circle of friends. While polio was rocking the lower quarters of the capital, you were rocked along with it, contracting a severe case. Your mother immediately sequestered you and began treatment, but not before the disease took a heavy toll. Upon emerging from the palace after being given a clean bill of health, you returned to the lower quarters and fully took in the devastation. What you saw killed a small part of you. Friends you had known and danced with all of your life had died in the streets as you had been being fanned and pampered in your royal bedroom, oblivious that anyone other than yourself had been suffering. You resolved that day to do everything in your power to bring the vaccine to Pacifica, and to champion the cause of the marginalized from then on.

It didn't take you long to find a way to make good on your vow. Your chance came six months ago in the form of a wayward waif. You happened upon Adriana, princess of Atlantica, crossing the border illegally while you on a routine patrol. You brought her back to the palace and interrogated her – gently, though. After all, she was a princess – fragile and beautiful. You couldn't get much out of her – she didn't seem to know much – until talk turned to polio. You learned that Atlantica had a vaccine for polio, thanks to their friendly association with humans. Here was your answer! You had to secure the vaccine for your people. You sent Adriana back unharmed as a gesture of good faith, and immediately began drafting the treaty that you would propose. Things moved quickly after that, and sooner than even you expected, the trip to Atlantica was scheduled. You would leave within the month as head of the delegation.

It was then that disaster struck. On a routine patrol, you and your honor guard, including Valerian, were set upon by a starving pod of sharks, an unprecedented attack. The battle was fierce, and left you with only a handful of guards left. You had just set about bandaging your wounds and trying to figure out why the sharks had attacked when you got your answer. One of your men turned into a shark before your very eyes, and went on a rampage, trying to kill off the rest of you. When Valerian put him down, the next one turned, and the next. One by one, every mer either revealed themselves as a feral shapeshifter or was cut down by their former comrades, until only you and Valerian were left. And then you turned too.

You don't remember anything else of that night, but you woke up in the morning to the tired, but sharp stare of your faithful bodyguard. He had wrestled you back to the palace and kept you safe during your transformation. You had been permanently cursed by the feral pod of shapeshifters - and you had no one to turn to for help.

Though the trauma and fear of your new condition was intense, you couldn't let this opportunity go to waste - saving your country at the Neptune Ball is more important than saving yourself. As such, your objectives were clear. First and foremost, you must secure the polio vaccine.- The easiest way to do this would be to sign the treaty, but apparently humans will be attending the ball as well. Perhaps you could bridge the gap between your nations and they could help you directly? You haven't really thought about what they might want, but you're sure with all of the resources of Pacifica behind you, you can make a good offer.

Second, you must find a shapeshifter, as discreetly as possible, and find out from them anything they know about control-

ling the transformation. Something about your new feral nature tells you that there is at least one other shapeshifter here - a shapeshifter that Valerian and her magical abilities can find. According to Valerian, any magician can reveal a shapeshifter with one of the easiest spells they know - which, while convenient for you, could also spell your doom if cast on you.. Be discreet, and pay any price you need to find the answer - your life, and that of your subjects, easily hangs in the balance.

An additional benefit you could get by signing the treaty, if you are lucky, would be to secure the princess's hand in marriage - after all, a political marriage could strengthen the treaty, as you made sure to point out in drafting. But beyond that and the possibility of the vaccine, you aren't terribly convinced that the treaty is worth being signed. Atlantica is far from trustworthy, and Pacifica has the upper hand. You are less interested in seeing this treaty signed than you let on.

On a more personal note, your studies of Atlantica have engendered a certain curiosity in you about their native dance forms. You had grown up dancing the waltz, but have read that Atlantica practices a different form of dance altogether. See if you can learn a new form of dance or two to bring back to your people.

Goals

- Arrange an agreement to receive the polio vaccine for your nation by any means necessary.
- Ensure that any treaty that is signed is favorable to Pacifica.
- Keep anyone from finding out about your shapeshifting.
- Work with Valerian to find a shapeshifter and get them to tell you how to keep your shifting under control.
- If you don't find a way to keep your shifting under control, you much slake your thirst for fresh blood. Refer to Bloodthirsty for details.
- Keep the members of your delegation safe from harm.
- Marry Adriana if at all possible - and, ideally try to get her to fall for you.
- Learn as many forms of dance as you can, and show your stuff at the dance.

Notes

- Pick up a shark headband before game in case you shape shift.

Contacts

- Valerian (Willis): your loyal bodyguard of 3 years, who harbors paranoid delusions about an impending invasion from India. He is your only hope of finding a way to keep your shifting under control.
- Mirage (Xavid): The head diplomat sent to help you get the treaty signed.
- Desara (Adina): A second diplomat sent to aid in the signing of the treaty.
- Ariel (Nancy M): Former Princess of Atlantica who may be able to help you secure the vaccine you're looking for to help your people.
- King Triton (Chris Weil): King of Atlantica and a worthy political adversary.
- Adriana (Aslanta Chen): a beautiful Princess who you hope to marry for her beauty and political power.

Memory/Event Packets

- none

Bluesheets

- A Brief History of Pacifica

Greensheets

- Picking Locks
- Signing the Treaty

Abilities

- Psychlim: Shape shifting Disrupted
- Cross Step Waltz

Items

- A Pacifican Signet Ring (879)
- Treaty (in-game document)

Stats

- Combat Rating: 2
- α : 0
- γ : 0
- Tarot: The Hermit
- β : 0

