
Arnav

The Daily Currents Reporter

You originally emigrated from the Indian Ocean over 20 years ago. You came for college, and a degree in journalism. In the time since, you have made quite a name for yourself. You have a knack for explaining politics in a way that the merfolk of Atlantica can understand.

For the past few years, you have been the Castle correspondent (Like being the white house correspondent) for the Current. Naturally, when it was announced that there would be peace talks at the ball today, the Current quickly secured you a ticket. Your primary objective at the event will be to ensure that nothing gets swept under the rug. Whatever happens tonight, your readership will know about it.

It might be a stretch to call you a gossip, but only a small stretch. You, have no intention of missing a moment of the action. You expect that with all the politics and obligatory back room deals, at least one persons reputation will end up in ruins. It's not that you take pleasure in their fall, but that you take pleasure in being the one to break that news to the wider community.

You don't usually do character features, but with royalty from Pacifica present, you are very interested in getting an interview with her. You know that such a piece could be a tough sell to Atlanticans who have been at war with Pacifica their whole lives (the war has been going on for 100 years. No one is alive who remembers a time of peace), but such an article presenting the Pacificans in a good light would go a long way toward making peace last. It is hard to be at war with merfolk just like you. It is much easier when they are some scary unknown.

Still, Atlantica is your home, and you want to make sure any treaty passed tonight does right by your adopted country. Don't let the council members from the various guilds exploit the treaty to their advantage at some cost for the country at large, and definitely don't let the council or the King be hoodwinked by the Pacificans. If a proposed treaty is not favorable to Atlantica, make sure they know that signing it would be a betrayal of the country and will not go unnoticed (feel free to play up the nationalism as much as you find entertaining). One small part of this is the royal marriage of Adriana to Narissa. Such marriages are traditional to seal alliances. You also know the folly of royalty marrying non-nobles. Your native country of the Indian Ocean was wracked by years of civil war after the merchants demanded that the Prince marry someone of their choosing. You don't want to see that happen here too. (Feel free to play the classism up as much as is entertaining).

You converted to the Church of the Tides not long after arriving in Atlantica. Most Atlanticans are at least nominally believers. You find many of the teachings resonate with you, especially the practical messages like the dangers of predators, and weresharks. (yes, they are a real thing, and yes, they do attack merfolk on an infrequent basis. Say one or two attacks a year.)

On the other hand, your mind is not at all made up on the question of mages and magic. You think the ban on magic and dissolving of the magicians guild was really a power grab by the throne, since they already de facto control the Explorers guild since so much of the royal family joins their rank. You should do your best to make a decision at the event, based on events you witness and talk you hear. You hope to eventually write an informed opinion piece on the matter, assuming you don't uncover some dastardly plot. As such a well respected writer, your piece would carry a lot of weight to weigh public opinion one way of the other on the issue.

Over the course of the event, you are encouraged to write up small articles, or even eddies (tweets), and post them in the grand ballroom, so everyone attending knows what you are telling the rest of the country.

Goals

- Report on the proceedings of the ball, especially the peace talks.
- Get a private interview with Narissa and write a character piece on her.
- Help the council make sure Atlantica isn't getting screwed over by the treaty.

- Make sure that the treaty includes a royal marriage.
- Ruin reputations by reporting on secret doings as appropriate.

Notes

- You are the only merperson with Indian heritage here tonight. Feel free to be the authority on them, as much as you can having left the country over 20 years ago. If you have any questions or don't know how to answer something, feel free to grab a GM

Contacts

- King Triton (Amanda): The King of Atlantica.
- General Gladius (Mike Lukac): Leader of the Guardian's Guild.
- Morvyn (Louis Wasserman): Leader of the Merchant's Guild.
- Hermes Aquilino (Michael Micheletti): Leader of the Explorer's Guild
- Sebastian (Chris Chelberg): The Court Magican.

Memory/Event Packets

- Open if you see a purple headband

Bluesheets

- History and Structure of Atlantican Society

Greensheets

- Picking Locks

Abilities

- none

Items

- none

Stats

- | | | | |
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| - Combat Rating: | 2 | - α : | 0 |
| - γ : | 0 | - Tarot: | Wheel of Fortune |
| - β : | 0 | | |