
Adriana

You are an Atlantican princess who loves her father, her country, and her forbidden inamorato across the border in Pacifica. You love to dance, love to explore, and tolerate diplomacy only for how it serves your other loves in life.

Born an Atlantican princess, your life should have been a dream. But you had to endure the pain of growing up without a mother for all these 23 years. You are told she left when you were two. It doesn't really matter though, because you don't remember her at all. Growing up, you often dreamed that your mother was still alive, and would just turn up one day, and everything would be perfect. If only life were so sweet.

Growing up without a mother has been challenging, but you spent a lot of time with your uncle Osiris, head of the Explorer's Guild. You may even be more fond of your uncle than of your own father, since Osiris always made time for you. You don't care that everyone thinks he's crazy. His wild conspiracy theories are kind of endearing. And who knows, maybe he's even right about some of them.

You might have been able to cope with your mother leaving you, if not for your sister following in her footsteps when you were 10. Ariel left for the human world via the darkest of magic (according to your father anyway). He never really spoke of her much after that, but you noticed he was taking higher doses of his medication after that.

Of course your father doesn't know that you know about them, but you've known for as long as you can remember that your father has been struggling with depression. You've made an effort to help him, by covering for him whenever possible, and trying to show him that you at least care. You are very subtle about it though (for the sake of his pride), and have so far avoided tipping him off that you know anything about it.

But enough about your family, most of whom don't care about you. You spent your teenage years learning to dance. Whenever your father would forbid you to leave on an Explorer's Guild trip, you would counter him with history lessons. You love to move, you love the freedom – the escape really – that is dance. You are always looking for new dance forms. Meringue, the national dance of Atlantica is fun, but there must be other forms of dance.

As you grew up, you spent more and more time out with the Explorer's Guild and your uncle. You needed to get away from the palace that seemed so empty without your mother and sister. Although time away from the castle was nice, you really didn't have anyone you could trust – at least until you met *her*.

You had gotten back late from an Explorer's Guild trip, and were making your way down to the kitchens for a late night snack when you literally ran into *her*. Time stopped. You stared into each other's eyes for a heartbeat – then two. You looked down shyly. You were grimy from a day of exploring, your bag still slung over one shoulder, and your jacket covered in mud. You tried to stammer out an apology at the same time as she did. After a moment, you recovered your poise and asked "Would you like to join me in the garden?" She said "yes," and the rest was history. It turned out that she was a Pacifican diplomat named Mirage, and the two of you can't see enough of each other. If only they were royalty, you wouldn't have to hide your interest.

You started taking an interest in politics as an excuse to try to see her more often. When that wasn't often enough, you turned to your uncle. He arranged to have Hermes help you sneak across the Pacifican border. It didn't hurt that you were assisting in a noble cause. Hermes has been working for years to find homes in Pacifica for Atlantican orphans. You never could understand why he had to sneak around doing it.

You always knew sneaking across the border was risky, but it all seemed so abstract until it finally happened. Your routine visit got you caught by the border patrol, led by the crown Prince himself. You and Hermes were escorted back to the Pacifican capital, and into the castle itself. There you were interrogated, albeit politely, for what seemed like days by the prince. It was quite the dance for you to avoid revealing anything important. Just when things seemed darkest, Mirage appeared. With a few well placed whispers in the ear of the Prince, she set in motion your release and safe return to Atlantica.

Your father, King Triton grounded you for several natural lifespans upon your return. Apparently getting caught in enemy territory is not something a princess is supposed to do. Your father would prefer you stayed grounded, and out of the public spotlight, for a very long time, but the Pacificans repeatedly requested to work with you. That was almost certainly Mirage's doing.

With the fiasco that resulted from getting caught, it is clear that you won't be able to sneak over the border any more. Your father will be watching you like a shark. You have to find some legitimate means to see Mirage. The treaty would actually simplify things a lot because if Pacifica and Atlantica could be brought closer together, free movement across the border would be possible. On the other fin however, King Triton has been contemplating marrying you off to the prince of Pacifica. That would be a problem. If you can't get out of that, as a last resort, you could try to elope with Mirage. You are pretty sure Hermes could perform the wedding. Eloping would leave Atlantica in quite a pinch though, with no obvious heir. Not that publically declaring your interest in Mirage would help. Even under the best of circumstances, royalty should only marry royalty - and only a royal marriage can seal the treaty anyway. If only Mirage were royalty. . . .

With the Neptune Ball approaching, Mirage, the prince, and a small entourage of Pacificans have been staying at the palace. Last night, you and Mirage stayed up late talking. It's nice to talk to her, she always listens to you. Especially when you need to rant about your mother. Unlike your father and most of Atlantica, Mirage doesn't believe the official story that your mother was kidnapped and killed by Pacificans. She has found no proof in the extensive records of Pacifica. Instead, he agrees with your theory that Queen Athena simply abandoned you in your early years and went off to who knows where, to do who knows what. Since a bunch of guests from far flung parts of Atlantica will be at the Ball, you have some hope of gathering clues. It is a long shot, but maybe somebody has heard something. Your sister Ariel is probably your best bet. Also you haven't talked to Ariel in a very long time, and she also deserves a piece of your mind for ditching you ntoo.

You took a circuitous route back toward the palace from the secluded caves where you met Mirage last night. You always meet in these caves since you and Mirage need to keep anyone from finding about your forbidden romance. As you flitted from shadow to shadow, you came near to the entrance to one of the other caves. Raised voices inside caused you to stop. They were hushed a moment later, and you couldn't help but drift closer, straining to hear more. The voice had mentioned something about the treaty. What you heard next made your blood run cold. The two voices were discussing sabotage, and the consequential destruction of Atlantica. You couldn't recognize the voices, and you daren't get any closer to try to see the speakers, but you are pretty sure one voice, male, was Atlantican since it knew a disturbing amount about Atlantican politics. The other voice was higher pitched, maybe female?, and the owner seemed to be unaware of much of Atlantica's recent history, and you therefore deduce to be a Pacifican.

Tonight is going to be wonderful. You just have to stop two unknown sabatours, and find a way to be with Mirage. Surely that is not so impossible?

Goals

- Find a way to be with Mirage. If only they were royalty. . .
- Organize a dance event before the banquet.
- Figure out who the two voices in the cave were, and stop them from sabotaging the treaty.
- Collect clues about what happened to your mother, Queen Athena.
- Learn as many new dance forms as possible.
- Cover for your father whenever necessary.

Trivia

- Merengue is the national dance of Atlantica.

Contacts

- Mirage (Xavid): Your lover, and a Pacifican diplomat. Wonderful and perfect in every way, except that they are common-born.

- King Triton (Chris Weil): Your father, and ruler of Atlantica.
- Ariel (Nancy M): Your sister, who left you when you were ten years old.
- Osiris (Andy Piltser-Cowan): Your uncle, leader of the Explorer's Guild. Most people think they is crazy.
- Sebastian (Sean Shirato Almon): Your father's most trusted advisor.
- Hermes Aquilino (Brian Richburg): Your friend and current representative from the Explorer's Guild for the treaty.
- Jared (Nick Knapp): The Pacifican prince.

Memory/Event Packets

- Open if you see a purple headband

Bluesheets

- History and Structure of Atlantican Society
- The Explorer's Guild

Greensheets

- Picking Locks
- The Ballroom Dance Showcase
- Signing the Treaty
- Roster for the Ballroom Dance Showcase

Abilities

- Merengue

Items

- none

Stats

- | | | | |
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| - Combat Rating: | 2 | - α : | 0 |
| - γ : | 0 | - Tarot: | The Lovers |
| - β : | 0 | | |

