Atlantis

Pacifica

Human

* King Triton
  + Backstory –
    - Tragic past, regrets previous actions in anger. Lost family (40 years ago), attacked Pacifica (40 years ago), lost Ariel (15 years ago), lost Athena (7 years ago). Trying to do right by Pacifica with this treaty. MUST be only a non-aggression military. Atlantis is secretly on the border of collapse and you cannot *afford* to offer anything more to the Pacificans. Still distrusts humans. The Neptune Ball is one bright spot in your year, and you always look forward to it. You must make sure everyone enjoys themselves.
    - Does not know that Ursula helped Ariel leave.
    - 4 daughters. (the two middle daughters are away tonight.)
  + Goals
    - Get the treaty signed
    - Make sure all the guests have a good time at the ball
    - Ferret out and stop any attempts to usurp your throne.
    - Keep humans from meddling in the affairs of Atlantis
  + Abilities
    - Turn someone human/merperson – Cost: You lose 1 theta, can only turn person 1 time, and in 1 direction. Does NOT want to use this ability.
    - Psych Lim – if theta reaches zero, goes into a paralyzing depression
      * Lowered by using “turn person”, if anyone in your family dies, if your throne is successfully usurped, or war is declared between any two factions.
      * Raised by “comfort” ability (Ariel, Athena and Adriana have it)
    - Grant Citizenship – You can grant someone citizenship in Atlantis by making a short speech (30 seconds or so) with at least two witnesses and the (mer)person to be granted citizenship and then “knighting” them by having them kneel before you and you touch each shoulder with the Triton.
* Ariel
  + Backstory –
    - Always been curious about humans. Fell in love with Eric. Ursula turned her human 15 years ago at the price of her first born son’s soul. Ariel thought she could get away with it because would be on land. Now pregnant with son and scared.
  + Goals
    - Figure out why there is no music in Atlantis and restore it
    - Discover what happened to your mom
    - Protect Willow and Eric
    - Get King Triton to grant Willow (and Eric if possible) citizenship in Atlantis.
    - Escape your obligation to Ursula.
  + Abilities
    - Comfort – raise theta level by 1. You comfort a person and bolster them against a past, present or future failure. Roleplay accordingly.
* Eric
  + Background –
    - Human prince. He and his (fraternal) twin brother were mixed up so many times when they were babies, nobody is sure who was born first. Father said “whoever marries first” will be King. You met Ariel 15 years ago and fell in love. Ariel and Willow are your whole world. Ariel has been acting kind of strange lately though.
  + Goals
    - Keep all of the humans alive
    - Find out what happened to twin brother who disappeared during the final battle.
    - Open up diplomatic relations between humans and merfolk
    - Protect Ariel and Willow
    - Figure out why Ariel is acting strangely (evasive, worried, sick often)
  + Abilities
    - Heal Humans – Spend 2 minutes with a wounded person to close their wounds. It is a painful process and they will fall unconscious for the rest of their 5 minute wounded counter but will wake up as if had just been unconscious.
* Willow (Ariel’s daughter)
  + Background –
    - 12 year old girl. Loves the ocean and resents that her mother tries to keep her from it. Having recently learned that merfolk are real, you want nothing more than to learn as much as you can about them. Atlantis is beautiful and if there were any way for you to stay here, you would love it. In your wildest dreams you have fantasized about finding a way to become a mermaid. Then your mother and father couldn’t force you to leave Atlantis no matter how they tried.
  + Goals
    - Become a mermaid
    - Go exploring without your parents – they are so overbearing
    - Make friends with as many people as possible
    - Learn the history of Atlantis and Pacifica - both are fascinating
  + Abilities
* Ursula / Rumplestilskin
  + Background
    - Turned Ariel human in return for the promise of the soul of her firstborn son. Ariel has been avoiding you and it is clear she does not intend to pay. You will have your revenge. The human prince saved you out of his jealousy of Eric, but the long years have worn on him and you suspect he will soon try to betray you if you cannot deliver the human kingdom throne to him. Since you owe your life to him, your magic won’t let you kill him.
  + Goals
    - Become ruler of Atlantis
    - Get revenge against Ariel and Eric
    - Acquire the Triton
    - Acquire a glow shell for future spells
  + Abilities
    - Seduction (lower omega score) - Cause people to do what you want for 15 min or until you give an order directly contradicting one of their own goals
    - Turn into mermaid/human – take the other person’s voice (make an item card) if the shell is smashed (Toughness 2 – need CR2+ to smash), the spell reverts and they get their voice back.
    - Psych lim – can’t kill someone who has saved your own life.
    - Make love potion – Will cause drinker to fall madly in love with the person whose blood was used to make the potion (-1 CR for 5 min to the blood donor). Spend 5 min with an empty bottle. Roleplay making the spell
* Aldric - Human Prince (Eric’s twin brother)
  + Backstory
    - High up in merchants guild, ursula is pretending to be his wife, he is ensorceled with her (but knows it and wants to break the spell). Really wants the reparations b/c has seen the ravages of war (he believes that it is pacifica’s fault)
    - Bunch of psych lims that he can tear apart after busting the spell
    - Jealous of Eric. Finding a girl meant he got to be king, so he whisked Ursula off and nursed her back to health. First chance she got, she dragged him into the ocean. He has since regretted it due to his 15 year captivity, but still wants the throne from Eric. He has a concealment spell on a ring. (give him 2 name badges and ask the player to bring a hoodie or something to change look)  He can take it on and off at will, but does not want to be recognized by Eric immediately. Has just seen the general. Dying of curiosity to know what he is doing here given his hatred of merfolk.
  + Goals
    - Find a way to get home
    - Steal the throne from Eric.
    - Prevent Ursula from taking over Atlantis.
    - Find out why the General is here.
  + Abilities
* Manta / Sebastian (court advisor)
  + Backstory
    - Secretly King Posiden’s half-brother (this makes him Triton’s half-uncle). From Pacifica and raised to hate Neptune’s family as the reason that he is not the rulers of Atlantica. Has been under cover in Atlantis since he was 20 (2 years b4 Triton is even born). Is behind the “no music” plot. Activated Athena (sleeper agent). The Pacifican spy
    - Does not have an assassins guild tattoo
  + Goals
    - Keep music out of Atlantis – Keep the music box closed!
    - Cause a war between humans and Merfolk
    - Cause war between Atlantis and Pacifica
    - Acquire a glow shell for a mind control spell
  + Abilities
    - Make mind control spell (only enough material in game for 2 spells, but the shells are hot commodities.)
    - Cast suspicion (3x) – make anyone within hearing suspicious of one target person.
* Urchin - Hermes (jaded lover)
  + Backstory
    - Obsessively in love with Ariel. She knew of you, and was growing fond of you. You are sure that given enough time, she would have fallen in love with you. You are of sufficient birth and status that the King would have let you marry her, if only she hadn’t been enchanted by that human prince. She went off and managed to get herself turned into a human, and King Triton let her elope. Your hatred for humans only intensified after this. Ariel must be made to see reason. Your anger against King Triton led you to agree to help Manta steal the music box. You don’t know what significance it might have had, but it felt good to strike back at Trition.
    - baby is a real item that has to be exchanged in aggame
    - Very strongly religious - related to the parcel of land in the treaty
      * registered priest
  + Goals
    - Get revenge on Eric
    - Get revenge on King Triton for letting it happen
    - Prevent Humans from affecting anything in Atlantis
    - Make Ariel agree to stay with you by any means necessary
    - Wants to work with ursula to get potions (has access to materials)
  + Abilities
    - Cast doubt (3x) – make target refuse to believe anything told to them by humans for 5 minutes.
* Queen Athena (mom)
  + Backstory
    - Kidnapped at birth from Atlantis. Trained from incredibly young age (6) as an assassin. Made a sleeper agent by Manta. When he unlocked your memories, you staged your own kidnapping/assassination rather than kill your sad, lonely husband. You’ve never been close, but you did love him as your King.
    - On one of your extended trips away from Atlantis, you rescued the general from drowning (18 years ago). Years later, you ran into him again when you got tangled in a fishing net (12 years ago). Your secret rendezvous grew more frequent, and when you realized you loved him, you left King Triton and Atlantis (7 years ago). Since then, you have heard rumors that music has been lost to Atlantis. You came to investigate, acquiring an amulet for your lover to follow you at great risk to yourself. You are tired of the fighting and the hate, and want more than anything for peace to return to Atlantis.
  + Goals
    - Avoid being discovered as the Queen – keep your ring of concealment (2 badges)
    - Protect your lover
    - Secretly protect your daughters
    - Return music to Atlantis
    - Keep peace
  + Abilities
    - Comfort – raise theta level by 1. You comfort a person and bolster them against a past, present or future failure. Roleplay accordingly.
* Isaac - Human General (shape shifter)
  + Backstory –
    - Human general, trained Eric and twin, all will recognize each other on sight. Humans think he hates merfolk. Here to protect Athena, find a way to turn her into a human (for her own safety of course!) and investigate rumors of Eric’s twin. Doesn’t trust Ursula’s change of heart.
    - Regularly returns to Eric’s kingdom although he never stays long. Has decided that the ocean is too dangerous a place for your wife and son and Eric has agreed to harbor your family and keep it secret from Ariel.
  + Goals
    - Help Athena stay hidden.
    - Keep your identity hidden from King Triton
    - Find a way to turn Athena into a human (son is a shape shifter too, so won’t have a problem getting him to safety).
    - Find out if Eric’s twin is really here.
    - Acquire evidence that Ursula has not in fact changed her ways.
  + Abilities
* Adriana (sister) -
  + Backstory
    - Master wordsmith and amazing diplomat. Is incredibly curious and wants to see Pacifica in person, and/or become human and explore the surface world.Overheard 2 voices (doesn’t know it is Manta and Valerie until mem-packet from interaction) discussing how to best sabotage the treaty.
    - Has a major crush on head of security; would MUCH rather marry him than Jared, but the monarch won’t allow it. (this makes her sympathetic to his democracy sub-plot)
    - Magical potential.
  + Goals
    - Figure out whether Desara or Valerie is the one who is here to sabotage the treaty
    - Figure out whether it is Valerie or Desara who want’s to sabotage the treaty.
    - Find a way to be with head of security (who needs a name btw)
  + Abilities
    - Persuasion - (raise omega after talking to someone for 3 minutes) cause people to answer 2 questions that you ask truthfully once they reach omega score of 5.
    - Comfort – raise theta level by 1. You comfort a person and bolster them against a past, present or future failure. Roleplay accordingly.
* Caspian - Pacfican Diplomat- (Adriana’s love interest)
  + Backstory
    - Grew up with Athena in the assassins guild. They tried to run away together but got caught. He was put in suspended animation as collateral against Athena.
    - Brought out of suspended animation 3 years ago to become a diplomat and go to atlantis to kill Athena. If he does so, he will be released from his service in the assissin’s guild (obv must be undetected). Has a vial of blood to stick on someone.
    - Met Adriana a year later and fell in love.
  + Goals
    - Sign the treaty
    - kill Athena
    - Find a way to be with Adriana
  + Abilities
* Valerie
  + Backstory
    - As part of the delegation from Pacifica, you are interested in seeing a treaty signed.
    - You have ulterior motives for being in Atlantis however. Pacifica still kills humans on sight, often causing tempests to drown sailors who dare sail the water at all. Atlantis is much more welcoming to humans – at least they don’t kill them on sight. You would like very much to learn as much as you can about humans.
    - Atlantis is a very beautiful place, and much kinder than Pacifica. Actually, you really want to stay here.
    - Desara is your sister. She was (supposedly) kidnapped when you were 5 (kids are rare in pacifica, and so there is black market for kidnapped kids). When desara turned 18, her family told her the truth and she came looking for you.
  + Goals
    - Get that treaty signed
    - Learn about humans.
    - Become a citizen of Atlantis
  + Abilities
* Desara
  + Backstory
    - You were trained at the Assassins Guild, and bear the tattoo.
    - Here to sabotage the treaty.
    - Masquerading as Jared’s bodyguard.
  + Goals
    - Prevent any treaty from being signed
    - Avoid detection as a KGB agent
    - Steal the Triton – Kill the King if it is convenient
    - Break into the royal treasury and make off with whatever you can
  + Abilities
* Jared  (Pacifican prince and General)
  + Backstory
    - Head of the delegation from Pacifica. You and your village have suffered greatly in the war, and even more so under the rule of the dictator. You want very much to bring peace for the sake of everyone in Pacifica. You are certainly not opposed to marrying an Atlantian princess to seal the deal.
    - You were picked for the delegation because you are one of the members of the last remaining dance troop in Pacifica.  In an attempt to demonstrate that Pacifica is in no way inferior to Atlantis, even culturally, you were sent to demonstrate dance to Atlantis. Unfortunately, your king does not understand the concept of ballroom dance and failed to send someone with you who could dance with you. You will have to recruit someone and teach them in a hurry.  Oddly enough, you have noticed that there is no music in Atlantis, and it puzzles you, investigate!
  + Goals
    - Get the treaty signed
    - Figure out who the mole in Atlantis is and deal with him or her quietly
  + Abilities

Diplomatic incident:

* Adriana and Hermes have been covering for each other to help each other sneak into pacifica for about 6 months.
* Adriana is sneaking in to see caspian, who she met 6 months before that (2 years after he’s taken out of suspended animation). She has told him about her relationship with Caspian.
* Hermes is sneaking in to sell Atlantican babies to pacificans. He has told Adriana that he is just helping orphans find loving homes.
* They get caught by a pacifican border patrol and taken back to the palace.
* Jared interrogates Adriana and learns about the cure. He then releases both of them unharmed as a gesture of goodwill in order to accelerate the treaty. He wasn’t going  to let them go until he learned about the cure b/c he is desperate for it and with  caspian’s persuasion