

Out-Of-Character Information

Please do your best to correct spelling and grammatical errors, this is an RP server and writing is the main form of communication!

What's your Minecraft Account Name?: FlareGunCalamity

How old are you?: 14

Are you aware the server is PG-13 (You won't be denied for being under 13): Yep!

Have you read and agreed to the rules?: Yeah.

What's the rule you agree with the most?: Gosh, cyber is just creepy. I especially agree with the no-rape-no-pedophilia rules. A+

Are there any rule(s) that confuse you or don't make sense?*(If so we can help clear it up! You will not be denied for having a question on the rules)*: Why can't you re-use personas? I get that skills are a problem, but skills aren't usually gained through RP means anyways-There's no RP on resource island.

How did you find out about Lord of the Craft? My brother got me on!

Definitions

Feel free to Google the answers or browse our forums, but make sure that you write the reply in your own words, not those of another website or person!

What is roleplaying?: Roleplaying is "playing" as the "role" of another person! Usually for fun, a role-player will pretend to be another person and interact with others in an either previously defined or 100% improvised story. It's like acting, if your only script was a character sheet.

What is metagaming?: Continuing on my acting metaphor- would the character you're acting as know anything that isn't on the script? No, Right? Saying that the character does, even if they logically shouldn't, is metagaming. So, say you want your character to know how to build boats. It would be metagaming if they knew how to build boats straight out of the womb.

What is powergaming?: Powergaming is determining the outcome of your actions, or the reactions of other people. It can be subtle:

"*Cassandra slaps the person in front of her."

or severe:

"*Cassandra stabs him!"

In-Character Information

Now you actually make your character - be creative but stay reasonable! Make sure they make sense and that they follow lore. Try to come up with a character that you actually want to play.

Character's name: Miraslava "Mira" Karlowna

Character's sex: Female

Character's race: Human

Character's age: 14

Biography (Please make it a decent two paragraphs long. Remember to add server lore, and events that happened to your character so that they don't contradict history.): Mira has an identical twin.

Mira was born in raised in an uncomfortable large, and very dysfunctional family. Her mother was mentally unstable- often lashing out at her children, or being distant or cold towards them. Innocent Mira was shielded from the violence- it usually only happened when she was asleep or out of the house. She heard the horror stories from her twin sister and her older half-brother Grey.

When she was 5, she visited the library with her brother Grey and her father, who was out of the house a lot, to look for books to check out for the saccharine and studious Mira. They came across a book on dwarves siege weapons, and immediately Mira was hooked. She spent her childhood studying the construction of and engineering of machinery. She even made a pocket-watch with her mother, on one of her cherished memories where her mother was sweeter and more stable.

When she was 7, her brother lent her some alchemy notes on a substance called helium, and how he had tried and failed to create flying machines using its lighter-than-air properties. She became obsessed with the idea of human flight, and researched extensively into the little knowledge her library held on aerodynamics. She eventually constructed a small wooden flying machine with propellers powered by an elastic cord, tightly wound, and secured tensely to each end of the machine. Her brother, a studious alchemist and enthusiastic scientist, was amazed. From that moment on, she was determined to carry out her brother's dream of making human manned flying machines. She... has not thus far been successful. However, she's becoming an exceptional artist and clever thinker in the process.

Due to her dysfunctional family, Mira was often out of the house, exploring a bit too far in crazy directions for most of her childhood. At the temple docks, she happened upon a series of boats that led her to a silent, secluded island, covered in the ruins of a once great palace. She spent a lot of her time there from then on, to the point of memorizing and sometimes even mapping the grounds, and befriending some of the wildlife.

Personality Traits: Saccharine, innocent, stubborn, determined, inventive, intelligent, whimsical. Hard to scare, adventurous, and daydreamy.

Ambitions: To create a manned flying machine using the failed ideas for helium balloons in her brother's notes and the tests she's done on aerodynamics. Seems to have no interest in boys, but is rather more interested in climbing and exploring EVERYTHING.

Strengths/Talents: She's a good artist, a creative thinker, an avid explorer, and a persistent inventor. She's the sweet little candle of her family, and a child prodigy.

Weaknesses/Inabilities: She's... too nice. She's way too nice. She'll give anybody her time, and anyone the benefit of the doubt. She's also stubborn, and protective, and... very, very curious.

Appearance (List the extra details of your characters appearance, IE; height & weight): She's about 5 feet even, with moderately long, dark brown hair that forms loose ringlets and wavy curls down to the bottoms of her shoulder blades. It's kept out of her face with french braids along the sides pulled into a white bow, but her fluffy bangs always manage to escape the relentless braiding. Her skin is unremarkable pale, her hair soft, her eyes an oceanic

blue-green- like kelp. she doesn't look as delicate as you might expect- she's covered in scrapes and bruises, and usually found scaling trees.

Appearance, please provide us a screenshot of your character's skin (If you need help, see our screenshot guide [here](#)):