

Player:	Christopher Grimmett
Character:	A'ras, son of A'ril
Age:	629 Al'ar years
Homeworld:	Ildir
Profession:	Builder
Specialization:	Mana-net

Ildir is a busy world, and to you it always had more of a capital feeling than Al'ar. More Amani lived here, and the society was much more lively, not to mention less arrogant. You lived there with your parents - A'ril and A'lassa - and with your sister A'yani, and you've been maintaining excellent relationships with everyone in your family.

When you were young, your best friend was I'kanis, son of I'nakis. However, your destinies took you elsewhere - you began studying architecture and construction work, while he went to study ancient skills of war. It seemed to be a popular choice with your friends - Lo'ran, son of Lo'san also took that path, so rare and unnecessary in your times. But they were very different people - there was passion in whatever I'kanis did, while Lo'ran was analytical, trying to predict what everyone will do by watching patterns.

One of the tough moments was when I'kanis and A'yani ended up together, and broke up afterwards - it was not a painful breakup, and all of you could talk normally afterwards, but it was still something you couldn't forget deep down in you. A'yani became a capable politician and negotiator, and you wandered around a bit, travelling to see the architecture on Amani worlds. You befriended an explorer called Li'rotis, son of Li'nor, and the two of you traveled together for a while.

You learned to raise magnificent buildings. One of the works you're most proud of was the rebuilding of the ancient home of I'nis, son of I'ris - one of the oldest and grandest homes on Al'ar. You had proven yourself to the old guy, and in return you made your most beautiful work of architecture ever.

A'yani was being sent to Earth, to take part in negotiations with Kalesti. You asked her if you could come along, and she got you into the program. This was a chance to be a part of the history - and to see some architecture which would certainly be truly new, alien and innovative on Al'ar. And perhaps you could help out with negotiations - there aren't many regular folks like you who joined the negotiations treaty, so perhaps you could offer a relaxed view...

You saw some familiar faces also joining the negotiations - I'nis, I'kanis and Lo'ran - but you were shocked when you saw Li'rotis, talking to your sister as if there's something more going on between them. But that's weird - the two of them never met as you only traveled with Li'rotis, and she never told you anything about him. Perhaps she's unaware that he's your friend - or he's unaware that she's your sister?

Before you could ask any of them, it was time to go through. The portal was opened by some girl, and you went through. But something went wrong. There were explosions. You were hurt - it threw you far away from everyone else. You found a body nearby - hoping that this human will know his way around this world enough to allow you to survive, get your tasks fulfilled and return home safely...

Please note that start and end times of larp are expressed in Central European Time in all the documents. That means that you can start being in-character as early as Friday, November 15th at 6 PM your local time - or on Saturday once you wake up, your choice. In your time zone, larp ends on December 1st, 6 AM your local time - or earlier, if all conditions are met. You will start receiving in-character communication at that time.