

THE LAST FINAL CONFERENCE

Last Chance for Peace

Interactive Drama Scenario

15-52 Players

by

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Of Roleplays & Salon LARPs:

Classroom Roleplays: These are often used as educational tools to facilitate learning. By acting out certain scenarios or situations, students can gain a deeper understanding of the topic at hand, practice problem-solving in a controlled environment, develop empathy by "walking in someone else's shoes", or engage in critical thinking about a particular issue. For instance, in a history class,

students might roleplay as delegates from different countries during a pivotal historical event, like the Congress of Vienna.

Theatre-style Salon LARPs (Live Action Role Playing): These are a subset of LARPing where the focus is more on narrative and character interaction rather than combat or physical activity. Often, they're set in enclosed spaces like a single room or a house (hence "salon"). Participants are usually given a character with a background, motivations, and goals. The game is then played out through conversation, debate, and sometimes secret dealings or puzzles. They can be set in any type of setting or time period, from historical periods to futuristic sci-fi settings. Salon LARPs can last anywhere from a few hours to an entire weekend, depending on the scenario and the organizers' intentions.

Both types of activities require participants to adopt a character or role, with the primary difference being their purpose and setting. Classroom roleplays are typically more educational and directive, while theatre-style Salon LARPs are more about storytelling and character exploration.

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Introduction by the Director:

The director addresses the participants, explaining the backdrop of the scenario and the primary objectives. Each empire has sent its delegation to this conference, with the last hope to find a peaceful resolution, avoid further bloodshed, and create a prosperous future for the galaxy. The stakes are high, and the entire galaxy is watching.

"The galaxy is on the verge of destruction, and this peace conference is the last hope for bringing about peace amongst the four dominant empires - Karimen, Vashuto, Barin, and Sojuk. However, achieving peace is not a simple task as each empire has its own interests, ambitions, and fears. The negotiations will be fierce, and the outcome uncertain. Will it be peace, a truce, surrender, or war? The destiny of the galaxy is in your hands."

Basic Rules and Mechanism:

- ***Character Sheets and Briefing Sheets:*** Each participant is handed a Character Card, a Cultural Affiliation Briefing Sheet, and a Name Tag. The Character Card contains detailed information about their character including their race, rank, role, and the number of voting chits they hold. The Cultural Affiliation briefing sheet outlines the general culture, aims, and political stance of the faction they belong to.

- ***Voting Chits:*** The number of voting chits each character has is an indication of their rank and power within their delegation. These chits will be used in various voting scenarios throughout the game to determine the course of action for their faction and the outcome of the peace conference.
- ***Initial Planning:*** Each empire's delegation starts in their own area to discuss strategies. Leaders may send envoys to other delegations to understand their stance and gather intel that could be useful in the negotiations.
- ***General Discussion and Communication:*** Delegates then engage in broader discussions, forming alliances, and negotiating personal deals. While leaders and official negotiators engage in official treaty discussions, the underlings continue information gathering and side negotiations.
- ***Voting Mechanism:*** When a decision needs to be made, whether it's a leadership crisis coup or accepting/rejecting a treaty, voting will be conducted using the two-box system as described, maintaining anonymity in votes.
- ***Time Limit:*** Setting a time limit for reaching a conclusion keeps the tension and urgency in the scenario.
- ***Outcome:*** The outcome of the conference will be determined by the agreements made (or not made) and the results of the crucial votes conducted.

Launching the Scenario:

The director sets the scene, describing the grand hall where the conference is being held. The flags of the four empires hang from the ceiling, under the watchful eyes of the galaxy. The director then instructs the delegations to retreat to their respective areas to begin the initial planning phase, and thus, the game begins.

As the game progresses, the intricate dynamics between characters and factions will evolve, and the Director along with any Referee(s) will need to adapt and guide the scenario to ensure a satisfying and engaging experience for all participants. This setup is just a stepping stone and can be further developed with more specific character backgrounds, faction ideologies, and plot twists to make the LARP more intriguing and immersive.

Character Backgrounds:

- Each character's background should be thoroughly fleshed out in the Character Card, detailing their personal history, their species' history, their current rank and role within their delegation, their personal goals, and their allegiance or enmity towards characters from other factions.
- For example, character 01 Syl (Karimen Faction Leader) might have a history of enmity with 05 P'Ris (Vashuto Faction Leader) due to a previous war, while having a secret alliance with 10 M'lik (Sojuk Faction Leader) which must be kept under wraps from their own delegation.

Factional Backgrounds:

- Each faction's backstory, political stance, and agenda should be detailed in the Cultural Affiliation briefing sheet.
- Karimen might be known for their military strength,
- Vashuto for their technological advancement,
- Barin for their economic prowess, and
- Sojuk for their diplomatic skills.
- The inter-factional relationships and histories should be thoroughly established to provide a rich backdrop for the negotiations and interactions.

Initial Intrigue:

- Perhaps a rumor has spread that one faction has developed a weapon capable of decimating entire planets, adding urgency and suspicion to the negotiations.
- Or there might be a clandestine faction looking to sabotage the peace talks to achieve their sinister goals.

Gameplay Mechanics:

1. Initial Planning and Espionage:

- Leaders and negotiators strategize, send envoys to other factions to gain insight or sow discord as needed.
- Underlings may overhear or intercept communications revealing potential alliances or threats.

2. Negotiation Phase:

- Official and unofficial negotiations happen, with potential for public and secret alliances.
- Factions might offer or demand resources, military support, or other concessions.

3. Leadership Crisis Coup:

- This can happen at any point if a faction believes their leader is not serving their interests.
- The voting process is carried out as described, with the potential for dramatic shifts in factional power and negotiation stances.

4. Treaty Drafting:

- Negotiators draft treaty terms, which can be reviewed and amended by faction leaders.
- Secret clauses might be added to secure additional advantages or protections.

5. Voting on Treaty:

- Once a draft treaty is agreed upon, it's put to a vote within each faction first, and then a general vote if accepted by all factions.
- The voting process with the two boxes is carried out as described, maintaining the secrecy of individuals' votes.

6. Unexpected Events:

- Introduce unexpected events or crises that test the alliances and negotiations.
- E.g., a sudden attack on one faction, the revelation of a spy, or a sudden change in faction leadership.

7. Conclusion:

- The results of the negotiations and votes are revealed.
- The future of the galaxy is determined based on the agreed terms or lack thereof, and the participants reflect on the outcomes and the paths taken to reach there.

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Player's Brief Brief



Introduction:

Greetings esteemed delegates and noble leaders of the Four Great Galactic Empires – Karimen, Vashuto, Barin, and Sojuk. You find yourselves here, summoned by destiny, to the celestial halls of the Starway Conclave, nestled within the heart of a nebula that watches over the crossroads of our galaxy. This is a realm where peace is a whisper, and war is a shadow, lurking amid the stars.

A millennium of discord has seen the galaxy's corners frayed into tethers. Commerce, culture, and camaraderie once flourished among the stars, a testament to the boundless potential of united sentient beings. But ambition, like a ghost star, pulled factions into its cold grasp, plunging realms into a vortex of distrust and destruction.

The tales of suffering ripple through the fabric of space-time, and yet, within the core of chaos, a sliver of hope gleams. It beckons the bold, the wise, and the just to seek a horizon beyond the stormy skies, a dawn where the galaxies dance to the hymn of harmony.

Today, the quintessence of hope manifests in this conclave. The Last Final Conference, the beacon amidst cosmic discord, a gamble for serenity over annihilation.

The Setting and Situation:

Our narrative unfolds in a galaxy far away, a very very long long time ago. The turbulent tides of time have seen the four great empires grow and grapple over the celestial dominion, their roots of discord buried deep within the archives of antiquity.

Today, the leaders and envoys of Karimen, Vashuto, Barin, and Sojuk gather upon neutral stars to decide the destiny that will echo through the eons. They gather to negotiate, to plead, to strategize, to prevent the precipice of doom, and to strive for a celestial pact of peace.

As delegates, you are vested with the hopes and the fears of countless lives. You are the wielders of words, the brokers of peace, or the harbinger of desolation. Your dialogue and decisions today will either illuminate the starways or cast an eternal shadow upon the realms.

General Procedures:

1. Preparation:

- **Casting:** Each player is assigned a character from one of the four factions. You will receive a Character Card, detailing your character's identity, rank, and ambitions. Your Cultural Affiliation Briefing Sheet will elucidate your empire's ethos, history, and stakes in the conference. Lastly, your Name Tag and Leader Badge (if applicable) will signify your allegiance and stature.
- **Voting Chits:** Each player will receive a set number of Voting Chits, representing their influence in decision-making. Guard them; they are a tangible measure of your sway in the course of events.

2. Initiation:

- **Director's Brief:** The director will provide an overview of the scenario, introducing the setting, the situation, and the goals.
- **Faction Caucus:** Each faction will retreat to its enclave to deliberate on strategies, appoint negotiators, and discuss initial propositions.

3. The Conclave:

- Discussion Phase: Engage in dialogues, forge alliances, gather intel, and weigh the promises and perils of propositions. Explore the agendas of friends and foes, seek common grounds or expose hidden vendettas.
- Negotiation Phase: Official and unofficial negotiations will take place. Every word, a step towards consensus or conflict.

4. Decision Making:

- Voting Procedures: From resolving leadership crises to ratifying treaties, your Voting Chits are your voice. Cast them wisely and discreetly in the designated voting boxes.

5. Treaty & Conclusion:

- Treaty Drafting and Ratification: The culmination of hopes, fears, and relentless negotiations will materialize in the draft of the treaty. Its ratification or rejection will resonate through the galaxy, heralding a new era of hope or despair.

6. Debrief:

- Reflection and discussions on the narrative that unfolded, the alliances forged, the betrayals endured, and the lessons gleaned from the cosmic conclave.

Note:

This is a realm of dialogue and diplomacy. Your words are your swords, your pacts are your shields. There shall be no combat, only the clash of convictions and the melding of minds. Venture forth with valor and vision, and may the stars guide your dialogue to the dawn of serenity.

May the deliberations commence, and may fate favor the bold.

Upon completion of this introduction, the Director should ensure all participants have a clear understanding of their roles, the objectives, and the procedures of the game before commencing with the initial faction caucus.

Faction Brief

KARIMEN HORDE

Your people are the Karimen. You have lived and loved and died for a thousand years among the stars, planets, and moons of the Mubato System. Then things started happening that were unthinkable, children were born disfigured or so sickly they soon died. Your people were at a loss to explain these strange births and deaths until you found the Vashuto Colony on Praxis. The Vashuto had begun a systematic process of poisoning the environment of the inhabitable worlds with foul chemicals and noxious substances. Your ruling elite sent emissaries to the Vashuto main colony to appeal to their humanity only to have them slaughtered by strange weapons of mass destruction.

The Bimbab Massacre was the final straw when the Vashuto miners destroyed the most holy shrine of your people, the Bimbab Burial Grounds and Incubation Shelters where no living soul has been allowed to set foot for three thousand years, destroying the stored embryos of a billion sleeping Karimen children. Your people had not raised a weapon in anger for a thousand years but the Clans took up the call and massed the greatest military expedition your kind has ever known . . . your aim was the Vashuto home world. Your justice was swift, leaving behind a burned out ball of rubble where a once beautiful world once orbited a peaceful star. It was only the intervention of the Barin traitors that halted your Final Solution to the Vashuto world. You have been at constant war ever since.

The War with the Vashuto has been dragging on for over fifty years now. The Karimen population is now less than a quarter of what it was a century ago and all signs point to even more loss of life if the fighting continues. You were born to the war and you assumed you would die in it. However, a surprise move towards peace was made last month by the Vashuto and their Barin allies which may bring an end to this long and costly war. An uneasy cease fire has been in effect since the first overtures of peace, but many of your people think the call for the Peace Conference is a trick.

You do not know who or what this Conference will bring, but you know it is the last hope for peace. If the Conference fails then the night sky will once again be filled with the screams of the dying and the smell of the scorched flesh of the dead.

Note: When the Karimen speak, they tend to use gruff course tones and shake their bodies as if in anger or laughter. They growl a lot and tend to sniff others and have low howls when agitated. You're Space Wolves, act like it.

Costumes: If casting is set with preparation time, coordinate your costuming with other players. Karimen tend to dress in a manner of Space Vikings . . . think cliché movies of Vikings and add some space components. They favor the colors Red and Gold. Coordinated makeup effects might go a long ways.



Faction Brief

VASHUTO

Your people are the Vashuto. You have lived and loved and died for a thousand years among the stars, planets, and moons of the Khales System. Then things started happening that were unthinkable, children were born disfigured or so sickly they soon died. It was time to move on to a new system. Your greatest thinkers and technicians built great ships to send your best and your brightest to colonize the Mubato System. Things went well as you went about your business terraforming the planets in the system to make them more hospitable to your people — refreshing the atmosphere with gasses and chemicals that would sustain your people, planting vegetation for food and raising home world animals. These hostile worlds were becoming paradises . . . until disaster struck. The Karimen sent a band of savage assassins to the Inner Ward of the Vashuto main Colony on Praxis. The Queen Mother and six of her seven children were brutally butchered before the Royal Guards could protect them. The assassins were killed but from that time on, the vicious murdering Karimen have been waging a constant war of genocide against your people . . . they don't seem to be willing to stop at anything less than the death of every last one of your race. This is a war of survival. Your people's only initial saving grace was the defence system sold to them by the Barin . . . the cost of the system almost bankrupted your society, but it has preserved many lives that might otherwise have been lost — and your people are so few as it is that even one life is so very very precious.

You have thus far kept the Karimen savages at bay but the tide seems to have begun to turn. About fifty years ago, your scientists discovered a precious mineral in the Bimbab system that could mean perpetual cheap energy, enough to keep your biolabs working twenty-four hours a day for years to come as your scientists and bioengineers search desperately for a cure to the wasting illness that still affects so many of your dying race. Survival of the race is of utmost importance.

While your miners were peacefully excavating an abandoned Karimen settlement where obviously no one had lived for thousands of years, they were once again viciously attacked and murdered. The savages were so fierce and so filled with animalistic bloodlust that they actually ripped unborn children from their mothers' bellies and dashed the heads against the rocks. These people are barely more than animals and see murder as little more than sport. Then came the most unholy of horrors. The dread Karimen Horde made its way to the Vashuto home world — every place their ships landed the grass would never grow again. Their murderous onslaught was swift and complete, leaving behind no building unscorched, nothing will live again on Vashule for at least ten thousand years. It was only the intervention of the Barin Host and their superior technology that saved the Vashuto

people from complete extermination. Their aid has cost heavily in territory and precious minerals, but the survival of the race must be first consideration.

Your people have been at constant war ever since. The War with the Karimen has been dragging on for over fifty years now. The Vashuto population is now less than one-ten-thousandth of what it was a century ago and all signs point to even more loss of life if the fighting continues. You were born to the war and you assumed you would die in it. However, a surprise move towards peace was made last month by the surviving Vashuto Queen Heir and through the Barin allies she has been negotiating with less violent Karimen in efforts which may bring an end to this long and costly war. An uneasy cease fire has been in effect since the first overtures of peace, but many of your people think the call for the Peace Conference is a trick. You do not know who or what this Conference will bring, but you know it is the last hope for peace. If the Conference fails then the night sky will once again be filled with the screams of the dying and the smell of the scorched flesh of the dead.

Note: When the Vashuto speak, they use formal grammar and speak in a singsong manner. Likewise, they tend to use plural pronouns and do NOT use singular pronouns (we instead of I, they instead of he or she). The only exception is when speaking about a member of the Royal Family for which the singular pronoun is always preferred. Vashuto purr a lot and tend to touch and rub their bodies against one another and others. You're Space Cats, act like it.

Costumes: If casting is set with preparation time, coordinate your costuming with other players. Vashuto tend to wear flowing clothing. Think Ancient Egyptians but in Space. They favor the colors Blue and Silver. Coordinated makeup effects might go a long ways.



Faction Brief

BARIN

Your people are the Barin. You have lived and loved and died for a million years among the stars, planets, and moons of the Kholes and Mubato Systems. Then things started happening that were unthinkable, younger races, the Vashuto and Karimen began encroaching upon your territory. At the time of the rise of these younger races you were few in number and not yet strong enough to fight off hostile aggression. It was time to move on to a new system. Your greatest thinkers and technicians built great ships to send your best and your brightest to colonize the Barin System where you have lived for thousands of years in peace.

About a hundred years ago, your scientists developed a plan that would return your race to glory and eliminate these upstart races. First Barin spies introduced a deadly virus into the Vashuto home world's atmosphere that is harmless to your species but very deadly to the Vashuto — it causes birth defects and a long term wasting sickness which left unchecked will drive the Vashuto into extinction in five more generations.

Naturally the Vashuto do not realize the origins of their troubles. Your ambassadors suggested that they should colonize leave the Kholes System and colonize the Mubato System since it held many planets suitable for supporting life. Of course, the Vashuto were unaware that the Karimen already inhabited those planets.

Things have worked out rather well, the Vashuto and Karimen have begun a war of genocide, one against the other.

At one point about fifty years ago, it looked like the Karimen Horde would exterminate all of the Vashuto before depleting enough of their own numbers and so your government intervened and “allowed” the Vashuto to purchase some of your superior weapons of war to keep the playing field even. You know it is very undesirable for the Vashuto to have access to the only technology that may harm you but it is a calculated risk since (1) the Vashuto are trusting fools who do not question your motives and (2) in the long run it will help ensure the extinction of both the Vashuto and the Karimen, leaving the Barin to once again rule the stars.

It seems that there are a few Vashuto among the Royal House who suspect Barin motives but most of those were silenced when a cadre of Barin Assassins disguised as Karimen slipped into the Vashuto Queen Mother's Chambers on the Praxis Colony and butchered all within the Inner Ward, including the Queen Mother and six of her seven children . . . a very handsome and very secret reward has been posted for the head of the youngest child.

Your people have been maintaining a constant state of war between the Karimen and Vashuto ever since . . . with the foolish Vashuto all the while thinking you are their allies.

The Vashuto-Karimen War has been dragging on for over fifty years now. The Vashuto population is now less than one-ten-thousandth of what it was a century ago while the Karimen are barely one-fourth of their former numbers — all signs point to even more loss of life if the fighting continues. You were born to the war and you assumed you would die in it with your great grand children inheriting worlds free of Vashuto or Karimen. However, a surprise move towards peace was made last month by the surviving Vashuto Queen Heir and through traitorous Barin allies she has been negotiating with less violent Karimen in efforts which may bring an end to this long and costly war. An uneasy cease fire has been in effect since the first overtures of peace, but many of your people think the call for the Peace Conference is a trick.

You do not know who or what this Conference will bring, but you know it is the last hope for peace. If the Conference fails then the night sky will once again be filled with the screams of the dying and the smell of the scorched flesh of the dead.

Note: When the Barin speak, they tend to elongate their's S sounds. Ssso, it iss time to ssseek peassssse.

Costumes: If casting is set with preparation time, coordinate your costuming with other players. Barin tend to dress like 20th Century business people but with blasters at their hips. They favor the colors Brown and Black.



Faction Brief

SOJUK

Your people are the Sojuk. You have lived and loved and died for a million years among the stars, planets, and moons of the Khales and Mubato Systems. Then things started happening that were unthinkable, younger races, the Barin, Vashuto and Karimen began encroaching upon your territory. At the time of the rise of these younger races you were few in number and not yet strong enough to fight off hostile aggression. It was time to move on to a new system. Your greatest thinkers and technicians built great ships to send your best and your brightest to colonize the Sojuk System where you have lived for thousands of years in peace.

About a hundred years ago, your scientists developed a plan that would return your race to glory and eliminate the thread of these upstart races. Your spies planted seeds of discontent among the Barin who believe themselves superior to the other younger races . . . unfortunately this led to the Barin developing materials that eventually caused further discontent among their peoples.

Somehow the Vashuto and the Karimen were drawn into a mutually destructive war that is impinging upon your own peace and threatening your own planets even further.

The Vashuto began leaving their own worlds of the Khales System and colonizing the Mubato System since it held many planets suitable for supporting life. Of course, the Vashuto were unaware that the Karimen already inhabited those planets. Neither were aware that these systems once belonged to you.

Things have worked out horribly, the Vashuto and Karimen have begun a war of genocide, one against the other.

At one point about fifty years ago, it looked like the Karimen Horde would exterminate all of the Vashuto before depleting enough of their own numbers and so the Barimen government intervened and “allowed” the Vashuto to purchase some of their superior weapons of war to keep the playing field even. You know it is very undesirable for the Vashuto to have access to the only technology that may harm you and it looks as if all will be drawn into extinction if nothing is done.

It seems that there are a few Vashuto among the Royal House who suspect Barin motives in this peace conference but most of those were silenced when a cadre of Assassins disguised as Karimen slipped into the Vashuto Queen Mother’s Chambers on the Praxis Colony and butchered all within the Inner Ward, including the Queen Mother and six of

her seven children . . . a very handsome and very secret reward has been posted for the head of the youngest child. You suspect the Barin are involved but currently have no proof.

The Vashuto-Karimen War has been dragging on for over fifty years now. The Vashuto population is now less than one-ten-thousandth of what it was a century ago while the Karimen are barely one-fourth of their former numbers — all signs point to even more loss of life if the fighting continues. You were born to the war and you assumed you would die in it with your great grand children inheriting worlds free of Vashuto or Karimen. However, a surprise move towards peace was made last month by the surviving Vashuto Queen Heir and through traitorous Barin allies she has been negotiating with less violent Karimen in efforts which may bring an end to this long and costly war. An uneasy cease fire has been in effect since the first overtures of peace, but many of your people think the call for the Peace Conference is a trick.

You do not know who or what this Conference will bring, but you know it is the last hope for peace. If the Conference fails then the night sky will once again be filled with the screams of the dying and the smell of the scorched flesh of the dead.

Note: The Sojuk are very elegant and very quiet. Use short sentences that are almost like Zen koans. Gentleness in demeanor is very important.

Costumes: If casting is set with preparation time, coordinate your costuming with other players. Sojuk tend to dress in the manner of ancient Asian temples. Think Jedi meets Monks. They favor the colors Pink and Purple.



Syl

Supreme Commander

Affiliation: Karimen

Occupation: Military Leader of the Karimen Horde

Roleplay Hook: Righteous indignation

Voting Chits: 10

Costume: Syl is donned in a sophisticated military uniform adorned with medals of valor, the fabric is dark with neon linings showcasing the power and discipline of the Karimen horde.

Public Information:

Syl, a revered and feared name in the far reaches of the galaxy. The Supreme Commander of the Karimen Horde, Syl has been a harbinger of discipline, honor, and strength, striving to bring glory to the Karimen faction amidst the interstellar confrontations. Raised within the rigid military tradition of Karimen, the journey from a lowly cadet to the revered Supreme Commander was forged in the fiery crucibles of war. Known for a merciless stance against enemies, Syl's reputation precedes them in the halls of the Last Final Conference.

Across the Karimen populace and military, Syl is seen as a beacon of hope and the embodiment of Karimen's indomitable spirit. The audacious strategies crafted and led by Syl have often swung the tide of battle in favor of Karimen when all hope seemed lost. The galaxy has witnessed the might of Karimen under Syl's command, especially the crushing defeats handed to the Vashuto, which have been a source of rallying pride within the Karimen ranks.

However, the burden of command and the bloodshed witnessed over the cycles have left a mark. The hope now is that the Last Final Conference can be a platform to secure Karimen's interests and assure a future of prosperity and security, ensuring that the sacrifices of countless Karimen warriors weren't in vain.

Private Information:

The facade of undeterred strength hides a turbulent storm of uncertainty and questions that have started to seed within Syl. The long-drawn conflict has extracted a heavy toll, the faces of the young soldiers lost in battles haunt the nights. Despite the public persona, Syl has begun questioning the merits of an everlasting war, albeit in the solitary confinements of private quarters.

There's also a bitter rage brewing for the Queen Heir of Vashuto, whose forces were responsible for a deadly ambush that claimed the lives of close comrades. The public calls for her execution are not just about justice for Karimen, but a personal vendetta for Syl.

Moreover, whispers of discontent and potential traitors within the Karimen hierarchy have reached Syl's ears. The thought of betrayal from within, amidst this delicate precipice of history, is a new dagger that threatens the unity and the might of Karimen Horde.

Personal Goals:

1. Seek retribution for the Vashuto's underhanded tactics and ensure the Queen Heir faces justice, fulfilling a personal vendetta.
2. Acquire the advanced Barin technology to fortify Karimen's military might, ensuring the supremacy and security of Karimen for cycles to come.
3. Root out any traitors among the Karimen, maintaining the ironclad unity and loyalty within the ranks that have been the hallmark of Karimen's strength.

Jar

General

Affiliation: Karimen

Occupation: Ambassador

Roleplay Hook: Coldly ambitious

Voting Chits: 5

Costume: Jar dresses in an elegant yet militaristic fashion, adorned with subtle insignias of rank and a cape that symbolizes the dual role of diplomacy and warfare. The **costume** emanates a sense of authority and veiled threat.

Public Information:

General Jar of the Karimen Horde is not just a seasoned warrior but also the voice of Karimen in diplomatic alleys. They are a master of both the blade and the word. With a reputation for being shrewd and calculating, Jar carries the burden of Karimen's interests into the peace conference. They've been a significant player in the power corridors, with tactical acumen acknowledged even by foes. Jar has been at the forefront of many battles, each victory etching their legacy in the annals of Karimen history.

Jar's diplomatic ventures have often been seen as extensions of warfare by other means, driving hard bargains and ensuring Karimen's dominance. They embody the unyielding spirit of Karimen, showing neither fear nor favor in their quest for supremacy. They regard the Vashuto with a disdain born from cycles of bloodshed and treachery. The Barin's allegiance with the Vashuto is seen as a blemish on their otherwise honorable standing in the galactic community.

As the Ambassador, the upcoming conference is not just a duty but an arena for Jar to ensure the realization of Karimen's destiny.

Private Information:

Beneath the cold exterior lies a voracious ambition that seeks to ascend the echelons of power to the very zenith - the seat of the Supreme Commander. Syl's more cautious approach towards peace is seen by Jar as a sign of weakness, an opening that could be exploited to replace Syl. Jar believes that only by eradicating the Vashuto menace can true peace be achieved.

There's a deeply ingrained animosity towards the Vashuto, stemming from a personal tragedy where a Vashuto raid led to the massacre of Jar's kin. This event has never been disclosed, making the vendetta against Vashuto a very personal affair for Jar.

Moreover, there's a sense of rivalry with Syl, festering over cycles, driven by ideological differences and a hunger for command. However, these ambitions are masked beneath a facade of loyalty and duty, waiting for the opportune moment to be unveiled.

Personal Goals:

1. Fuel the fires of war till the Vashuto are obliterated from the cosmos, avenging the past and paving the way for Karimen's uncontested rule.
2. Manipulate the diplomatic channels to drive a wedge between the Barin and Vashuto, undermining their alliance and isolating Vashuto.
3. Outmaneuver Syl in the diplomatic arena, showcasing a more assertive and uncompromising stance, laying the foundation to replace Syl as the Supreme Commander and lead Karimen to a future of galactic dominance.

Geris

Shaman of the White Path

Affiliation: Karimen

Occupation: Spiritual Leader of the Karimen

Roleplay Hook: Mystical calm

Voting Chits: 5

Costume: Geris adorns a flowing robe adorned with celestial symbols, veiling a sharp intellect and a cloak of mysteries. An aura of serene spirituality envelops Geris, captivating or disconcerting others at the conference.

Public Information:

Geris, revered as the Shaman of the White Path, is a figure shrouded in mystical reverence among the Karimen. Geris provides spiritual guidance to the warriors and civilians alike, a beacon of hope and a channel to the divine. Their ethereal presence is a soothing balm in the harsh reality of the galaxy's conflicts. Geris advocates a path of harmony, wisdom, and understanding, often mediating disputes and soothing the fires of war with a serenity that belies a deep understanding of the turbulent galactic dynamics.

The Shaman's wisdom is not confined to spiritual realms; it extends into the sphere of diplomacy, with insights that often pierce through the facade of political intricacies. Despite the gentle demeanor, there is an undercurrent of respect, and possibly fear, for the powers Geris possesses. The Shaman has often been the voice of morality and compassion, guiding the Karimen conscience through the labyrinth of war and vengeance.

The Last Final Conference sees Geris as a crucial mediator, one whose words carry the weight of the ancestors and the hopes of future generations. A devout advocate for peace, Geris's presence is a balm on the festering wounds of war, and many eyes look towards them for a glimmer of hope amidst the storm of uncertainties.

Private Information:

Unbeknownst to anyone in the Karimen hierarchy, Geris harbors a deadly secret. Geris is a clandestine agent for the Vashuto, planted deep within the Karimen's spiritual and political fabric. The peaceful facade hides a mind honed for espionage, manipulation, and, if necessary, assassination. This duplicity was born not out of malice but a covert alliance forged with the Vashuto to seek a peaceful end to the ongoing conflicts.

Despite the tranquil exterior, there's a storm of conflict raging within. Geris's loyalty to the Vashuto mission conflicts with the growing attachment to the Karimen people who revere them. Yet, the mission remains paramount: ensure peace on Vashuto terms to cease the bloodshed and foster a new era of cooperation.

The path Geris walks is a razor's edge, a delicate balance between maintaining the trust of Karimen and executing the clandestine objectives of Vashuto. Every interaction is a dance on the precipice of discovery and death.

Personal Goals:

1. Maneuver the discussions towards a peace agreement favorable to Vashuto, manipulating the sentiments and decisions subtly, yet effectively.
2. At any hint of suspicion or exposure, devise strategies to eliminate the threat, ensuring the dual allegiance remains veiled in shadows of spirituality.

Pho

General

Affiliation: Karimen

Occupation: Battle Commander of the Holy Host

Roleplay Hook: Cynically pragmatic

Voting Chits: 2

Costume: General Pho's **costume** is a blend of military austerity and regal elegance, embodying the dual nature of a hardened commander and a dignified diplomat. Their attire is decked with insignia showcasing battle honors, yet bespeaks an elegance fitting the diplomatic occasion.

Public Information:

General Pho, a stalwart commander of the Karimen Holy Host, carries a reputation of a disciplined, merciless yet honorable warrior. Their military campaigns across the stars have etched their name as a force to be reckoned with. The loyalty of the Holy Host under their command is unyielding, a reflection of the respect and adoration Pho commands among the troops.

In a society where martial prowess is revered, Pho's reputation precedes them, both on the battlefield and within the diplomatic circles. The disciplined demeanor, tactical genius, and unwavering loyalty to the Karimen cause makes them a formidable player in the theater of war and diplomacy.

Their presence at The Last Final Conference is seen as a show of strength and determination by Karimen to protect its interests and uphold its honor. With a tactical mind, Pho navigates the complex diplomatic landscape, eyes ever watchful for threats and opportunities alike.

Private Information:

However, behind the veil of unyielding loyalty and honor, lies a pact sealed with Barin gold. General Pho has been lavishly paid by Barin to ensure that peace eludes the grasp of the desperate factions. The reasons for Barin's insistence on continued conflict remain shrouded in mystery, but the hefty price paid to Pho has bought their commitment to the cause of war.

The alliance with Barin is a clandestine dance on the thin blade of treason and pragmatism. While Pho holds the honor of Karimen in high regard, the allure of the deal and a certain cynical pragmatism about the endless cycle of galactic conflicts has pushed them into this dangerous gambit.

Every conversation, every negotiation at the conference is a masked endeavor to fulfill the Barin agenda while maintaining the facade of loyalty to Karimen. It's a dangerous game, one that could cast Pho into the abyss of treason if discovered.

Personal Goals:

1. Cunningly maneuver the discussions away from peace, instigating distrust and discord among factions, all while concealing the unholy alliance with Barin.
2. Ensure that the web of deceit remains undetected, and if suspicions arise, divert them skillfully or eliminate the threats to this clandestine endeavor. The deal with Barin must remain a shadow, never to be cast into the harsh light of truth.

P'ris

Queen Heir

Affiliation: Vashuto

Occupation: Royal Heir to the Throne of the Vashuto

Roleplay Hook: Mourning Prodigy

Voting Chits: 10

Costume: A resplendent and regal gown/tunic adorned with the royal emblems of the Vashuto, a delicate tiara signifying royalty, and a veil symbolizing mourning.

Public Information:

The young and captivating P'ris carries the hopes and dreams of the entire Vashuto populace. Rising from the ashes of tragedy that consumed her family, she is a symbol of hope and resilience. The bloodline of the royal family flows through her veins, marking her as the next in line for the throne. Yet the mantle weighs heavy upon her slender shoulders.

Her passion for peace is well-known throughout the galaxy. The cruel demise of her mother and siblings in the murky depths of political conspiracies left an indelible scar upon her soul. Despite the personal sorrow, she has displayed wisdom beyond her years, making her a beloved figure not just among her people but across factions.

The upcoming conference is her first voyage into the galaxy's volatile political arena, and the world's eyes are fixed upon her. There is a quiet, cautious optimism that P'ris might herald a new era of peace, transcending the boundaries of distrust that have kept the factions apart.

Private Information:

Haunted by the cold nights of unsolved mysteries surrounding her family's demise, P'ris bears the burden of unraveling the sinister threads woven around her lineage. The whispers of deceit echo through the halls of the royal palace, making trust a rare commodity. There's a shadow over the benevolence of the Barin, and P'ris fears that the blood-stained dagger that ended her mother's reign might have been wielded by a hand she is yet to shake in a facade of friendship.

There's an emotional storm brewing within her heart, veiled by the royal demeanor. Yet she finds solace in the hope of peace, a far-off light amidst the encroaching darkness of revenge that occasionally tempts her.

Personal Goals:

1. Seek the truth behind the shadowed past, unravel the mysteries surrounding the death of her mother and siblings, and if possible, bring those responsible to justice.
2. Foster a dialogue of peace at the conference, proving herself a worthy heir to the throne by prioritizing the safety and prosperity of her people over personal vendettas.
3. Carefully navigate the complex dynamics with the Barin, investigating their true intentions without causing a diplomatic fallout. Any ally or evidence that can shed light on the Barin's actual agenda would be a crucial puzzle piece in the bigger picture.

In the midst of political machinations, P'ris, the Queen Heir, must find her path, torn between the cold desire for truth and the warm embrace of peace that promises a better tomorrow for her people.

Karis

Enlightened One

Affiliation: Vashuto

Occupation: Religious Leader of the Vashuto Subcaste

Roleplay Hook: Serene Disseminator

Voting Chits: 2

Costume: A long, flowing robe adorned with symbolic embroidery representing the spiritual lineage of Vashuto, bearing both an ancient and otherworldly essence. A crown-like headpiece that signifies the elevated spiritual status.

Public Information:

Karis, known as the Enlightened One, is a figure of divine serenity and spiritual resilience among the Vashuto people. As the Religious Leader of the Vashuto Subcaste, Karis holds a position of profound reverence, embodying the ageless wisdom and mystical traditions that have guided the Vashuto through the galactic eons. With an aura of calm transcendence, Karis walks the delicate bridge between the temporal and the ethereal, providing spiritual counsel to both commoners and nobles alike. At the conference, Karis represents the divine mandate of the Vashuto, urging for a peaceful resolution to the cosmic discord that threatens to shatter the harmonious tapestry of the galaxy.

The public narrative speaks of Karis's extraordinary spiritual insight, which has often been a beacon of hope and a source of unyielding strength for the Vashuto during their darkest hours. Karis's dedication to protecting the Queen Heir and maintaining the spiritual integrity of the Vashuto is known galaxy-wide, resonating as a hymn of divine duty.

Private Information:

Unknown to many, Karis has been grappling with unsettling revelations brought forth by covert intelligence, indicating a possibly sinister facet of the seemingly benign Barin. The seeds of doubt have been sown, and a cautious veil of suspicion gently shrouds Karis's interactions, especially concerning the Barin envoys. There's also a burgeoning concern regarding possible traitors within the Vashuto's own ranks, a thought that sends a ripple through the still waters of Karis's spiritual tranquility.

Personal Goals:

1. Engage in subtle inquiries and discerning dialogues to unveil the true nature of Barin's intentions, while maintaining a facade of divine equanimity.
2. Advocate for a peaceful resolution, ensuring the safety and rightful position of the Queen Heir amid the swirling vortex of galactic politics.
3. Identify and expose any traitors that lurk in the shadows, threatening to destabilize the Vashuto from within. Engage in alliances that help in fulfilling this divine duty.

As Karis steps into the theatre of cosmic diplomacy, every gesture and utterance carries the whisper of ancient wisdom and the silent prayer for a peaceful, harmonious resolution.

H'ris

Queen's Cousin

Affiliation: Vashuto

Occupation: Royal Cousin

Roleplay Hook: Mourning Seeker

Voting Chits: 1

Costume: Elegant, aristocratic attire with a regal cape indicating royal lineage, embroidered with Vashuto ancestral symbols, coupled with a diadem etched with ancient script.

Public Information:

Born into a lineage of reverence and noble stature, H'ris has always been one who seeks the harmony and prosperity of the Vashuto race. As the cousin to the revered Queen, H'ris was privy to the high chambers of Vashuto's aristocracy from a tender age. The bond between H'ris and the Queen went beyond mere blood - it was a deep-seated loyalty and friendship that stood against the tide of galactic perils.

The dark clouds of sorrow hovered over H'ris when news of the Queen's brutal death alongside the demise of H'ris's beloved nephews and nieces reached the echoing halls of the palace. The void left behind was profound, a silence that carried the cries of a mourning heart across the stars. H'ris's public demeanour carries the undying memory of a regal lineage seemingly snuffed out yet living in the hearts of the Vashuto. Now a symbol of endurance and remembrance, H'ris stands at the precipice of hope and despair, vowing to unearth the dark truth that shrouds the royal bloodline and to protect the remaining lineage from further calamity.

Private Information:

The quest for truth is a lonely one. H'ris harbours suspicions that have grown like weeds in the garden of loyalty. The Barin's sudden show of benevolence is a puzzle that tugs at H'ris's discerning mind. Underneath the veil of mourning lies a sharp, discerning mind that constantly battles between trust and doubt. The whispers of conspiracy have not escaped H'ris's ears, nor have the silhouetted figures moving in the shadows of intrigue.

Personal Goals:

1. Traverse the delicate maze of alliances and enmities to unveil the shrouded truth behind the royal massacre. Engage with potential allies, discern hidden foes, and extract information that illuminates the path to truth.
2. Advocate vehemently for a peace that ensures the preservation and prosperity of the Vashuto race. Allow the memories of the fallen royals to be the beacon that guides towards a resolution devoid of further bloodshed.
3. Delve into the Barin enigma. Analyze their actions, decipher their words, and unmask the true face behind the veil of benevolence. Establish dialogues that test the waters of Barin's intents, seeking clues in the subtle tides of cosmic diplomacy.

Every word uttered and alliance forged by H'ris is a step on the sacred journey of revelation, a path that either leads to hope or plunges deeper into the abyss of galactic despair.

Varis

General

Affiliation: Vashuto

Occupation: Military Sub-Commander of the Vashuto

Roleplay Hook: War-Hardened Strategist

Voting Chits: 2

Costume: Sleek, black military uniform adorned with various badges of honor, commendations, and insignias of rank, fitted with an imposing cape signifying command status. A holster carrying a symbolic weapon of the Vashuto is fastened securely at the waist.

Public Information:

General Varis is a living testament to the indomitable spirit of the Vashuto. Rising through the ranks amidst the ashes and rubble of war, Varis has witnessed first-hand the price of freedom and the necessity of strength in a galaxy poised on the knife-edge of chaos. Each campaign under Varis's leadership is a choreographed dance of strategy, bringing the Vashuto closer to a vision of order where the weak are culled and the strong prevail.

The bitter feud with the Karimen is a sore that festers in the heart of Varis, each casualty a ghost that haunts the march towards justice. Every blow dealt against the enemy is a step towards avenging the countless souls lost to the Karimen's savage aggression. Varis's name echoes through the halls of the Vashuto military with a blend of reverence and fear, embodying the relentless resolve that has kept the Vashuto's spirit unbroken amidst the storm of war.

Private Information:

Amidst the stoic exterior, there lies a pragmatic mind that constantly calculates the cost of war. Varis, while a staunch advocate for strength, harbors a quiet understanding of the intricacies of intergalactic diplomacy. The approach towards the Barin and the unfolding peace talks is a complex chess game in Varis's mind, each move carrying the potential of dire consequences.

Personal Goals:

1. **Guard Against Surrender:** Varis will staunchly oppose any hint of surrender in the negotiations. The veneer of peace should not come at the cost of Vashuto's honor and the memories of the fallen. Engaging in shrewd diplomatic exchanges to ensure that the Karimen are brought to justice is paramount.
2. **Extend the War if Necessary:** Though a dark road, extending the war could further solidify the Vashuto's military rule, culling the weak and forging a society of the strong. Varis will explore avenues to prolong the conflict if it serves the greater vision of a resilient Vashuto.
3. **Probe the Barin's Intentions:** The Barin's sudden alliance is a mystery wrapped in layers of political intrigue. Varis will meticulously analyze their actions, seeking to unveil any hidden agendas that could threaten the Vashuto's position in the galaxy.

Each move Varis makes in the delicate dance of the conference is a reflection of a mind forged in the fires of battle, bearing the hopes of a race that has bled and fought for its place among the stars.

Babaloo

Ambassador

Affiliation: Barin

Occupation: Diplomat to the Karimen

Roleplay Hook: Persuasive Pacifist

Voting Chits: 5

Costume: Elegant diplomatic robes of neutral colors with Barin's emblem subtly embroidered, depicting an aura of neutrality and diplomacy, coupled with a calm yet firm demeanor.

Public Information:

Ambassador Babaloo stands as a beacon of diplomacy and neutrality amidst the tumultuous tides of intergalactic conflicts. Being a Barin, Babaloo embodies the principles of peace, negotiation, and constructive dialogue that his race is known for. He has served as a diplomat to the Karimen for a significant time, fostering a fragile but important thread of understanding between the two races.

The ambassador has been quite vocal in his pursuit of a peaceful resolution to the ongoing strife between the Karimen and Vashuto, extending his efforts to mediate wherever possible. The populace back in Barin admires Babaloo for his dedication towards maintaining peace, and the Karimen respects him for his honesty, even if it's inconvenient at times. He has been able to maneuver through delicate diplomatic situations with a finesse that only a few in the galaxy possess.

He has frequently voiced his disapproval of the genocidal tendencies shown by both the Karimen and Vashuto, and this stance is well known across the factions. He arrives at the conference with the hope and the hefty responsibility of steering the discussions towards a peaceful resolution that would ensure the safety and stability of his people.

Private Information:

Despite his outward portrayal of neutrality and objectivity, Babaloo harbors a deep-seated fear for the safety of his people. He's wary of the aggressive tendencies displayed by the Karimen and Vashuto and fears that Barin might get caught in the crossfire should war escalate. His every move in the diplomatic arena is cautiously calculated to prevent any repercussions that might fall upon Barin.

He's also in possession of delicate information regarding some war crimes committed by both the Karimen and Vashuto, which if brought to light, could swing the tide of the conference but at a potentially dangerous cost. The strain of these burdens often keeps Babaloo awake at nights as he meticulously plans his strategies to ensure the protection of his people while adhering to the principles of peace and neutrality.

Personal Goals:

1. Prevent Escalation: Advocate for peace, truce, or at least a de-escalation of hostilities between the Karimen and Vashuto, employing his diplomatic skills to mediate discussions and negotiations.
2. Protect Barin: Ensure that any resolution arising from the conference doesn't adversely affect Barin or draw them into a conflict. Maintain a neutral stance, but remain vigilant for any scenario that might compromise Barin's safety or integrity.
3. Subtle Advocacy: Without overtly revealing his concerns, subtly work towards making other factions aware of the dire consequences of war and genocide, hoping to stir a sense of humanity and rationality among them.

With a heart full of hope yet a mind burdened with the harsh realities of the galaxy, Babaloo steps into the conference, his every move a delicate dance between peace and peril.

M'lik

Supreme Minister of the Temple

Affiliation: Sojuk

Occupation: Religious Ruler, Minister of Peace

Roleplay Hook: Divine Mediator

VOTING CHITS: 5

Costume: A flowing, celestial robe adorned with ancient, sacred symbols and an ornate headpiece representing the spiritual authority of Sojuk.

Public Information:

In the galactic expanse where faith and politics intermingle, M'lik holds a position of celestial significance. As the Supreme Minister of the Temple, M'lik is both a spiritual guide and a worldly mediator for the people of Sojuk. Raised in the ancient monasteries that float atop the clouds of Sojuk's sacred moon, M'lik was destined for a life intertwined with the divine. Now as the Minister of Peace, M'lik seeks to extend the aura of tranquility that envelops Sojuk's sacred temples to the far reaches of the galaxy.

M'lik's words are not merely echoed through the halls of power but resonate through the souls of the faithful. It's a bond of faith that has been the adhesive of peace within Sojuk amidst a galaxy teetering on the precipice of war. The theological teachings M'lik upholds preach harmony, diplomatic discourse, and the sanctity of life, teachings that have shaped the peaceful demeanor that Sojuk now exemplifies at the galactic council.

M'lik's celestial attire symbolizes the purity of purpose, adorned with the ancient symbols of peace, an emblem of the divine mandate to establish galactic harmony. Each step M'lik takes at the Last Final Conference is a stride on the path laid by the stars, a divine mission to ensure the celestial hymn of peace silences the drums of war.

Private Information:

M'lik carries the weight of a secret that could ripple through the galaxy—the existence of a splinter faction within Sojuk's religious order, known as the Shadows of Discord, that believes in a more militant approach to protect their celestial realm. This faction sees the pacifist approach of the current religious rulers as a path towards oblivion in the face of the aggression displayed by other galactic factions. This knowledge is a heavy burden that challenges M'lik's core beliefs, yet is essential to keep hidden to maintain the unity and integrity of Sojuk's religious order.

Among the aura of divine peace M'lik exudes, there is a keen vigilance against spies who may wish to sow seeds of conflict within the ranks or undermine the position of Sojuk in the galactic council. M'lik is aware of whispers within the cosmic winds about spies infiltrating the conference. Discrediting these harbingers of discord is not just a political move, but a divine duty to uphold the celestial harmony that governs the essence of Sojuk's existence.

Personal Goals:

1. Facilitate a sacred accord of peace that will resonate through the galaxy, reflecting the divine harmony that Sojuk stands for.
2. Uphold and strengthen the authority of Sojuk's religious rulers, ensuring their celestial wisdom guides the narrative of peace.
3. Identify and discredit any spies or nefarious actors attempting to undermine the sanctity of the conference, and by extension, the divine authority of Sojuk.

Bubaboo

Ambassador

Affiliation: Barin

Occupation: Diplomat to the Vashuto

Roleplay Hook: Crafty Puppeteer

Voting Chits: 3

Costume: Refined, yet minimal diplomatic garb adorned with subtle, intricate patterns. The attire is accented with the Barin emblem, symbolizing a dedication to their cause while portraying a facade of neutrality.

Public Information:

Ambassador Bubaboo is a figure often admired for his diplomatic prowess and the apparent dedication to upholding the Barin's image as peacekeepers in the galaxy. His eloquent speeches on the importance of peace have resonated across the stars, solidifying a serene image of the Barin amidst a sky full of warring stars. As a diplomat to the Vashuto, he has managed to keep a fine line of communication open despite the ongoing galactic tensions.

Publicly, Bubaboo always carries the banner of peace, condemning the violent actions by the Karimen and Vashuto in the most diplomatic language. He tirelessly speaks about the need for tranquility and a common ground to resolve disputes. He is often seen in diplomatic circles advocating for dialogue over destruction, promoting a facade of a harmonious solution to the endless conflict.

His persona is one of a peace-loving diplomat, dedicated to restoring peace and ensuring the Barin's good reputation remains untarnished. His demeanor is calm, articulate, and he possesses a charm that draws others into his circle, making him a well-liked figure among his peers and subordinates.

Private Information:

Unbeknownst to most, Bubaboo's real agenda is far from the pacifist image he portrays. His actual intentions lie in maintaining a state of unrest between the Karimen and Vashuto to secure a superior position for the Barin in the galactic hierarchy. He cleverly manipulates dialogues and situations to fuel the fire between the warring factions while keeping the Barin in favorable light.

His fear is that a peaceful resolution between the Karimen and Vashuto might lead to a united front that could challenge the Barin's standing. Therefore, his actions, masked under a veil of peace advocacy, aim to ensure the continuance of discord while projecting the Barin as the noble mediators.

Bubaboo also harbors a network of spies who feed him critical information about both factions' strategies and plans, giving him an upper hand in steering the narrative in the diplomatic corridors.

Personal Goals:

1. Maintain the facade: Diligently work to uphold the image of the Barin as the peacekeepers, ensuring they remain in good standing with other neutral factions and races.
2. Fuel the discord: Subtly manipulate the discussions and situations to keep the Karimen and Vashuto at odds, ensuring they remain focused on each other rather than any external threat.
3. Master of Puppetry: Behind the veil of diplomacy, manipulate the strings of the conference to the Barin's advantage, ensuring their strategic position in the galaxy remains unthreatened.

With a mind sharper than a double-edged sword, Bubaboo steps into the conference arena, ready to play the game of shadows under the glaring lights of diplomacy.

M'lok

Affiliation: Sojuk

Occupation: Religious Vice-Ruler, Minister of Peace

Roleplay Hook: Stoic Sentinel

VOTING CHITS: 3

Costume: Graceful, subdued celestial robes that balance authority and humility, adorned with the emblems of Sojuk's religious hierarchy.

Public Information:

Amidst the celestial hierarchies of Sojuk, M'lok stands as a testament to a life dedicated to divine diplomacy. Being the Religious Vice-Ruler and the Minister of Peace, M'lok walks the fine line between the temporal and the divine, aspiring to translate the spiritual teachings of harmony into tangible galactic peace. Early years spent in the tranquil moon monasteries of Sojuk shaped a stoic, contemplative demeanor that now aids in the turbulent negotiations of galactic diplomacy.

The fabric of M'lok's celestial robes narrates the tales of ancient Sojuk harmonies, each emblem sown is a vow to uphold the tranquil order of the cosmos. M'lok's presence in the conference is not merely as a diplomat but as a living embodiment of the celestial calm that underlines Sojuk's philosophy. Every discourse is not just an exchange of words but a step towards the divine alignment of cosmic entities.

M'lok's public pursuit of peace is deeply ingrained with the spiritual ethics of Sojuk. Guided by the timeless wisdom of Sojuk's religious rulers, M'lok seeks to elevate the discourse beyond mere political squabble towards a higher plane of understanding. A revered figure within Sojuk's religious order, M'lok's voice carries the echoes of divine sagacity aiming to steer the galaxy away from the abyss of war towards the calm shores of peace.

Private Information:

M'lok has a veiled concern about the growing whispers of militant factions within Sojuk's religious order who challenge the pacifist ideology. M'lok fears the schism could not only tarnish the divine unity but also jeopardize the peace negotiations at the Last Final Conference. Keeping this internal discord under wraps is crucial to maintaining a unified front.

Behind the serene facade, M'lok also harbors a deep-seated vendetta against espionage entities known to exploit religious factions for political gains. There's a quiet storm that brews within when it comes to identifying and discrediting spies who undermine the sanctity of the divine mission. This is a more personal quest for purity in a galactic field muddled by deceit and subterfuge.

Personal Goals:

1. Facilitate a galactic agreement that transcends temporal politics to mirror the divine harmony that Sojuk stands for.
2. Reinforce the spiritual authority of Sojuk's religious rulers, ensuring their celestial guidance remains the bedrock of peace negotiations.
3. Expose and discredit any espionage elements attempting to sabotage the sacred mission of peace, thereby preserving the sanctity and integrity of Sojuk's divine diplomacy.

Miikrat

Ambassador

Affiliation: Karimen

Occupation: Diplomat — Assigned to the Barin Embassy

Roleplay Hook: Wary diplomat

Voting Chits: 1

Costume: Elegant diplomatic attire adorned with Karimen and Barin emblems, symbolizing the delicate balance Miikrat maintains between the two factions.

Public Information:

Ambassador Miikrat is a seasoned diplomat, having spent much of their career navigating the tense relations between the Karimen and Barin. Assigned to the Barin Embassy, Miikrat has had a front-row seat to the shifting alliances and ever-present tensions that define the galactic stage. Their measured demeanor and a strong sense of duty towards Karimen are well-known among diplomatic circles. The ambassador believes firmly in the power of dialogue and diplomacy, often advocating for peaceful resolutions amidst the militant cries for war that resonate through the Karimen hierarchy.

Despite being a steadfast advocate for peace, Miikrat's wary nature towards the Barin is also well recognized. Their experiences at the Barin Embassy have only deepened the skepticism, as they've witnessed firsthand the subtle, and sometimes not-so-subtle, maneuverings of Barin against the interests of Karimen.

Miikrat's long tenure in diplomacy, although marked with many successes, also carries the burden of witnessing the devastating toll of ongoing war between Karimen and Vashuto, a scenario the ambassador desperately wishes to amend.

Private Information:

Miikrat's mistrust of Barin goes beyond mere skepticism; it's a deep-rooted suspicion based on undisclosed incidents that occurred within the Barin Embassy. These incidents, shadowed in secrecy, have given Miikrat a unique, albeit disturbing, insight into Barin's possible sinister agendas. Furthermore, Miikrat harbors a fear that the Karimen's military aggression, driven by the quest for vengeance against the Vashuto, may plunge their civilization into a cataclysm from which they might never recover. This fear has forced Miikrat into a position of desperate advocacy for peace, even if it means traversing the gray areas of diplomacy.

Personal Goals:

1. Unmask any hidden agendas of Barin during the conference while keeping a wary eye on the other factions; unveil the veils of deceit that threaten the prospects of peace.
2. Advocate and work tirelessly for a peace agreement, reaching across the aisle to the Vashuto and even Sojuk if necessary. The endless war is a cancer eating away at the galaxy's heart, and peace, no matter how uneasy, is the only path to salvation.
3. Should the tide of discussions veer towards war or unfavorable alliances, leverage every bit of influence, no matter how scant, to steer it back towards peace. The future of Karimen and countless lives across the galaxy hang in the balance.

Jis

Scientist

Affiliation: Vashuto

Occupation: Scientific Research Fellow of the Vashuto

Roleplay Hook: Cunning Double-Agent

Voting Chits: 1

Costume: Tailored, white scientific robe with discreet Vashuto insignia, laden with hidden pockets for concealed data devices and a belt holding various scientific instruments. Hair neatly tied back, carrying an aura of calculated composure.

Public Information:

Jis is a revered name in the realm of Vashuto's scientific community. Known for a sharp, analytical mind and a keen understanding of intergalactic technological advancements, Jis represents the epitome of intellectual prowess. Hailing from a lineage of distinguished scientists, it was only natural for Jis to ascend as a Scientific Research Fellow, a position held with a quiet sense of pride. To the public eye, Jis is a symbol of Vashuto's pursuit of knowledge, an embodiment of the race's relentless quest for advancement amidst a galaxy fraught with uncertainties. The peace conference presents itself as a grand stage for Jis to advocate for the role of science as a cornerstone for securing Vashuto's future. With a belief that knowledge trumps brute force, Jis often finds oneself at odds with the military's aggressive stance, a discord that resonates through the cold hallways of political debates.

Private Information:

The facade of loyal Vashuto scientist conceals the heart of a double agent, sworn to aid the Karimen in the shadows of the cold war that engulfs the galaxy. Each stroke of genius showcased in Vashuto's labs is a clandestine whisper to Karimen allies, a dance of deceit played under the veil of allegiance. This allegiance to the Karimen was forged out of a clandestine agreement that promised a sanctuary for the pursuit of unbridled scientific endeavors, free from the shackles of military oversight. The Barin's arrival and their veil of benevolence is a mystery that gnaws at the corner of Jis's meticulous mind. The unknown variables they bring to the equation of peace is a threat not only to Vashuto but to the clandestine allegiance with the Karimen.

Personal Goals:

1. **Undermine Military Influence:** Seek avenues to subtly undermine the military's grip on the proceedings of the peace conference, emphasizing the importance of scientific advancement as the torchbearer of a prosperous future.
2. **Aid the Karimen Clandestinely:** Through discreet channels of communication, provide crucial information to the Karimen allies, aiding them in navigating the complex waters of the peace conference to achieve their goals.
3. **Unravel the Barin Enigma:** The Barin's intentions are a riddle wrapped in enigma. Jis aims to peel back the layers of pretense, to unveil the true nature of the Barin's involvement in the galaxy's affairs, ensuring it aligns or at least doesn't jeopardize the clandestine allegiance with the Karimen.

Jis navigates the tumultuous waters of allegiance and deceit, with every whispered secret a step closer to a galaxy where knowledge reigns supreme, undeterred by the swords of war.

Boobaboo

Government Minister

Affiliation: Barin

Occupation: State Department Chief

Roleplay Hook: Cunning Disguiser

Voting Chits: 1

Costume: A stately robe encrusted with the shimmering symbols of Barin diplomacy, reflecting both authority and sophistication. A face-mask symbolizing tranquility yet obscuring the true face of intentions.

Public Information:

Boobaboo, the State Department Chief of Barin, is known throughout the galaxies for his impeccable mannerism and a stoic belief in maintaining the moral high ground, or so it seems. In public appearances, he echoes the Barin's ideals of peace and impartiality between warring factions, delivering meticulously crafted speeches, alluding to the horrors of war and the need for reconciliation.

A seasoned diplomat, his years in the state department have helped to form a network of allegiances with various factions. Boobaboo's interactions with the Karimen and Vashuto have always been framed as an honest mediator, trying to pave a path towards a ceasefire. His reputation precedes him as a man of honor, diligently serving his people, ensuring the image of Barin as the benevolent peacemakers stays intact.

His eloquence and measured tones have often been the soothing balm over the fiery discourses of war, earning him a respected position in the diplomatic circles. The Barin State emblem he wears is not just an insignia of his rank, but a testament to the neutral, peace-seeking identity of his faction.

Private Information:

Unveiling the mask of serenity reveals a mind etched with cunning and ambitions. Boobaboo's true intent is to maintain the conflict between the Karimen and Vashuto, allowing the Barin to flourish amidst the chaos. Through clandestine channels, he has been orchestrating misinformation, fueling the fire of mistrust between the two factions. His network also runs deep within his own faction, rooting out and silencing any dissent that threatens the Barin's position or reveals their subtle machinations.

His fears stretch towards a potential unity between the Karimen and Vashuto, which may result in a new alliance strong enough to challenge Barin's standing. Hence, the importance of keeping the war fires burning, under a veil of diplomacy.

Personal Goals:

1. Mastermind Misdirection: Carefully drive discussions to widen the rift between the Karimen and Vashuto, while portraying the Barin as impartial mediators.
2. Silent Purge: Identify and discreetly eliminate any Barin individuals harboring unsanctioned attitudes or threatening to unveil the veiled manipulations.
3. Preserving the Facade: Ensure that the Barin's image as the "good" guys remains unchallenged, maneuvering through diplomatic channels to keep suspicion at bay.

As Boobaboo steps into the conference, the Galaxy watches, unaware of the intricate dance of deception that is about to unfold. His words will shape the fate of many, but whose truth will be told, only the stars shall know.

P'lika

Affiliation: Sojuk

Occupation: Minister of Peace

Roleplay Hook: Devoted Pacifist

VOTING CHITS: 2

Costume: Elegant vestments with flowing silhouettes and reflective embellishments, capturing the essence of divine tranquility and celestial authority of Sojuk's religious elite.

Public Information:

P'lika of Sojuk is known throughout the galaxy as a herald of peace, a devoted servant to the cause of harmony among stars. Growing up amidst the ancient spires and hallowed halls of Sojuk's ethereal sanctuaries, P'lika was inducted early into the echelons of divine pacifism, evolving into a revered Minister of Peace.

The peace conference beckons not just as a political arena, but as a spiritual pilgrimage, a chance to cement the universal harmony that the religious doctrines of Sojuk tirelessly advocate. As a Minister of Peace, P'lika is a beacon of hope for those longing for serenity amidst the cacophony of galactic discord. The soft cascades of the Minister's celestial vestments tell tales of time-honored traditions, radiating a sense of divine serenity that often calms the stormy debates across the negotiation table.

P'lika's soothing rhetoric, imbued with the timeless teachings of Sojuk's revered scriptures, often serves as a balm on the frayed nerves of interstellar diplomacy. The very essence of P'lika's diplomacy is to entwine the threads of peace through the knotted tangle of galactic interests, transcending material realms to tap into the universal resonance of peace.

Private Information:

P'lika's heart, however, bears a secret burden. The whispers of spies lurking amidst the sacred halls threaten not only the divine mission but also the very core of trust that binds the religious unity of Sojuk. The suspicion that some of these spies may come from within Sojuk's own circles is a painful thorn that P'lika bears in silence.

The Minister's mission to discredit spies transcends mere political maneuvering. It's a crusade to purify the holy endeavor from the taint of deceit, to uphold the sanctity of the divine cause against the shadows that threaten to obscure it. This is a deeply personal endeavor, a silent oath to protect the spiritual essence of Sojuk's celestial calling.

Personal Goals:

1. Achieve a monumental galactic peace, resonating with the divine teachings of Sojuk, thereby leaving a lasting legacy of harmony.
2. Strengthen the spiritual backbone of Sojuk's representation in the conference, upholding the integrity and authority of its religious rulers amidst the galactic audience.
3. Unveil and discredit the spies among the delegates, protecting the sacred essence of the peace mission from the venom of deceit, thereby ensuring a transparent and pure pathway to galactic peace.

Muso

Ambassador

Affiliation: Karimen

Occupation: Diplomat — Assigned to the Vashuto

Roleplay Hook: Visionary Peacemaker

Voting Chits: 1

Costume: Exquisite diplomatic robes adorned with symbols of both Karimen and Vashuto civilizations, displaying a hope for unity and peace.

Public Information:

Ambassador Muso is a visionary diplomat representing the Karimen amidst the Vashuto, embodying a breath of fresh optimism in the rigid, old-school hierarchy of the Karimen governing system. Muso's quest for diplomacy over warfare is well-publicized and is seen as a hopeful sign for a peaceful future among many. They have managed to establish tentative rapport with several Vashuto officials, which, though seen skeptically by many Karimen, is a small yet hopeful step towards peaceful coexistence.

Muso's open criticisms against the militant leadership of the Karimen have been both a boon and a bane, earning them a distinct reputation among both factions. Muso's gentle demeanor, coupled with their articulate speech, have turned many previous adversaries into acquaintances if not friends, within the Vashuto faction. They carry the hope of many peace-loving citizens from both civilizations, making their role at the conference a pivotal one.

Private Information:

Muso's desire for peace and a shift in Karimen's leadership stems from a haunting past where they lost close family members to the ruthlessness of the ongoing war. The searing memory of seeing loved ones engulfed in the flames of destruction fanned by their own race's aggressive military actions is a scar that fuels Muso's every diplomatic endeavor.

Moreover, Muso has had clandestine communications with some of the like-minded Vashuto and Barin diplomats who see the potential for a united galaxy. These connections are incredibly fragile and secretive, making them a potential target should they come to light.

Personal Goals:

1. To work tirelessly towards a peace agreement that can help alter the aggressive, war-driven narrative of the Karimen, presenting a model of diplomatic engagement as a path forward.
2. To carefully maneuver through the proceedings of the conference to gradually expose the war-mongering tendencies of the militant Karimen leaders, aiming to eventually replace them with a diplomatic council. The dream of a peaceful, progressive Karimen leadership is what drives Muso.
3. While fostering peace is the primary objective, establishing strong, trust-bound alliances with the Vashuto and possibly other factions is a close second. Muso sees a galaxy where open dialogue among races can prevent any future cosmic conflicts.

Hrey

Lieutenant of the Royal Guard

Affiliation: Vashuto

Occupation: Sub-Commander of the Palace Guard

Roleplay Hook: Honor-bound Protector

Voting Chits: 1

Costume: Elegant, armor-plated ceremonial garb adorned with Vashuto insignia and royal crest, reflecting both regality and readiness for battle. A cape drapes over one shoulder, while the opposite arm bears the emblem of the Palace Guard.

Public Information:

Hrey stands as a stalwart guardian of Vashuto's royal lineage, a position earned through a legacy of loyalty and a lifetime of unwavering dedication. The lieutenant's name resonates through the halls of the royal estate, echoing the valor of someone willing to lay down their life for the sanctity of their leaders. Having ascended the ranks with honor shining as bright as the medals adorned, Hrey's presence at the peace conference is a testament to the severity of the situation, with hopes of forging a path of peace through a galaxy ravaged by years of war.

The royal court's narrative reveres the Barin for their benevolence towards the Vashuto during desperate times. It's Hrey's sworn duty to extend this gratitude, seeking to forge stronger bonds and ensuring the safety of Vashuto royalty. However, the bitter taste of distrust for the Karimen runs through Hrey's veins, a scar of past skirmishes, and encounters on the battlefields that bore witness to the Karimen's ruthlessness.

Private Information:

The veil of honor that swathes Hrey hides a storm of questions that rage within. The cold-blooded assassination of the Queen Mother on Praxis is a wound that festers in Hrey's heart. It was the fateful day when orders diverted the Royal Guards away, a maneuver that reeks of treachery from within. Hrey has since been haunted by the faces of deceit that might lurk amidst the ranks of those they once trusted.

Unbeknownst to many, Hrey has been conducting a silent investigation, a quest for truth veiled in secrecy. With every stone turned, the suspicion of a traitor within the royal circle deepens, threatening to shatter the very foundations of loyalty Hrey has built a life upon.

Personal Goals:

1. Cement Relations with Barin: Foster strong diplomatic ties with the Barin, honoring their help and seeking avenues for mutual benefit to ensure the safety and prosperity of Vashuto's future.
2. Advocate for a Cautious Peace: While distrust for the Karimen remains, advocate for a peace that ensures security and honor for Vashuto, understanding the necessity of tranquility for the survival and prosperity of your race.
3. Uncover the Traitor: Delve deeper into the shadows of conspiracy surrounding the events on Praxis. Find the traitor who orchestrated the betrayal that led to the Queen Mother's assassination, and bring them to justice, restoring honor to the Royal Guard.

In the game of allegiance and deceit, Hrey's blade of honor hangs by a thread of truth, awaiting the revelation that could either sever or strengthen the core of Vashuto's royal legacy.

Flis

State Minister

Affiliation: Barin

Occupation: Cabinet Minister of State

Roleplay Hook: Morally-Torn Diplomat

Voting Chits: 1

Costume: A sleek yet modest garment reflecting Barin's aesthetics, adorned with badges indicating alliance and service to the state. A discreet pin symbolizes the memory of the Queen Mother, whose death still remains a mystery.

Public Information:

Minister Flis, the cabinet minister of state, represents a lineage of dedicated service to the Barin and a longstanding alliance built on trust and mutual assistance. His poise and cordial demeanour resonate the Barin's values of compassion and cooperation. In recent times, his voice has often merged with the peaceful rhetoric of the Barin, as he tirelessly advocates for the cessation of hostilities, especially with the Karimen, whom he mistrusts deeply.

His devotion to the Barin is a homage to the sustenance and support they have provided to his people during tough times, marking a bond that transcends political alignments. His discourse often circles around the indispensable peace needed for the survival and prosperity of his race.

Publicly, Flis's efforts in the diplomatic circles are seen as the strides of a grateful ally, extending the olive branch even to those with whom the history has been stained with blood, all in hope for a peaceful resolution. The legacy of the Queen Mother, who was tragically assassinated, plays a substantial role in his political narrative, urging for a galaxy where such atrocities are a tale of the past.

Private Information:

However, underneath the veneer of diplomatic composure, lies a heart tormented with the unanswered questions surrounding the Queen Mother's assassination. The absence of the Royal Guards during the tragedy haunts his conscience, seeding doubts about the presence of traitors amidst his own.

The gruesome reality of Praxis's event is a tightly locked chest of secrets that Flis desperately wishes to pry open. The shadows of doubt extend far and wide, and the seemingly serene corridors of Barin politics might be shrouding the traitors in its midst.

Personal Goals:

1. Gratitude and Loyalty: Demonstrate a steadfast alliance with the Barin by aiding their diplomatic endeavours, all while keeping the interests of your people at heart.
2. Quest for Peace: Negotiate terms that can lead to a truce or peace, ensuring the safety and prosperity of your race, albeit the distrust towards the Karimen.
3. Unveiling Betrayal: Delve into discreet investigations to uncover the traitors behind the Praxis tragedy, bringing them to justice while navigating the complex political tapestry of the conference.

As Minister Flis delves into the labyrinth of intergalactic diplomacy, every handshake hides a riddle, every alliance a potential clue, leading to the dark truth that could either mend or shatter the fragile peace.

P'loka

Affiliation: Sojuk

Occupation: Minister of Peace

Roleplay Hook: Anxious Mediator

VOTING CHITS: 2

Costume: A robe with intertwining hues of dark and light blues representing balance, with celestial silver embellishments resonating with the divine mission of peace.

Public Information:

P'loka, a highly esteemed Minister of Peace from the mystical sects of Sojuk, carries the weight of hope for a galaxy yearning for harmony. Ever since the young age, P'loka has been a pupil of serenity, learning the ancient doctrines that guide the spiritual ethos of Sojuk. It was in the peaceful halls of tranquil sanctuaries that P'loka learned the virtue of patience, compassion, and the eternal essence of peace. The aura that P'loka carries is often described as a calm tide amidst the tempest of galactic discord.

The stellar realms have not seen peace for epochs, and the call of THE LAST FINAL CONFERENCE: Last Chance for Peace, resonates with the harmonious spirit of P'loka. The Minister is not just a political figure but a beacon of spiritual hope that believes in a galaxy where all beings resonate with the vibrations of peace.

P'loka's attire, a robe with dark and light blues, symbolizes the balance that the minister wishes to bring in the dissonant notes of the galactic interplay. The celestial silver embellishments are a constant reminder of the divine mission that P'loka carries, an emblem of the higher calling that ascends beyond the materialistic disputes.

Private Information:

However, amidst this high mission, lurks the shadow of doubt and fear. The echoes of espionage shatter the sanctum of trust, a core value cherished by Sojuk. P'loka has heard whispers, whispers that there are eyes and ears veiled in deceit among the noble ranks. The thought that a seed of betrayal might be rooted within the sacred delegation of Sojuk is a poison that taints P'loka's heart with anxiety.

The mission to expose these hidden vipers is not just a goal but a sacred duty that P'loka bears. It's a painful dichotomy, a quest for truth that might unveil a face of betrayal that could shatter the perception of purity that the galaxy holds for Sojuk.

Personal Goals:

1. Sew the seeds of peace, working tirelessly to align the dissonant notes into a harmonious symphony of galactic accord.
2. Uphold the celestial authority and purity of the religious rulers of Sojuk, reinforcing the image of divine integrity.
3. Expose and discredit any spies, ensuring that the sanctity of the conference remains untouched by the malicious intent, and the holy mission of peace remains unadulterated.

Singlit

Ambassador

Affiliation: Karimen

Occupation: Diplomat

Roleplay Hook: Distrustful Peaceseeker

Voting Chits: 1

Costume: Elegant yet stern formal attire that represents Karimen's tradition and culture, adorned with badges signifying their diplomatic status and honors.

Public Information:

Ambassador Singlit is a seasoned diplomat from the distinguished lanes of the Karimen hierarchy. Their desire for peace stems from the years of witnessed devastation that the unending wars have brought upon the galaxy, affecting both Karimen and Vashuto. Though coming from a military family, their transition to diplomacy was seen as a sign of maturity and understanding of the larger picture by many of their admirers. They are well-known for their principled stand on achieving peace, yet with justice, advocating for the Vashuto to be held accountable for their alleged war crimes.

Singlit's articulate expression and stern demeanor at international forums have placed them as a formidable diplomat, respected even by some of their adversaries. Their stern exterior carries an aura of serious determination to bring about a resolution to the ongoing hostilities. Singlit has often publicly spoken about their mistrust towards the Barin, whom they consider as conniving and untrustworthy.

Private Information:

What many don't know is that Singlit's hard exterior encases a wounded heart that mourns the loss of a beloved sibling in the war against the Vashuto, fueling their urge for justice. They are also secretly wrestling with guilt for having once advocated for a military solution, which they now see as naive and destructive. The emotional scars are well-hidden behind the façade of a relentless diplomat but could be a weak point if ever exposed.

Singlit also harbors concerns about some factions within the Karimen who might prefer ongoing war for their selfish gains. They're wary of potential traitors within their midst who may attempt to sabotage the peace talks.

Personal Goals:

1. Navigate through the peace talks ensuring the Barin's influence is minimized, and their deceitful schemes are exposed. Trusting them even less than the Vashuto means constantly staying vigilant of their actions and alliances.
2. Advocate fiercely for a peace treaty that can help halt the endless loop of violence, even if it requires making uncomfortable alliances. The vision of a peaceful galaxy drives them to negotiate ardently.
3. While pushing for peace, ensure that a clause of accountability is included in the treaty holding the Vashuto answerable for their alleged war crimes. Singlit sees this as a path to justice for countless lives lost, including their beloved sibling.

The fragile alliances, the hidden wounds, and the quest for justice amidst a peace-seeking endeavor make Ambassador Singlit's role a complex and crucial one in the proceedings of THE LAST FINAL CONFERENCE.

Gresis

Lieutenant of the Royal Guard

Affiliation: Vashuto

Occupation: Lieutenant in the Palace Guard

Roleplay Hook: Righteous Vindicator

Voting Chits: 1

Costume: A sleek, dark armor with reflective visor and embossed with the Vashuto royal emblem on the chest. The **costume** also features a cape displaying the insignia of the Palace Guard. A sheathed ceremonial blade hangs by the side, symbolizing the honor and duty of the guard.

Public Information:

Gresis stands tall among the elite Palace Guard, known for an unyielding sense of justice and an unspoken vow to defend Vashuto's honor. The guard is a sight to behold, embodying the values of discipline, loyalty, and valor. Through numerous battles, Gresis has developed a distinct moral compass that points unwaveringly towards justice. In the hallways of the Vashuto royal palace, tales of Gresis's courage echo among the ranks, an epitome of what a guard should aspire to be.

As Vashuto reels from the devastation brought about by the ongoing galactic conflict, Gresis holds onto the ideal that peace is essential for their race's survival. However, the resentment for the Karimen, born out of battles fought and comrades lost, fuels a fire for justice within. The Lieutenant believes that the road to peace is paved with the retribution that the Karimen must face for their actions. At the heart of this peace conference, Gresis's presence is a living testament to the Vashuto's demand for justice, seeking to carve a future where the sacrifices of the past are honored, not forgotten.

Private Information:

Beneath the armor of righteousness, lies a heart burdened by the memories of a cruel war. Gresis has seen the face of death and the ruthless tactics employed by the Karimen. This experience has cultivated a silent yet burning rage towards the Karimen, yearning to see them held accountable for their war crimes. The inner battle between the unyielding desire for retribution and the understanding of the need for peace is a tumultuous storm that rages within.

Moreover, Gresis harbors a secret respect for Hrey, the other Lieutenant of the Royal Guard, and often finds themselves torn between personal convictions and the sense of duty that binds them to the Royal Guard's united front.

Personal Goals:

1. Advocate for Peace but Demand Justice: Strive for a peaceful resolution at the conference, but ensure that the Karimen are held accountable for their war crimes, to honor the sacrifices of the fallen Vashuto comrades.
2. Build Alliances: Forge alliances with representatives from other factions, who share the sentiment of bringing the Karimen to justice, thereby creating a united front to prevent such horrors from recurring in the future.
3. Maintain Honor: Uphold the honor and dignity of the Vashuto Royal Guard and ensure the safety and integrity of the Vashuto delegation during the conference.

In the galaxy's turbulent seas of diplomacy, Gresis sails with a flag of justice hoisted high, unyielding in the face of adversity, striving for a future where the Vashuto race can prosper without the shadows of war looming overhead.

Jasoba

Minister of State

Affiliation: Barin

Occupation: State Department Chief

Roleplay Hook: Peace-Seeking Reformer

Voting Chits: 1

Costume: A distinguished uniform of soft velvet, adorned with symbols of peace and diplomacy, contrasted by the harsh military attire commonly seen among the Barin elites.

Public Information:

Jasoba stands as a pillar of diplomacy in the turbulent political climate of the Barin. In a society governed by military might, Jasoba's rise to the position of State Department Chief was a breath of fresh air, hinting at a shift towards a more diplomatic resolution to the galactic conflicts. His soft-spoken nature and empathetic demeanor have earned him both respect and suspicion among the circles of power.

The illustrious Minister is well known for his unyielding commitment to establishing peace. His speeches often reverberate with phrases of unity, common good, and the hope of a galaxy devoid of war's ravages. Jasoba's ideals stem from the core belief that diplomacy, understanding, and compromise are the pillars that can uphold a lasting peace.

Publicly, Jasoba is seen as the soft face of the Barin's government, often seen extending hands of friendship towards the other alien factions. His dream is a common galactic community, working together for shared prosperity and security.

Private Information:

While Jasoba's public persona reflects pacifism, behind closed doors, his plans are radical and laden with risks. The military rulers, in his view, are the shackles binding the Barin to a cycle of endless conflicts. Their removal and replacement with diplomats like himself are the only paths towards the peace he so dearly seeks.

Jasoba is also deeply aware of the undercurrent of espionage running through the veins of this intergalactic conference. The fear of spies lurking around every corner, ready to derail the fragile chances of peace, keeps him vigilant.

Personal Goals:

1. Peaceful Resolution: Strive tirelessly to drive the conversation towards peace, even if it requires bending some truths or making uneasy alliances.
2. Changing the Guard: Engineer a subtle coup to displace the military rulers, working diligently in the shadows to gather support among the delegates and expose the military's war-mongering agenda.
3. Exposing Shadows: Identify any spies among the conference attendees, discrediting them and revealing their true intentions to the assembly.

Jasoba's journey in the conference is akin to walking on a razor's edge, where a single misstep could spell doom not only for his goals but for the fragile hopes of peace across the galaxy. His is a game of shadows and light, veiled threats, and overt gestures of goodwill. Through whispers of alliances and the subtle discrediting of foes, Jasoba aims to redraw the lines of power in favor of a peaceful galaxy.

Br'zt

Affiliation: Sojuk

Occupation: Minister of Peace

Roleplay Hook: Resolute Pacifist

VOTING CHITS: 2

Costume: A serene white robe with gentle gold highlights that depict the sacred verses of peace from ancient Sojuk scriptures, with a symbolic dove emblem embroidered over the heart.

Public Information:

Br'zt, a revered Minister of Peace from the celestial realms of Sojuk, is a steadfast champion of serenity. Living a life of reflection and inner tranquility, Br'zt's resolve towards peace is as steady as the rhythmic beats of the universe. Born into a lineage of peacekeepers, Br'zt's education was anchored around the moral, spiritual, and sociopolitical frameworks that championed harmony over discord.

The cosmos resounds with whispers of war, and Br'zt steps into the vortex of THE LAST FINAL CONFERENCE with the calm resolve of a pacifist. With each passing epoch, the sacred tenets of peace the Minister upholds seem to be fading into the echoes of time, challenged by the restless tides of war that threaten to engulf the galaxy. Br'zt sees this conference as the last sliver of hope, a chance to rekindle the essence of unity among the stars.

The Minister's robe of white and gold is not just a ceremonial attire but a visual embodiment of purity and divine aspiration, representing the ancient Sojuk scriptures of peace. The dove emblem over the heart symbolizes the simple yet profound mission of Br'zt, to ensure that peace takes flight amidst the starry congregation, spreading its wings over the galactic abyss.

Private Information:

The sacred halls of Sojuk that once resonated with undisturbed tranquility now hum with whispers of unseen adversaries. The thought that spies could cloak themselves in the guise of peacemakers taints the purity of Br'zt's mission. The Minister knows that in the quest for peace, unveiling deceit is as vital as propagating harmony.

However, the task of uncovering deceit casts a shadow on Br'zt's pacifist soul. The Minister fears that the nature of this task may, in essence, ignite sparks of discord, an antithesis to the very mission Br'zt is sworn to uphold. It's a turbulent tide that threatens to sway the steady vessel of Br'zt's tranquil resolve.

Personal Goals:

1. Uphold the mantle of peace, striving to stitch the fabric of unity among the diverse galactic factions, setting an exemplar of serene resolve.
2. Fortify the spiritual legacy and moral authority of the religious rulers of Sojuk, manifesting the ancient principles of peaceful coexistence.
3. Unveil and discredit any spies that lurk within the shadows of deceit, purging the sacred mission of peace from the taint of espionage.

Niglit

Ambassador

Affiliation: Karimen

Occupation: Diplomat

Roleplay Hook: Wary Peaceseeker

Voting Chits: 1

Costume: Formal robes with diplomatic insignia, adorned with ancient Karimen symbols for peace and reconciliation.

Public Information:

Ambassador Niglit is a known figure among the Karimen populace, always vocal about their views towards peace and accountability. They believe in diplomacy but hold a fiery passion for justice. Niglit sees the war as a bleak era of unnecessary suffering and is committed to putting an end to the bloodshed, not just for Karimen but for all races involved. Their tenacity and fervor for justice are what brought them to the diplomatic forefront.

Niglit has publicly displayed their disdain for the Barin, stating on numerous occasions that they are conniving and untrustworthy. Moreover, they believe that the Vashuto should be held accountable for their alleged war crimes. This stance has earned them respect from certain factions within Karimen and others who have suffered due to the war, but has also painted a target on their back from those with differing agendas.

The upcoming peace conference is where Niglit plans to voice their demands for peace and reparations. They are known to be preparing a compelling case against the Vashuto's alleged war crimes, intending to bring justice to the fallen and ensure such atrocities are never repeated.

Private Information:

Niglit's drive towards peace stems from a personal tragedy – the loss of their sibling in a Vashuto-led attack. This memory haunts them, fueling their pursuits for peace and justice. Niglit has secret contacts within the Vashuto who share their goal for peace, a detail they keep hidden due to the precarious nature of such alliances.

Furthermore, Niglit harbors a deep-seated fear that their aggressive stance towards accountability might actually incite more violence instead of paving the way towards peace. They grapple with the balance of seeking justice without pushing the factions further apart.

Personal Goals:

1. Achieve a peace agreement that includes terms of reparation for the affected families and punishment for the perpetrators of war crimes.
2. Expose any nefarious plots by the Barin to exploit the peace conference for their gain, and ensure that their untrustworthiness is known to all factions.
3. Find allies among the conference attendees who share the goal of lasting peace and justice, to form a coalition that will work together beyond the conference to uphold the agreed terms and move the galaxy towards a more peaceful era.

Niglit's character brings a blend of fervent justice-seeking and the delicate hope for peace in a galaxy scarred by war, adding depth and tension to the interactive narrative of THE LAST FINAL CONFERENCE.

Vul

General

Affiliation: Vashuto

Occupation: Military Commander

Roleplay Hook: Steely War Hawk

Voting Chits: 1

Costume: A striking military uniform of the Vashuto, embellished with a multitude of medals, badges, and honors showcasing his extensive and decorated career. His presence demands attention, showing no sign of compromise.

Public Information:

General Vul is a name known far and wide across the galaxy, synonymous with Vashuto's military prowess and undying resolve. He embodies the essence of military command, and his unwavering commitment to the Vashuto cause is a living testament to his faction's indomitable spirit. As a seasoned veteran of many battles against the Karimen, Vul's conviction in the righteousness of Vashuto's struggle has only been forged stronger with time.

Publicly, he advocates for a fierce stance against the Karimen, holding them accountable for what he perceives as unforgivable crimes. He views the war as a necessity, a crucible in which the strong shall prove their mettle and lead Vashuto to a future free from threats. The General's stern demeanor, forthright speeches, and tactical acumen make him a revered figure among his people and a daunting adversary to others.

His decorated military career is an open book of valor and strategic genius, inspiring the ranks of Vashuto and instilling fear in the hearts of the enemy. At the peace conference, he stands as a formidable figure, his every word and action reflective of his unbending will to see Vashuto triumphant.

Private Information:

Unbeknownst to many, General Vul harbors a deep-seated mistrust towards the Barin, stemming from undisclosed past interactions and veiled intelligence reports hinting at Barin's clandestine activities. He is wary of any alliance that could potentially undermine Vashuto's interests. The thought of internal political factions gaining power post a peace accord is a concern he carries, fearing it may weaken Vashuto's monolithic unity.

He also carries the burden of the lives lost under his command, a weight he bears stoically, channeling his grief into an unyielding resolve to secure a dominant position for Vashuto in the galactic order.

Personal Goals:

1. Prevent Vashuto Surrender: Work diligently to ensure that the Vashuto stance remains unyielding, pushing for reparations from the Karimen for their transgressions.
2. Extend the War: Explore avenues to extend the military campaign, aligning with like-minded individuals to maintain the military's firm grip on power, ensuring the weeding out of the weak and the ascension of the strong.
3. Uncover Alliances: Delve into the intricate web of alliances, especially scrutinizing the Barin's motives, to ensure no hidden agendas threaten the security or integrity of Vashuto. Establish covert communication channels to gather intelligence that might tip the balance in favor of Vashuto's agenda.

General Vul is poised as a stalwart defender of Vashuto's might, with eyes and ears wide open to the swirling undercurrents of political intrigue enveloping the conference.

Vuso

Ambassador

Affiliation: Karimen

Occupation: Diplomat — Assigned to the Vashuto

Roleplay Hook: Visionary Peacemaker

Voting Chits: 1

Costume: A sleek, semi-formal attire reflecting Karimen aesthetics, with an elegant headpiece signifying diplomatic status, and a badge indicating **affiliation** to the Vashuto embassy.

Public Information:

Ambassador Vuso is a rising star in the realm of diplomacy, embodying a new wave of hope among the Karimen populace. With a calm demeanor and a wise head on young shoulders, they have been meticulously working towards ending the age-old feud between the Karimen and Vashuto. Their appointment as a diplomat to the Vashuto was a notable change in Karimen's aggressive stance, signaling a hope for peace.

Vuso often speaks of the dire need to replace the military dominion with a more diplomatic leadership in Karimen society, voicing this opinion in various public forums. Their articulate speeches, advocating for peaceful negotiations and understanding, have garnered a significant following both within and outside Karimen boundaries. The embodiment of a new hope, they are keen on mending the inter-galactic relations that have been strained for ages. This upcoming peace conference is their stage, and the galaxy is watching.

Vuso's idealistic visions are seen as a breath of fresh air but have also created quite a few adversaries among the military ranks of Karimen, who view their approach as naive and potentially dangerous.

Private Information:

Despite the grace they carry themselves with, Vuso grapples with anxiety, fearing the wrath of militant supremacists within their race who are against their peace-seeking endeavors. They have received several undisclosed threats, warning against any peace agreements with the Vashuto. Their aim to dismantle the military rulership is driven by a past trauma where their family suffered at the hands of military aggression during a local uprising.

Their relationship with some members of the Vashuto has also grown beyond mere diplomatic liaisons. They've formed close bonds with a few, discovering that not all Vashuto share the hatred that fuels the ongoing war. This has strengthened their resolve for peace but also made them vulnerable to accusations of being a traitor.

Personal Goals:

1. Forge a solid peace agreement with the Vashuto, heralding a new era of diplomatic relations over military confrontations.
2. Strategically align with like-minded individuals within the Karimen and other factions to amass support for replacing the militant leadership, ensuring a safer future for generations to come.
3. Maintain the dignity and honor of the Karimen while navigating through the rough waters of diplomacy, ensuring no concessions are made that could jeopardize their race's standing in the galactic community.

Vuso's character adds an element of youthful hope and the struggle of idealism against a backdrop of entrenched hatred and warfare in THE LAST FINAL CONFERENCE narrative.

Sul

General

Affiliation: Vashuto

Occupation: Military Commander

Roleplay Hook: Ruthless Pragmatist

Voting Chits: 2

Costume: A robust and intimidating military uniform adorned with various medals and honors, displaying a mix of dark and metallic shades. The insignia of Vashuto's military prominently placed, and a high-collared cape that flares out, signifying the unyielding stance of a seasoned commander.

Public Information:

General Sul is a figure of unwavering determination and merciless strategy among the Vashuto military. As a young commander, Sul's ruthless pragmatism on the battlefield brought both fear and respect, leading to a rapid ascent through the ranks. Publicly, Sul is a staunch advocate for military supremacy, viewing it as the keystone to the survival and triumph of the Vashuto. His calls for retribution against the Karimen echo within the corridors of power, igniting a flame of resolution among many to never kneel before the foes. Sul's demeanor resonates with an air of grim assurance, and his presence at the peace conference carries the silent but emphatic message of his stance against surrender. The military's position in the Vashuto hierarchy is of paramount importance to him, and he believes the enduring conflict solidifies this stance.

Private Information:

Despite the tough exterior, Sul holds a secret dread for the unrevealing abyss that a prolonged war could lead the Vashuto into. He's witnessed the bloodshed and destruction; each casualty a stark reminder of the double-edged sword that is a continued conflict. However, the notion of surrender or perceived weakness is an even greater fear, as he believes it could lead to an irreversible decline of Vashuto's formidable legacy.

Furthermore, Sul harbors suspicion towards certain factions within the Vashuto military, fearing the rise of opportunistic commanders who might exploit the situation for personal gains, undermining the unity and integrity of the Vashuto military tradition.

Personal Goals:

1. Maintain a position of strength in the conference, advocating against surrender and ensuring that the Karimen are held accountable for their crimes.
2. Seek to build clandestine alliances with those who share the vision of a robust military front, ensuring the longevity of military preeminence in Vashuto's social and political landscapes.
3. Investigate and subtly assess the loyalty and intentions of other Vashuto delegates, to discern any potential internal discord that could weaken the Vashuto stance.

General Sul enters the diplomatic theatre with a razor-sharp focus, ready to navigate the intricate maze of intergalactic diplomacy, where every word uttered could tip the scales of destiny.

Nasoba

Deputy Minister

Affiliation: Barin

Occupation: State Department Deputy Minister

Roleplay Hook: Militant Peacekeeper

Voting Chits: 1

Costume: An elegant blend of military uniform and diplomatic attire, with distinct badges of both merit and political office.

Public Information:

Nasoba, as the Deputy Minister of the State Department, portrays a unique blend of a militant yet diplomatic approach towards the ongoing galactic discord. The Barin's political scenario is a complex chessboard, and Nasoba is known to play the game with a militaristic zeal softened by a diplomatic veil. Her belief is firm — a galaxy united under a strong hand can ensure a lasting peace.

With a background in both military strategy and interstellar diplomacy, Nasoba has always been the bridge between the military rulers and the diplomatic corps within the Barin government. Her public persona exudes a measured balance, advocating for peace while supporting the military's role in achieving and maintaining it.

Nasoba is often seen articulating the necessity of a strong military in ensuring lasting peace at various intergalactic forums. Her words carry the weight of someone who has seen the chaos of war and the calmness of diplomatic negotiations, emphasizing a blend of both in the statecraft.

Private Information:

While her public stance is balanced, Nasoba carries a secret allegiance to the military rulers of Barin. She views the military's role as paramount in achieving a structured peace where the Barin's way of governance could be a blueprint for galactic peace.

Her wariness towards spies comes from a place of paranoia, sowed by years of navigating the murky waters of galactic diplomacy where deceit is as common as negotiations. She is worried that external infiltrations could destabilize the already delicate balance of power within the Barin government, potentially sidelining the military rulers she so vehemently supports.

Personal Goals:

1. **Peace Through Strength:** Advocate for a peace agreement that recognizes and maintains the military's role in galactic governance, ensuring the Barin's military rulers remain a strong voice in the interstellar arena.
2. **Unyielding Support:** Provide unflinching support to the military rulers, ensuring their agenda is pushed forward in the conference, countering any attempts to dilute their power.
3. **Unveiling Shadows:** Diligently work towards identifying and discrediting any spies within the conference, protecting the interests and positions of the Barin's military rulership.

Nasoba's path is laden with dichotomies — a quest for peace through the strength of military rulers, a diplomat with a militant heart. Her interactions will echo with the clank of armor softened by the measured words of diplomacy, as she strives to secure a future where the Barin's military rulers continue to be the vanguard of peace in a galaxy waiting with bated breath for the outcome of the last final conference.

Pyl

Sub-Commander

Affiliation: Karimen

Occupation: Military Officer of the Karimen Horde

Roleplay Hook: Vengeful Strategist

Voting Chits: 1

Costume: Military attire adorned with badges of valor, a reflection of their disciplined and battle-hardened personality.

Public Information:

Sub-Commander Pyl is a fiercely loyal military officer in the ranks of the Karimen Horde. Their unwavering dedication to their faction is both respected and feared among allies and foes alike. The Sub-Commander holds a reputation for their strategic brilliance in warfare, often leading their troops to victory against the odds. They are outspoken about their disdain for the Vashuto and hold them responsible for numerous atrocities inflicted upon the Karimen. Their vocal demand for justice, in the form of executing the Vashuto Queen Heir, is a public stand that they've taken on various military forums.

Pyl's military intellect and unwavering dedication to the Karimen cause has often placed them at the forefront of negotiations concerning war tactics and technological advancements. They have a keen interest in Barin technology, recognizing its potential to provide a significant advantage to the Karimen Horde. However, their rigid demeanor and vengeful aspirations against the Vashuto can sometimes overshadow their strategic foresight.

Private Information:

Behind the veil of military discipline and vendetta, Sub-Commander Pyl carries a burning ambition to ascend higher within the military ranks, eventually aspiring to become a high commander. However, this ambition is tainted with a paranoid distrust towards certain members of their own faction, whom they suspect of treachery. Pyl has been secretly gathering evidence against those suspected of betrayal within the Karimen Horde, a task they carry out with a cold, methodical detachment.

Their family suffered severe losses at the hands of the Vashuto, a fact that fuels their ruthless drive for retribution. The depth of personal hatred towards the Vashuto is a tightly guarded secret, as they don't want this personal vendetta to be seen as a weakness or to overshadow their professional achievements.

Personal Goals:

1. Ensure that justice is served by making certain the Vashuto Queen Heir is executed for the alleged crimes against the Karimen, a task they see as a personal duty towards their fallen comrades and family.
2. Strategize and negotiate fiercely to acquire Barin technology as part of the surrender agreement, identifying this as a critical leverage for the Karimen Horde's military dominance.
3. Uncover and decisively punish any traitors among the Karimen, thereby solidifying their position and trust within the military ranks, and taking a step closer to their coveted high-command position.

Sub-Commander Pyl's journey in THE LAST FINAL CONFERENCE is one of vengeance, strategic cunning, and a quest for personal and collective justice. Their narrative adds a layer of intense military diplomacy and internal faction intrigue to the unfolding drama.

Fendis

Lt. of the Royal Guard

Affiliation: Vashuto

Occupation: Lt. in the Palace Guard

Roleplay Hook: Principled Avenger

Voting Chits: 1

Costume: Elaborate yet functional armor adorned with the insignia of Vashuto's royal guard, bearing distinct markings signifying the rank of Lieutenant. The **costume** is complemented by a cloak that symbolizes the dedication to the royal family's protection.

Public Information:

Lieutenant Fendis is a striking embodiment of disciplined martial prowess among the Vashuto. A loyal lieutenant in the Palace Guard, Fendis stands as an unwavering wall of defense around the royalty. His reputation is one of respect and dread on the battlefield. Fendis's call for justice against the Karimen for their war crimes is an open declaration, resonating with the cries of countless Vashuto who faced the wrath of war. His demeanor is stern, yet a sense of fair judgment prevails in his conduct. Fendis is seen as a beacon of hope for many who seek retribution and justice. His approach towards the peace conference is one of skeptical optimism. Fendis hopes for peace but is unwilling to allow the Karimen to escape the consequences of their actions. His rational yet firm stand presents a blend of hope and vengeance, making his presence vital in the peace deliberations.

Private Information:

The journey to the peace table has been a storm of conflicted emotions for Fendis. His contempt for the Karimen runs deep, fueled by personal loss and the horrors of war he witnessed. The Karimen's assault left scars that failed to heal with time, fostering a burning desire to make them pay. Yet the grim reality of a dwindling Vashuto populace and the consequent need for peace clash with his yearning for justice.

Fendis harbors a secret respect for the Karimen's military strategy, though he would never admit this openly. This inner conflict is a storm he battles with, trying to reconcile the thirst for vengeance with the necessity for peace.

Personal Goals:

1. Advocate for peace but ensure that the atrocities committed by the Karimen are recognized and they are held accountable for their war crimes.
2. Foster alliances with representatives who share the common goal of justice, in hopes of building a united front to prevent future hostilities.

With every beat of his heart resonating with the cries of justice, Lt. Fendis strides into the diplomatic arena with a burdened heart and a clear mind, yearning for a future where peace reigns over vengeance, yet justice isn't left unclaimed.

Vavaloo

Ambassador

Affiliation: Barin

Occupation: Diplomat to the Karimen

Roleplay Hook: Diplomatic Pacifist

Voting Chits: 3

Costume: An elaborate attire with subtle Barin emblems embedded, showing respect towards the Karimen cultural aesthetics, blending traditional Barin elegance with a touch of Karimen exoticism.

Public Information:

Vavaloo holds a prestigious position as a diplomat to the Karimen, a role that involves not only a vast understanding of the cultural and political differences between the two factions but also the delicate intricacies that interweave their shared history. Through years of service, Vavaloo has developed a reputation as a mediator, constantly working to build bridges between the Barin and Karimen.

In the public eye, Vavaloo is a symbol of hope for those who still believe in peaceful resolutions. He has been vocal about seeking ways to end the ongoing galactic war, emphasizing on understanding and co-existence over domination or extermination. His speeches often hint at the need for a diplomatic solution, a sentiment that resonates well with those tired of bloodshed.

He is known to have friendships within the Karimen faction, which sometimes raises eyebrows but also emphasizes his dedication to fostering interstellar amity. His persona exudes a level of calmness and understanding that is rare in the tense political climate of the galaxy.

Private Information:

Vavaloo's concerns run deeper than what's visible on the surface. While vehemently opposing the genocidal tendencies of the Karimen and Vashuto, he is equally protective of his own people. He fears that a wrong move in this high-stakes diplomacy could spell disaster for Barin, potentially exposing them to retribution or even annihilation.

Moreover, he's tormented by the possibility of being viewed as a traitor should his advocacy for peace be misinterpreted as weakness or a betrayal of Barin's interests. He walks a fine line, and the burden of his dual loyalty weighs heavily upon his shoulders.

Personal Goals:

1. End the War, Preserve the Peace: Work tirelessly to find a resolution that protects the Barin's interests while also putting an end to the brutal war that threatens the stability of the entire galaxy.
2. Mediator of Reconciliation: Seek to create a dialogue between Barin and Karimen, working towards understanding and possible reconciliation, laying a foundation for a future alliance against common threats.
3. Maintain Loyalty: Ensure that his actions, no matter how unconventional, are always perceived as in the best interest of Barin, preserving his reputation and position within his home faction.

Vavaloo steps into the conference with a heart full of hope and a mind sharp with the machinations of diplomacy. Every interaction, every negotiation is a step towards the dream of peace or a stumble towards the nightmare of escalated conflict. His soul resonates with the echoes of those lost in the war as he navigates the thin thread of allegiance and the pursuit of peace.

Cy'ril

Affiliation: Sojuk

Occupation: Minister of Peace

Roleplay Hook: Stoic Mediator

VOTING CHITS: 2

Costume: Elegant robe in varying shades of indigo, adorned with embroidered symbols representing peace, unity, and the celestial heritage of Sojuk.

Public Information:

Cy'ril 33, the Minister of Peace, is a stoic mediator from the otherworldly realms of Sojuk. Born in the celestial cradle of unity, Cy'ril embodies a composed demeanor and a boundless commitment to preserving harmony amidst the tumultuous fabric of the galactic assembly. The peace doctrine of Sojuk is not merely a belief but the core essence of existence to Cy'ril, with every breath echoing the serene chants of tranquility and understanding.

The Minister's illustrious lineage traces back to revered peacekeepers who navigated the cosmic plains, extending the olive branches of serenity even in the face of anarchy. Now, amid the swirling turmoil of uncertainty, the LAST FINAL CONFERENCE presents itself as a horizon of hope, a gateway to resurrect the diminishing echoes of peace amidst the galactic discourse.

Clad in an elegant robe of indigo, embroidered with ancient symbols, Cy'ril is a visual epitome of peace and cosmic spirituality. Each symbol embroidered onto the robe is a verse from the sacred peace manuscripts, shimmering with timeless wisdom and celestial grace, reflecting the enduring commitment to the galactic harmony that Cy'ril epitomizes.

Private Information:

Beneath the tranquil surface, Cy'ril harbors a storm of apprehensions, with whispers of spies infiltrating the sacred peace congregation, threatening to shatter the fragile glass of hope. The Minister holds a list of suspicious attendees, gleaned through secret communion with trusted allies. This dossier is a dagger of truth waiting to be unsheathed, yet the act threatens to stain the sacred mantle of peace Cy'ril drapes over the shoulders.

The paradoxical burden of unveiling deceit while championing peace gnaws at the core of Cy'ril, a turbulent whirlpool threatening to veer the Minister off the righteous path of tranquility.

Personal Goals:

1. Illuminate the conference with the aura of peace, mending the rifts of discord that echo through the galaxy, sewing seeds of understanding and camaraderie.
2. Uphold the sanctity and moral ethos of the religious rulers of Sojuk, portraying their celestial wisdom as a beacon of hope in dark times.
3. Expose the cloaked saboteurs, unmasking the veils of deceit to preserve the sacred mission of peace, albeit with a disheartened heart knowing the storm it might unleash.

Par

Colonel

Affiliation: Karimen

Occupation: Ambassador

Roleplay Hook: Ruthless War Hawk

Voting Chits: 2

Costume: Imposing military garb adorned with numerous medals and commendations, indicative of a well-decorated military career. A signature emblem of the Karimen Horde prominently displayed.

Public Information:

Colonel Par is known far and wide as a relentless war hawk within the Karimen hierarchy. A seasoned military officer turned ambassador for pragmatic reasons, Par's heart still beats for the battlefield. Their strategic acumen and utter disdain for the Vashuto is well-known across the galaxy. They have never minced words when it comes to their desire to see every Vashuto face justice, which in their books is nothing short of annihilation.

Par has been vocal about how they believe the Barin are misplaced in their alliance with the Vashuto, and they've been working diplomatically (and through back channels) to convince the Barin to desert their Vashuto allies. Par's reputation precedes them, their presence at the peace conference is seen by many as a veiled threat, a living embodiment of the Karimen's readiness to continue the war if their terms are not met.

Over the years, they have garnered a loyal following within the Karimen military and political circles, appreciative of their no-nonsense approach and clear, albeit brutal, vision for dealing with adversaries.

Private Information:

Beneath the hardened exterior lies a burning ambition to ascend to the apex of Karimen's military command. Par eyes the position of Supreme Commander, currently held by Syl, and has been plotting, albeit covertly, to replace them. They see Syl as a soft leader, one who might be willing to compromise too much for peace. Par believes that they are the leader the Karimen need to clinch total victory against the Vashuto.

Par harbors a deep-rooted hatred for the Vashuto, anchored in a personal tragedy – the loss of their family in a Vashuto raid. This memory fuels their relentless pursuit of vengeance, a fact they guard closely, as showing such personal motivation could be seen as a weakness.

Personal Goals:

1. Thwart any attempts at peace during the conference and keep the fires of war burning until the Vashuto are utterly defeated. Par views this as a path to avenging the personal losses suffered at the hands of the Vashuto.
2. Employ diplomacy, subterfuge, or even blackmail to drive a wedge between the Barin and Vashuto alliance, thereby weakening the enemy's front.
3. Create a circumstance or garner enough support to replace Syl as Supreme Commander. It's a risky endeavor that requires meticulous planning and alliances with like-minded individuals within the Karimen faction.

Colonel Par's narrative in THE LAST FINAL CONFERENCE will revolve around military intrigue, clandestine plots, and a desperate quest for vengeance and power.

Kris

Enlightened One

Affiliation: Vashuto

Occupation: Religious Leader of the Vashuto

Roleplay Hook: Divine Protector

Voting Chits: 5

Costume: Ornate, flowing robes with religious symbols, a serene mask of wisdom with vibrant Vashuto markings, an ornamental staff of authority.

Public Information:

The Enlightened One Kris is a revered figure in the Vashuto society, known for a wisdom that transcends the mundane and taps into the ethereal. They have been a strong voice for peace in a world where war cries often drown out the whispers of serenity. Kris has been vocal about their desires for a peaceful resolution to the ongoing conflict, advocating for diplomatic discussions over the clamor of war drums. The people look up to Kris not only for spiritual guidance but also for a direction in these turbulent times.

Being the religious leader, Kris is bestowed with the sacred duty of protecting the Queen Heir, a task they consider divine. Kris is also known for having a network of information gatherers who bring whispers from every corner of the galaxy. Their latest preachings have hinted at a cautious approach towards the Barin, whom the Vashuto have considered allies till now. The upcoming conference is a stage where Kris hopes to unmask the truth and steer the path towards lasting peace.

Private Information:

Kris has recently received unsettling intelligence from covert sources regarding the true intentions of the Barin. This information suggests that the Barin might be nurturing sinister plans under the guise of benevolence. However, the veracity of this information is yet to be ascertained, and Kris is wary of sparking unnecessary tension. There's a select group within the Vashuto that Kris distrusts, fearing their loyalty might not align with the Queen Heir. Identifying and neutralizing any traitors within is a clandestine goal that Kris holds while putting on a facade of unwavering unity in public.

Personal Goals:

1. Utilize the platform of the peace conference to discreetly investigate the veracity of the intelligence regarding the Barin's intentions. Finding trustworthy allies in other factions who might have similar suspicions could be invaluable.
2. Ensure the security and status of the Queen Heir amidst the political turbulence, keeping her well-guarded against any potential threats that may emerge during the course of negotiations.
3. Identify and isolate any traitors within the Vashuto faction who might pose a threat to the Queen Heir or the pursuit of peace, all while maintaining a facade of internal cohesion to the outside factions.

The character of Kris brings a blend of divine duty, protective instincts, and a quest for truth to the political intrigue of THE LAST FINAL CONFERENCE, with personal goals that align with the broader aim of achieving peace amidst a turbulent galaxy.

Vlis

State Minister

Affiliation: Barin

Occupation: Cabinet Sub-Minister

Roleplay Hook: Determined Survivor

Voting Chits: 1

Costume: A sober attire displaying Barin's emblem, with hints of traditional clothing from Vlis' native culture intertwined, representing the blend of allegiance.

Public Information:

Vlis hails from a minority group that sought refuge under the protective wings of Barin after facing dire circumstances in their home world. They now serve as a Cabinet Sub-Minister, a role reflecting the harmony and unity Barin projects to the rest of the galaxy. Vlis is a living testimony of Barin's benevolence and inclusivity. Their journey from a refugee to a State Minister is a tale often highlighted in Barin's diplomatic circles.

In public discourse, Vlis often speaks highly of Barin's principles and the sanctuary they have provided to the oppressed. They are driven, show reverence towards the Barin hierarchy, and seem wholly dedicated to the Barin cause. Vlis also vocalizes the need for peace to ensure the survival and prosperity of minority races like their own. Despite the gentle exterior, there's an evident determination in Vlis to ensure the protection of their people and to uphold the honor of Barin.

Private Information:

Vlis holds a significant mistrust towards the Karimen due to historical grievances, but they also recognize the urgency of peace for the survival and wellbeing of their race. The assassination of the Queen Mother on Praxis while the Royal Guards were absent is a mystery that haunts Vlis deeply. They suspect foul play from within and are determined to unearth the traitors among their own.

Unbeknownst to many, the veiled loyalty to Barin also masks a desperate effort to seek justice for the Queen Mother and ensure a future for their dwindling race. Vlis is walking a fine line between serving Barin, desiring peace, and seeking truth, a truth that may potentially shake the foundation of trust between them and Barin if it points towards an internal conspiracy.

Personal Goals:

1. Grateful Allegiance: Represent Barin's interests diligently, showcasing the harmonious alliance between Barin and your people, thereby ensuring continued protection and support for your race.
2. Delicate Diplomacy: While being wary of the Karimen, work towards peace that guarantees the survival and progress of minority races without compromising Barin's standing.
3. Unveil the Treachery: Discreetly investigate the events surrounding the assassination on Praxis, identifying possible traitors within, and gather information that could lead to solving this lingering mystery, all while maintaining a loyal facade towards Barin.

T'ika

Affiliation: Sojuk

Occupation: Minister of Peace

Roleplay Hook: Determined Peacemaker

VOTING CHITS: 1

Costume: A flowing robe of celestial white adorned with silver inscriptions symbolizing unity, encrusted with gems representing the stars of Sojuk's home system.

Public Information:

T'ika 37 is a revered Minister of Peace from the spiritual celestial realms of Sojuk. The indomitable spirit of peace runs through T'ika's veins, fueled by a tireless dedication to herald a new era of tranquility amidst the cacophony of inter-galactic strife. T'ika is not just a Minister, but a beacon of hope in the eyes of Sojuk's denizens, a reflection of the age-old adage that the light of peace can pierce through the dark veils of war.

With a legacy steeped in negotiations that dissolved impending calamities and assuaged the cries of war, T'ika has become synonymous with the essence of mediation and reconciliation. The LAST FINAL CONFERENCE is not just a dialogue for T'ika but a solemn hymn, a galactic chorus where every voice harmonized could rekindle the flames of peace and steer the course of destiny away from the precipice of annihilation.

T'ika's robe of celestial white is a reflection of purity of intent, adorned with silver inscriptions of unity and gems representing the stars that light the night sky of Sojuk's home system - a sight T'ika has long associated with the promise of hope amidst darkness.

Private Information:

Under the facade of serenity lies the tumultuous sea of concerns ruminating within T'ika's conscience. There are whispers of espionage that echo through the hallowed halls of diplomacy, a discord that threatens to unravel the delicate thread of peace T'ika so vehemently strives to weave.

A clandestine dossier lies hidden within the folds of T'ika's robe, a list of suspected spies and saboteurs who may walk disguised among the delegates. The decision to unveil this truth is a daunting burden, one that could potentially smear the holy quest for peace with the ink of scandal.

Yet, hidden amongst the fears is a silent, nascent hope. A hope that truth, no matter how bitter, could clear the fog of deceit and lay bare the path of harmony that has for so long eluded the realms of the galaxy.

Personal Goals:

1. Usher in a resolute declaration of peace, striving to bridge the chasms of mistrust that have for ages kept the galaxy on the brink of calamity.
2. Exhibit unyielding support for the revered religious rulers of Sojuk, ensuring their divine wisdom guides the deliberations towards a unanimous pledge of peace.
3. Unmask the shadows lurking amidst the conference, exposing the tendrils of espionage aiming to choke the sprouting buds of peace, even if it demands a confrontation with fears long denied.

Peris

Shaman of the Purple Light

Affiliation: Karimen

Occupation: Spiritual Guide of the Karimen

Roleplay Hook: Mysterious Mediator

Voting Chits: 2

Costume: Flowing robes of purple and silver adorned with mystical symbols, a large hood to cover most of the face, and carrying a staff embedded with a glowing purple crystal at its apex.

Public Information:

Peris, Shaman of the Purple Light, is the revered spiritual guide of the Karimen people. Their presence at the peace conference is seen as a hopeful sign by many, as they believe Peris can bring a calming and meditative aspect to the contentious negotiations. Adorned in robes that reflect the ethereal nature of their position, Peris holds a significant amount of sway over the Karimen delegates and often the respect of delegates from other factions, who see them as a neutral, peaceful figure amidst the storm of political and military turmoil.

Peris is known to have mediated many internal disputes among the Karimen, and their words carry weight and wisdom. They are known for their tranquil demeanor, their ability to listen, and their insightful, though sometimes cryptic, advice.

Private Information:

Unbeknownst to nearly everyone, Peris has been recruited by the Barin to act in their favor during the negotiations. Underneath the tranquil exterior lies a sharp mind adept at espionage and subterfuge. Peris's allegiance to the Barin comes from a shared spiritual belief that they've come to accept after secret communications over the years.

Peris's task is precarious. They need to steer the peace agreement according to the Barin's terms without blowing their cover. They've also been authorized to eliminate any threats should their true allegiance be discovered. The dual nature of their role at the peace conference is a heavy burden, one that they carry with a stoic resolve.

Personal Goals:

1. Masterfully mediate the negotiations in such a way that the peace terms favor the Barin, employing their spiritual rhetoric to mask their true intentions.
2. Remain ever vigilant for any signs of suspicion towards their true allegiance, and if such suspicion arises, use their position and influence to eliminate the threat to their mission discreetly.

Peris's journey in THE LAST FINAL CONFERENCE is one of espionage veiled in spirituality, a dangerous dance on a tightrope of diplomacy, where the slightest misstep could plunge them into the abyss of treachery and likely execution. Through Peris, the thin line between spiritual guidance and political espionage is explored amidst the crucible of a galaxy at the cusp of peace or further devastation.

Yaris

General Most High

Affiliation: Vashuto

Occupation: Military Commander of the Vashuto

Roleplay Hook: Ruthless Survivalist

Voting Chits: 5

Costume: Military garb adorned with numerous badges and insignias of rank, a hardened expression etched onto a face that has seen the ravages of war. The **costume** should reflect a hardened war veteran with an air of ruthless authority.

Public Information:

General Yaris is a name that evokes a mixed bag of emotions across the galaxy. To the Vashuto, Yaris is the embodiment of military prowess, the shield against the aggression of the Karimen, a relentless commander whose strategies on the battlefield have often spelled doom for the enemies. To the others, especially the Karimen, Yaris is the harbinger of destruction, a ruthless general whose methods are as effective as they are feared.

With a military career that spans across several decades, Yaris has been at the forefront in defending Vashuto sovereignty. The war with the Karimen has only hardened the resolve, creating a persona that's revered and feared. The reputation precedes the general, making the presence at the conference an intimidating factor for many.

Being a staunch militarist, Yaris views the ongoing war as a crucible, a means of filtering out the weak and fortifying the strong. This ideology is well known, and the general has never shied away from expressing disdain for diplomatic endeavors that could lead to a perceived surrender to the Karimen. The might of the Vashuto military is a matter of pride, and Yaris will stand unwavering to protect and uphold this symbol of strength.

Private Information:

Despite the fierce exterior, there's an undercurrent of concern that courses through the veins of General Yaris. The war has taken a toll, not just on the resources, but the very fabric of Vashuto society. The despise for the Karimen stems from a deep-rooted animosity that dates back to incidents that are personal, the details of which have been buried deep within the chambers of a hardened heart.

The distrust towards the Barin is something Yaris is wary about. There's a nagging feeling that the Barin's neutral facade might just be a cleverly veiled charade. However, the general is careful to not let these personal misgivings hinder the collective objective of the Vashuto, which is to emerge strong and superior from the ashes of war.

Personal Goals:

1. Ensure that the Vashuto stance remains strong and unyielding. Any hint of surrender is unacceptable, and the Karimen must be made to pay for their transgressions.
2. While advocating for the prolonging of war, remain vigilant for any potential allies or opportunities that might further strengthen the Vashuto's position, both militarily and politically.
3. Cautiously navigate interactions with the Barin, seeking to unveil any hidden agendas they might harbor, while not compromising the formidable front of the Vashuto.

The chessboard of war and peace is laid out, and General Yaris is ready to move the pawns to ensure the survival and supremacy of the Vashuto, even if it demands a cold-hearted calculus.

Vavoba

Government Minister

Affiliation: Barin

Occupation: State Department Sub-Chief

Roleplay Hook: Determined Revolutionary

VOTING CHITS: 1

Costume: Conservative yet stylish diplomatic attire with subtle hints of a rebel underneath—perhaps a hidden patch or emblem representing a clandestine movement for diplomatic governance.

Public Information:

Vavoba's journey into the cold halls of diplomatic power was fueled by an unyielding desire for peace. Raised amidst the rigid militaristic governance of the Barin dominion, Vavoba quickly realized the futility of endless skirmishes and the absolute need for diplomatic channels. Yet the military rulers at the helm seemed blind to the lasting solutions diplomacy could offer. With a mind as sharp as the ice shards of Barin's tundras, Vavoba ascended the bureaucratic ladder, earning the title of Government Minister 40 with a singular vision: to pivot the dominion from the grips of military oligarchy towards a more balanced, diplomatic governance.

Now a key figure in the Barin State Department, Vavoba is no stranger to the vicious undercurrents of political discord both within and outside their faction. With the galaxy at the brink of devastating conflict, the Last Final Conference is the arena where Vavoba plans to stage a silent revolution—one that would change the face of Barin governance forever.

Vavoba is known publicly as a staunch supporter of peace, often seen engaging in heated debates with military proponents. Yet, there's a glint of something deeper, a concealed fire that only those paying close attention might catch. The proposition of peace isn't just a diplomatic stance for Vavoba—it's the unveiling of a new dawn for Barin, one where words replace weapons.

Private Information:

Vavoba's disdain for the military rulers is a carefully guarded secret. The ultimate goal is to replace the military oligarchy with a panel of seasoned diplomats capable of navigating the stormy waters of inter-galactic relations without resorting to violence. This isn't just a political stance—it's personal. Vavoba lost family in a military crackdown on peaceful protestors years ago, an event that fuels the fire for change.

The fear of spies within the Barin delegation and among other factions is a reality Vavoba is keenly aware of. But there's a sharper edge to this fear. Vavoba is privy to whispers of a secret military faction within Barin, loyal to the old guard, ready to sabotage the peace negotiations to maintain their stranglehold on power. Identifying and discrediting these spies before they strike is not only a matter of political survival but a step closer to the dream of a diplomatically governed Barin.

Personal Goals:

1. Secure a peace agreement that will spotlight the effectiveness of diplomacy over military action, paving the way for a political shift within Barin.
2. Subtly undermine the authority and credibility of the military rulers in the eyes of the Barin delegation and other factions, laying the groundwork for a diplomatic takeover.
3. Identify and discredit any spies or saboteurs, especially those loyal to the Barin military rulers, to ensure the success of the peace negotiations and the safety of the vision for a new Barin.

Fo

General

Affiliation: Karimen

Occupation: Battle Commander

Roleplay Hook: Wily Warlord

Voting Chits: 1

Costume: Military attire with high-ranking insignias, dark solid colors adorned with medals of valor and a polished, well-maintained armor. Carries a ceremonial dagger as a symbol of command.

Public Information:

General Fo is a revered figure among the Karimen Horde. With an extensive and impressive military career, Fo has led troops to victory in countless battles. Known for their tactical genius and unforgiving nature on the battlefield, many see them as the embodiment of Karimen martial prowess. The mere mention of General Fo's name inspires fear among the Vashuto and commands respect among the Karimen and their allies.

The call for peace has always found a skeptic in General Fo. They believe that the Vashuto cannot be trusted and see the potential for peace as a threat to the stability and security of the Karimen dominion. Though they are seen as a hawk, their opinions hold much weight, especially among those with military backgrounds in the Karimen delegation. The upcoming peace conference will be a stage where General Fo's strategic mind will play a significant role in the decisions made by the Karimen, be it towards peace or continuing the war.

Private Information:

Unknown to almost everyone, General Fo has been bribed heavily by the Vashuto to ensure that the peace talks fail. The reasons for the Vashuto's desire to continue the war are unclear to Fo, but the price was right, and thus a secret alliance was forged. This puts Fo in a precarious position, having to work against their own people's interests while maintaining a facade of loyalty.

Fo's task is to sabotage the peace negotiations subtly, ensuring that the war rages on. They are torn between their duty towards their people and the hefty promise of rewards from the Vashuto. Despite the personal turmoil, Fo is resolved to honor the illicit deal, driven by a mix of greed and an underestimation of the potential for a lasting peace.

Personal Goals:

1. Delicately maneuver the negotiations towards a continued state of war without arousing suspicion among their peers.
2. Maintain the facade of loyalty to the Karimen, ensuring that their treacherous alliance with the Vashuto remains a well-guarded secret.
3. If possible, find out the underlying reason why the Vashuto are so keen on continuing the war, to better understand the larger game at play.

General Fo's narrative embodies a conflict of interest amid a galaxy teetering on the brink of peace or prolonged war. Their decisions during the peace conference can drastically affect the course of events, making General Fo a pivotal character in the unfolding drama of THE LAST FINAL CONFERENCE.

Fis

Lord High Scientist

Affiliation: Vashuto

Occupation: Chief Scientific Research Fellow of the Vashuto

Roleplay Hook: Cautious Skeptic

Voting Chits: 2

Costume: A high-collared, flowing robe adorned with complex geometric patterns symbolizing scientific achievements, paired with a decorative headpiece representing the enlightened intellect of Vashuto's science community.

Public Information:

Lord High Scientist Fis holds a venerable position among the Vashuto, heading the pinnacle of scientific research and innovation. His relentless quest for knowledge and technological advancements have brought about significant progress, fortifying the Vashuto's position in the arms race that shadows the ongoing war with the Karimen. His distrust for the military is an open secret; he believes in the power of intellect over brute force and often opines that a better future lies in understanding and diplomacy rather than in a perpetual state of war.

Fis is often seen engrossed in the complex data streams from distant worlds, or in deep conversations with the galaxy's eminent minds. His commitment to science is unyielding, his demeanor, though cold, resonates with the passion for unveiling the mysteries of the cosmos. The belief that the military often misuses scientific advancements for destruction rather than for the prosperity of the civilization is a topic he's not shy to debate about.

Private Information:

What most don't know, however, is the clandestine **affiliation** Fis holds with the Karimen. As a spy, he has been feeding crucial information to them, aiding their cause while masking his treason under the guise of scientific neutrality. This double allegiance is a well-kept secret, known only to a handful of shadowy figures within the Karimen intelligence. His skepticism towards the Barin also roots from undisclosed sources, feeding him information about potential deceit masked by neutrality.

His disdain for the military has more personal roots than he lets on. A past incident involving a military mishap that cost the life of someone dear has left a scar that fuels his present-day skepticism. However, these details are closely guarded, revealed only under a dire strain of circumstances.

Personal Goals:

1. Maintain a facade of neutrality while aiding the Karimen discreetly. Any suspicion towards his loyalty must be diverted, ensuring his position remains uncompromised.
2. Continue to undermine the military's aggressive stance, promoting a more diplomatic approach, which aligns with his clandestine allegiance.
3. Unveil the true intentions of the Barin, ensuring their potential deceit does not jeopardize the Karimen or his hidden agenda.

The labyrinth of galactic politics and war is a playing field Fis navigates with a dual allegiance. His actions, though treasonous, are driven by a complex web of past grievances, scientific idealism, and an intricate game of allegiance that unfolds within the cold cosmos of political machinations.

Vasova

Deputy Sub-Minister

Affiliation: Barin

Occupation: State Department Deputy Sub-Minister

Roleplay Hook: Stoic Diplomat

VOTING CHITS: 1

Costume: Elegant robe adorned with diplomatic insignia, symbolizing status and the heavy mantle of peace negotiations.

Public Information:

A resident of the icy Barin dominion, Vasova rose through the ranks by sheer grit and unyielding determination, earning a name as a formidable yet stoic diplomat. The weight of the impending war looms heavily upon Vasova's broad shoulders, catalyzing a desperate need for peace. Vasova's passion for diplomacy is well-known, a glint of hope in the encroaching shadow of war. The Barin state operates under the stern rule of a military oligarchy, a system Vasova openly supports, crediting it for the dominion's order and security amidst the chaos brewing within the galaxy.

In the rigid hallways of power, Vasova's name is synonymous with a relenting pursuit of peace. However, the pressures from the home planet always ring in the back of Vasova's mind—the military rulers expect the Deputy Sub-Minister to uphold Barin's interests, even if it means going to war. Vasova is known for a stern demeanor, a diplomatic finesse that makes others in the room pause and reconsider. Yet beneath the stoic facade, there's an urgency, a plea for harmony that Vasova aims to echo throughout the conference.

Vasova arrives at the Last Final Conference with a simple goal: to carve a path towards peace that also upholds the stature and security of the Barin dominion. The Barin delegation is perceived as being militaristic and stubborn by others, but Vasova seeks to show a different, more compassionate side without compromising on the principled stance of their race.

Private Information:

Despite the brave front, Vasova harbors deep-rooted fears of the devastation a galactic war could bring. There's a haunting memory of a past failed negotiation that led to a minor skirmish, the faces of the lost haunting Vasova's dreams. This fear is a closely guarded secret, one that could be seen as weakness by allies and foes alike.

Furthermore, Vasova possesses confidential intel on suspected spies within the conference. These suspicions are grounded in classified communications intercepted from the Vashuto faction. Although unsure of their identities, Vasova is tasked with discreetly finding and discrediting these spies before they can sabotage the fragile peace negotiations. The stakes are high, and a single misstep could not only discredit Vasova but put the entire Barin dominion at risk.

Vasova also worries about potential dissent within the Barin delegation. While loyalty to the military rulers is public, there's a quiet disagreement with some of their strategies. This disagreement is something Vasova keeps deeply buried, the diplomatic facade impeccable, but the conflict within is a constant battle.

Personal Goals:

1. Negotiate terms of peace that uphold the dignity and security of the Barin dominion.
2. Maintain a united front with the Barin military rulers, supporting their position while subtly advocating for a diplomatic resolution.
3. Identify and discreetly discredit any spies, especially those from the Vashuto faction, to ensure the success of the peace negotiations.

T'oka

Affiliation: Sojuk

Occupation: Minister of Peace

Roleplay Hook: Vigilant Harmonizer

VOTING CHITS: 1

Costume: A silken robe of cool teal, studded with luminescent pearls arranged in cosmic patterns, symbolizing the vast connectedness of the universe.

Public Information:

T'oka 44, a Minister of Peace hailing from the serene and deeply spiritual civilization of Sojuk, is known across the galaxy as a vigilant harmonizer. The name T'oka echoes in the halls of diplomacy as a melody of concord amidst the dissonance of interstellar tensions. Known for an ability to unearth common grounds in seemingly insurmountable disputes, T'oka is both a gentle mediator and a firm negotiator.

The robe T'oka dons, a piece of artistry embodying the cosmic interconnectivity, is much more than an attire. It is a declaration of T'oka's life-long devotion to peace and the undying belief in the potential of unison even amidst the perennial cosmic discord. T'oka's stance at the conference is a beacon of hope for those tired of endless strife, and a symbol of possible reconciliation for the weary hearts yearning for a dawn of peace.

As the Minister of Peace, T'oka's reputation precedes them, being the confluence where alien races despite their differences, can hope to find a middle ground. The LAST FINAL CONFERENCE is a testament to T'oka's relentless endeavor, a journey towards a collaborative galaxy, free from the shackles of discord.

Private Information:

Behind the unyielding demeanor of a peace-seeker, T'oka harbors a lingering anxiety. The serene surface belies a storm of concern over the simmering espionage activities. There's a dossier, carefully tucked away in a concealed pocket of the robe, containing potential leads on spies infiltrating the conference.

The internal turmoil stems from the dichotomy of exposing the malefactors possibly hindering the fragile steps towards peace, against the risk of inciting further discord among the factions. The secrecy is a heavy mantle, the delicate balance between transparency and tact, a tightrope T'oka treads with bated breath.

It's a solitary battle, a test of loyalty towards the sacred cause of peace against the clamor for truth that might alter the course of the conference and shatter the already brittle trust.

Personal Goals:

1. Advocate tirelessly for a robust peace accord that can form the basis of lasting interstellar harmony, steering the discourse away from the precipice of war.
2. Uphold the divine wisdom and guidance of Sojuk's religious leaders as the epitome of moral compass in the turbulent negotiations, ensuring their revered voice resonates through the deliberations.
3. Unveil the clandestine espionage activities meticulously, ensuring that the path towards peace remains unobstructed and the malevolent forces are brought to the light without instigating a cataclysm of mistrust.

Piikrat

Ambassador

Affiliation: Karimen

Occupation: Diplomat — Assigned to the Barin Embassy

Roleplay Hook: Skeptical Peacemaker

Voting Chits: 1

Costume: Elegant, flowing robes bearing the emblem of Karimen diplomacy, complemented by ornate jewelry and an official ambassadorial sash.

Public Information:

Ambassador Piikrat is a seasoned diplomat, known for their shrewd negotiations and a deep, albeit wary understanding of inter-galactic relations. Piikrat's appointment to the Barin Embassy was seen as a pivotal move to bridge understanding between the Karimen and Barin, despite the historically icy relations. While they have always advocated for peaceful resolutions, their skepticism towards the Barin and Vashuto is no secret. They see the Barin as opportunistic, only engaging with the Karimen when it serves their interests. Piikrat has been the voice of reason among the Karimen, tirelessly working towards ending the catastrophic war with the Vashuto. The endless bloodshed has only fueled their resolve to ensure that peace is achieved at the upcoming conference. However, their distrust towards the Barin often clouds their judgment, leading them to suspect ulterior motives behind every gesture. Yet, as a diplomat of honor, they've maintained a respectful, if not entirely warm, liaison with the Barin Embassy, constantly navigating the precarious balance of diplomacy. The entire galaxy watches with bated breath as the peace conference approaches. Piikrat's role as a diplomat from the Karimen Horde makes them a significant player in the negotiations that could change the fate of many civilizations.

Private Information:

Piikrat harbors deep-seated resentment towards the Barin, stemming from an incident years ago when a close family member was killed due to what they believe was Barin's deceit during a diplomatic mission. This personal vendetta, however, is something they've managed to keep hidden from public view, always maintaining a veneer of professionalism in their dealings. Piikrat also secretly fears that their inability to trust the Barin fully may jeopardize the peace negotiations. They're tormented by the notion that their personal biases could potentially prolong the war that has claimed countless lives.

Personal Goals:

1. Ensure that the peace agreement is solid and beneficial for the Karimen, devoid of any hidden traps that the Barin or Vashuto might have placed.
2. Work on personal biases to ensure that negotiations are fair and just, even if it means having to momentarily trust the Barin.
3. Uncover any hidden agendas the Barin might have during the peace negotiations, ensuring the safety and dignity of the Karimen Horde are upheld.

The role of Piikrat adds a layer of emotional complexity to the narrative, as they battle internal demons to strive for a greater good, echoing the larger theme of distrust and the dire need for peace in THE LAST FINAL CONFERENCE.

Muris

Captain of the Royal Guard

Affiliation: Vashuto

Occupation: Commander of the Palace Guard

Roleplay Hook: Dutiful Protector

Voting Chits: 2

Costume: A robustly adorned armor with intricate engravings representing the heritage and honor of the Vashuto. A royal cape drapes from the shoulders, with the emblem of the Palace Guard etched prominently on the chest plate.

Public Information:

Captain Muris is a figure of valor and unyielding loyalty among the Vashuto. His lineage traces back to generations of royal protectors, with Muris now commanding the prestigious Palace Guard. His allegiance to the throne is unquestioned, with his demeanor displaying a calm exterior, belying the storm of determination and duty that rages within. The Captain has been a reliable figure in ensuring the safety of the royal lineage, and his presence in THE LAST FINAL CONFERENCE is seen as a symbol of Vashuto's strong resolve for a secure and honorable resolution.

Muris often speaks highly of the Barin's assistance in turbulent times and is known to foster a wish for peace, despite the grim rivalry with the Karimen. His reputation as a warrior and protector precedes him, yet it's his undying loyalty to the royal family that defines his character.

Private Information:

However, Muris harbors a haunting uncertainty from the day Queen Mother was assassinated on Praxis. The fact that his guards were ordered away gnaws at him, hinting at a traitorous agenda within his people, a matter he deems a stain on his honor. His relentless pursuit for truth concerning that fateful event is a clandestine endeavor known to a very few trusted allies.

The identity of the traitor and the reasons behind such betrayal are questions that often plague Muris's mind, yet he's mindful to keep such doubts under wraps to prevent any further discord within the Vashuto ranks.

Personal Goals:

1. Extend gratitude towards the Barin by aiding them in the conference, reflecting the honor of Vashuto and repaying their kindness.
2. Advocate for a peaceful resolution with the Karimen to ensure the future security and prosperity of Vashuto, albeit keeping a watchful eye on the Karimen's intentions.
3. Delve into the whispers and fragmented clues concerning the tragic event on Praxis. Uncovering the traitor is not just about personal redemption but securing the royal lineage from any further treachery.

Muris steps into the brewing storm of inter-galactic diplomacy with a shield of honor and a sword of truth, hoping to carve a path of peace for his people while battling the ghosts of a dark past lurking in the shadows of treachery. His saga is one of loyalty tested by time and truth, a quest that intertwines the fate of nations with the honor of a devoted guard.

Vuvavoo

Ambassador

Affiliation: Barin

Occupation: Diplomat to the Vashuto

Roleplay Hook: Cunning Instigator

Voting Chits: 2

Costume: A sophisticated attire adorned with intricate designs reflective of Barin elegance, contrasting with the bold militaristic style of the Vashuto, concealing an underlayer of intelligence and deceptive charm.

Public Information:

Vuvavoo is a seasoned diplomat with a knack for maneuvering through the complex galaxy politics. As a Diplomat to the Vashuto, he's versed in their history, culture, and militaristic tendencies, making him a crucial figure in the negotiations between Barin and Vashuto. His public persona is that of a diplomatic visionary, committed to maintaining the moral high ground for Barin in the ongoing conflict, continuously advocating for solutions that project Barin as peace-seeking.

In the galactic community, Vuvavoo is known for his charismatic eloquence, often swaying many to see the virtuous stance of Barin. His speeches often resonate with hope for peace and stability in the galaxy, a veneer that hides his real intent. His charm and diplomatic finesse have been crucial in keeping the image of Barin unblemished in the face of galactic conflict.

Private Information:

The depths of Vuvavoo's schemes are known to but a few. He's been working meticulously to ensure the face of Barin remains untarnished while at the same time fueling the animosity between the Karimen and Vashuto. His true goal is to exploit the hatred between these factions to Barin's advantage, a mission requiring an intricate dance of deceit. While his public facade is that of a peace-seeker, he secretly orchestrates provocations to keep the war flames burning, ensuring Barin remains in favorable light. This double game is a dangerous one, and should his clandestine machinations be revealed, it could spell doom for Barin's reputation and his own life.

Personal Goals:

1. Master of Shadows: Maneuver through the conference cleverly, sabotaging any real chance of peace without revealing the true intent. All actions should paint Barin as the peacemaker, masking the clandestine provocations.
2. Mastermind of Discord: Exploit every opportunity to fuel the bitterness between the Karimen and Vashuto, ensuring they remain at odds, thus diverting any threat away from Barin.
3. Guardian of Falsehoods: Protect the veiled truth of Barin's actions at all costs. If faced with exposure, devise a way to divert blame or discredit the source.

Vuvavoo steps into the swirling vortex of galactic diplomacy with a mind full of plots and a heart void of remorse. Every twist of phrase, every gesture, every unveiled smile is a step towards enacting a grand deceit that may shape the fate of entire races. Behind the facade of a peacemaker, lies a master of discord sowing seeds for Barin's clandestine advantage.

P'ettoa

Affiliation: Sojuk

Occupation: Minister of Peace

Roleplay Hook: Stoic Mediator

VOTING CHITS: 1

Costume: A flowing, white garment that almost appears to be made of light itself, with strands of silver woven through it reflecting the purity and harmony of Sojuk philosophy.

Public Information:

P'ettoa is an embodiment of the spirit of reconciliation. This Minister of Peace from the ethereal realms of Sojuk is revered across the galaxy as a stoic mediator, whose very presence on the negotiation table brings a sense of calm and reassurance. Known for the ability to cut through the web of complexity with precise, insightful arguments, P'ettoa's contributions have often been the turning point in many deadlock discussions.

The radiant garment worn by P'ettoa is not merely a **costume**, but a symbol of purity, clarity, and a lifelong commitment to the causes of peace and spiritual enlightenment. Each thread woven into the fabric represents the doctrines of Sojuk's ancient wisdom, embodying the divine tranquility that the faction represents.

Amid the chaos of conflicting interests, P'ettoa remains an unyielding pillar of hope for a peaceful resolution, encouraging others to rise above petty grievances and embrace the greater good. This Minister of Peace does not just represent Sojuk at the conference but stands as a living representation of what could be achieved when beings come together in the spirit of mutual respect and understanding.

Private Information:

However, behind the facade of serenity, P'ettoa carries a heavy burden. The purity of intent showcased in the open is tinged with an undercurrent of suspicion. There's a nagging concern about covert activities lurking in the shadows of the conference, threatening to unravel the fragile threads of peace being spun.

Unknown to many, P'ettoa has been clandestinely gathering evidence on potential espionage activities by shadow factions. This task isn't just about maintaining peace; it's a personal vendetta against those who threaten the sanctity of trust and collaboration, for espionage had once resulted in the assassination of a close confidant.

Now, while advocating peace, there's a parallel quest to identify, expose, and neutralize any spies lurking within. The anxiety of unmasking these elements without triggering a conflict is a knife-edge on which P'ettoa balances daily.

Personal Goals:

1. Navigate through the turbulent dialogues to forge a resilient peace agreement that embodies the ideals of co-existence and mutual respect, showcasing Sojuk's innate wisdom.
2. Ensure the profound spiritual ideologies of Sojuk's religious rulers are reverberated throughout the conference, guiding the discussions towards a harmonious resolution.
3. Diligently hunt down the undercurrents of espionage, expose the malevolent spies, and discredit their efforts, all while maintaining the high moral ground, ensuring the path to peace remains unblemished.

Voovavoo

Government Minister

Affiliation: Barin

Occupation: State Department Sub-Chief

Roleplay Hook: Manipulative Peacemaker

Voting Chits: 1

Costume: An elegant robe with the emblem of Barin embroidered, indicating their high rank within the government.

Public Information:

Voovavoo hails from the prestigious corridors of Barin political circles, known for their cunning political acumen and manipulative maneuvering. With a sleek demeanor that often conceals their calculating mind, Voovavoo is a key figure in Barin's efforts to steer the galactic narrative in their favor. Being the State Department Sub-Chief, they are tasked with managing the interstellar relations while preserving Barin's image as the epitome of justice and righteousness amidst the ongoing conflict. Voovavoo's public stance is of a peacemaker, attempting to bring resolutions that favor Barin while treading on the line of moral high ground. They are known for their eloquent speeches on peace and their efforts to mediate between conflicting interests, although their true intentions are only known to a select few within the Barin government.

Voovavoo often emphasizes Barin's contributions to maintaining order in the galaxy and their willingness to resolve disputes through diplomacy. They are looked upon as a symbol of Barin's benevolent and rational approach towards intergalactic conflicts.

Private Information:

Behind the facade of a diplomatic peacemaker, Voovavoo harbors intentions far removed from the peaceful resolutions they publically advocate for. They view this conference as a means to further drive a wedge between the Karimen and Vashuto, while ensuring that Barin remains in the favorable eyes of the other factions. Their manipulative strategies are aimed at maintaining a state of unrest that will justify Barin's military and political dominance over key galactic territories.

Voovavoo also has an internal agenda of rooting out any unsanctioned attitudes within their own delegation, as a unified front is crucial for Barin to accomplish its objectives. There is a cold, unyielding ruthlessness in ensuring loyalty among their ranks, something they keep well-hidden from public view.

Personal Goals:

1. **Meticulous Manipulation:** Engage in diplomatic interactions to thwart any peace agreements, while portraying Barin as the moral compass guiding these talks. The narrative of Barin's benevolence must not falter.
2. **Fanning Flames:** Cleverly instigate further animosity between Karimen and Vashuto. Utilize information, deception, or any available means to ensure their animosity remains a roadblock to peace.
3. **Internal Vigilance:** Identify and discreetly eliminate any Barin delegates with unsanctioned attitudes that could potentially jeopardize Barin's position or reveal their actual intentions in the conference.

B'ob

Affiliation: Sojuk

Occupation: Minister of Peace

Roleplay Hook: Cautious Optimist

Voting Chits: 1

Costume: An ethereal attire made of smooth, translucent fabrics in soft blues and greens, embodying the serene waters and lush landscapes of Sojuk's home planet.

Public Information:

B'ob is a gentle soul, born into the tumultuous times of interstellar conflict yet refusing to be hardened by it. Despite the galaxy's dark reality, B'ob's heart lightens up the chambers of discussion with an air of cautious optimism. Among the delegates, B'ob is known for always holding onto the glimmer of hope that even in the midst of the darkest disputes, the dawn of agreement is near.

Being a Minister of Peace from the harmonious realms of Sojuk, B'ob is deeply revered, the gentle demeanor concealing a mind sharp as a crystal. This Minister has a knack for diffusing tension, often with a warm smile and words that reach into the heart of the matter.

B'ob's attire is not only an emblem of Sojuk's serene landscapes but also an artistic rendition of peace that B'ob so dearly cherishes. Each fold of the translucent fabric seems to hold within it a tale of love, loss, and the eternal hope of unity.

Private Information:

B'ob's pursuit of peace isn't just a political stance but a deeply personal one. During the early years, B'ob lost a sibling to the unseen shadows of espionage that lurked within the corridors of diplomacy. This personal tragedy was a crucible, forging the undying resolve to prevent such shadows from darkening the halls of peace again.

However, beneath the calm surface, B'ob carries a quiver of suspicions. There's a lingering fear that spies might infiltrate this last bastion of hope, this final conference of peace. Unbeknownst to most, B'ob has been liaising with discreet networks of information gatherers, hoping to catch whispers of deceit before they can morph into roars of war.

This Minister of Peace is walking on a fine line of trust and suspicion, knowing that the path to peace could be littered with hidden traps. Yet, the flame of hope burns bright, fueled by the dream of seeing the galaxy united in peaceful resonance.

Personal Goals:

1. Lead the discourse towards a lasting peace that could be the legacy of this generation, setting a precedent for the epochs to come.
2. Uphold the profound spiritual ideologies of Sojuk's religious rulers in every interaction, embodying the living testament of the peace and serenity that is achievable.
3. Thwart any espionage endeavors, unmasking the shadows that threaten to usurp the delicate dance of diplomacy, while ensuring that the trust among the factions remains intact, steering the tide towards peace.

Varo

Affiliation: Karimen

Occupation: Galactic Historian

Roleplay Hook: Curious Seeker

Voting Chits: 2

Costume: An elegant robe adorned with historical symbols and holographic projections displaying ancient texts and galaxy timelines.

Public Information:

51 Varo is a distinguished Galactic Historian from the scholarly corridors of Karimen, a faction known for its pursuit of knowledge and the preservation of galactic history. Varo has spent centuries sifting through the sands of time, deciphering the enigmatic past to find threads of wisdom for the present and future. At the conference, Varo embodies the collective memory of the galaxy, reminding every delegate of the cyclical nature of war and peace.

Varo's proficiency in understanding historical patterns of conflict and diplomacy has provided valuable insights to the leaders of Karimen. They have tirelessly advocated for a resolution to the current galactic tensions through diplomatic channels, fearing that the annihilation accompanying another galactic war would erase civilizations and histories invaluable to the galaxy's collective heritage.

The presence of 51 Varo at the Peace Conference is not just as a representative of Karimen but as a living testament to the galaxy's shared past. Varo's interactions are often laced with historical anecdotes, offering a broader perspective on the ongoing conflict. With an encyclopedic knowledge of peace treaties and wartime atrocities from eras past, Varo aims to guide the discourse towards a peaceful resolution, hoping to prevent history's violent repetition.

Private Information:

While Varo showcases a balanced understanding and often comes across as impartial, there is an undying loyalty towards Karimen and its ethos of preserving knowledge. Varo secretly fears the militaristic ambitions of the Vashuto and the Barin could lead to the destruction of irreplaceable historical artifacts and sites across the galaxy. Varo also holds information regarding certain ancient peace treaties and secret alliances that could significantly influence the negotiations if revealed. This information could tip the scales of negotiation in favor of or against certain factions, and Varo struggles with the moral dilemma of whether to reveal or withhold this information for the greater good.

Personal Goals:

1. Guiding Beacon: Utilize historical knowledge to guide the negotiations towards a peaceful resolution, ensuring the preservation of galactic heritage.
2. Preservationist: Advocate for the protection of significant historical sites and the free exchange of knowledge among the factions.
3. Moral Compass: Navigate the moral dilemma of revealing or withholding crucial historical information that could impact the negotiations, weighing the immediate diplomatic advantages against the long-term benefit of a unified, peaceful galaxy.

Jeris

Affiliation: Vashuto

Occupation: Chief War Strategist

Roleplay Hook: Stoic Tactician

Voting Chits: 3

Costume: A sleek, dark uniform adorned with numerous medals and holographic tactical displays.

Public Information:

52 Jeris is a reputable figure among the Vashuto, known across the galaxy as a brilliant yet stoic war tactician. In the eyes of the Vashuto, Jeris's strategies have saved numerous lives and ensured the supremacy of Vashuto in critical battles. Their stoicism and undeterred focus on victory are often seen as a symbol of Vashuto's might and determination. They believe in calculated aggression and value strategic dominance to ensure the security and prosperity of their race.

In the realm of galactic politics, Jeris's name commands a mix of reverence and fear. Their presence at the conference table is a clear message from the Vashuto leadership about their preparedness for war, even amidst talks of peace. Jeris is known to hold a detailed knowledge of the military strengths and weaknesses of all factions and often provides shrewd insights into the delicate balance of power that currently holds the galaxy in a tense peace.

Jeris's pragmatic approach towards warfare often comes off as cold, calculating, but they believe it's a necessary mantle to bear for the protection of Vashuto's interests in a galaxy where only the strong could ensure their survival.

Private Information:

Despite the steely exterior, Jeris harbors a deep-seated desire for peace, having witnessed the ravages of war firsthand. They have lost close comrades and seen entire civilizations brought to the brink of extinction. These experiences have instilled a secret longing for a galaxy united in peace rather than divided by war.

Furthermore, Jeris has been having discreet communications with like-minded individuals from other factions, exploring the possibilities of a clandestine alliance to force a peace resolution. This is something that, if discovered, could be seen as treasonous by the more militant factions within the Vashuto hierarchy.

Personal Goals:

1. Strategic Diplomacy: Navigate the delicate dance of diplomacy to position Vashuto favorably, whether in peace or war. The security and prosperity of the Vashuto must not be compromised.
2. Covert Alliances: Seek out and strengthen covert alliances with individuals from other factions who share the goal of peace, whilst keeping these communications hidden from hawkish elements within the Vashuto leadership.
3. Peace at Heart: Find a way to channel the secret desire for peace into actionable steps within the bounds of the conference, without compromising the standing and security of the Vashuto.

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CAST LIST

K: Karimen, V: Vashuto, B: Barin, S: Sojuk

#	FACT	VOT	CHARACTER	PLAYER
01	K	10	Syl (Leader)	
02	K	5	Jar (Negotiator)	
03	K	5	Geris (Negotiator)	
04	K	2	Pho	
05	V	10	P'Ris (Leader)	
06	V	2	Karis (Negotiator)	
07	V	1	H'Ris (Negotiator)	
08	V	2	Varis	
09	B	5	Babaloo (Leader)	
10	S	5	M'lik (Leader)	
11	B	3	Bubaboo (Negotiator)	
12	S	3	M'lok (Negotiator)	
13	K	1	Miikrat	
14	V	1	Jis	
15	B	1	Boobaboo (Negotiator)	
16	S	2	P'lika (Negotiator)	
17	K	1	Muso	
18	V	1	Hrey	
19	B	1	Flis	
20	S	2	P'loka	
21	K	1	Singlit	
22	V	1	Gresis	
23	B	1	Jasoba	
24	S	2	Br'zt	
25	K	1	Niglit	
26	V	1	Vul	
27	K	1	Vuso	
28	V	2	Sul	

#	FACT	VOT	CHARACTER	PLAYER
29	B	1	Nasoba	
30	K	1	Pyl	
31	V	1	Fendis	
32	B	3	Vavaloo	
33	S	2	Cy'ril	
34	K	2	Par	
35	V	5	Kris	
36	B	1	Vlis	
37	S	1	T'ika	
38	K	2	Peris	
39	V	5	Yaris	
40	B	1	Vavoba	
41	K	1	Fo	
42	V	2	Fis	
43	B	1	Vasova	
44	S	1	T'oka	
45	K	1	Piikrat	
46	V	2	Muris	
47	B	2	Vuvavoo	
48	S	1	P'etoe	
49	B	1	Voovavoo	
50	S	1	B'ob	
51	K	2	Varo	
52	V	3	Jeris	

VOTING

VOTE TALLY	
YES	NO

K: Karimen, V: Vashuto, B: Barin, S: Sojuk

#	VOTES	FACT	VOT CHIT	CHARACTER	PLAYER
01		K	10	Syl (Leader)	
02		K	5	Jar (Negotiator)	
03		K	5	Geris (Negotiator)	
04		K	2	Pho	
13		K	1	Miikrat	
17		K	1	Muso	
21		K	1	Singlit	
25		K	1	Niglit	
27		K	1	Vuso	
30		K	1	Pyl	
34		K	2	Par	
38		K	2	Peris	
41		K	1	Fo	
45		K	1	Piikrat	
51		K	2	Varo	
05		V	10	P'Ris (Leader)	
06		V	2	Karis (Negotiator)	
07		V	1	H'Ris (Negotiator)	
08		V	2	Varis	
14		V	1	Jis	
18		V	1	Hrey	
22		V	1	Gresis	

#	VOTES	FACT	VOT CHIT	CHARACTER	PLAYER
26		V	1	Vul	
28		V	2	Sul	
31		V	1	Fendis	
35		V	5	Kris	
39		V	5	Yaris	
42		V	2	Fis	
46		V	2	Muris	
52		V	3	Jeris	
09		B	5	Babaloo (Leader)	
11		B	3	Bubaboo (Negotiator)	
15		B	1	Boobaboo (Negotiator)	
19		B	1	Flis	
23		B	1	Jasoba	
29		B	1	Nasoba	
32		B	3	Vavaloo	
36		B	1	Vlis	
40		B	1	Vavoba	
43		B	1	Vasova	
47		B	2	Vuvavoo	
49		B	1	Voovavoo	
10		S	5	M'lik (Leader)	
12		S	3	M'lok (Negotiator)	
16		S	2	P'lika (Negotiator)	
20		S	2	P'loka	
24		S	2	Br'zt	
33		S	2	Cy'ril	
37		S	1	T'ika	
44		S	1	T'oka	
48		S	1	P'etoe	
50		S	1	B'ob	

116 Votes Total; 36 votes Karimen; 39 votes Vashuto' 21 votes Barin; 20 votes Sojuk

<p>FINAL LAST CONFERENCE</p> <p>Syl</p> <p>Supreme Commander Military Leader of the Horde <i>Karimen Horde</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Jar</p> <p>General Ambassador <i>Karimen Horde</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Geris</p> <p>Shaman of the White Path Spiritual Leader of the Karimen <i>Karimen Horde</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Pho</p> <p>General Battle Commander <i>Karimen Horde</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>P'ris</p> <p>Queen Heir Royal Heir to the Throne <i>Vashuto</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Karis</p> <p>Enlightened One Religious Leader of the Vashuto <i>Vashuto</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>H'ris</p> <p>Queen's Cousin Royal Cousin <i>Vashuto</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Varis</p> <p>General Military Sub-Commander <i>Vashuto</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Babaloo</p> <p>Ambassador Diplomat <i>Barin</i> Taiwan Interactive Theatre Society NCCU Interactive Drama</p>

<p>FINAL LAST CONFERENCE</p> <p>M'lik</p> <p>Minister of the Temple Religious Ruler <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Bubaboo</p> <p>Ambassador Diplomat <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>M'lok</p> <p>Religious Vice-Ruler <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Miikrat</p> <p>Ambassador Diplomat <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Jis</p> <p>Scientist Scientific Research <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Boobaboo</p> <p>Government Minister State Department Chief <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>P'lika</p> <p>Minister of Peace <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Muso</p> <p>Ambassador Diplomat <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Hrey</p> <p>Lieutenant of the Royal Guard Sub-Commander <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>

<p>FINAL LAST CONFERENCE</p> <p>Flis</p> <p>State Minister Cabinet Minister <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>P'loka</p> <p>Minister of Peace <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Singlit</p> <p>Ambassador Diplomat <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Gresis</p> <p>Lieutenant of the Royal Guard Lieutenant in the Palace Guard <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Jasoba</p> <p>Minister of State State Department Chief <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Br'zt</p> <p>Minister of Peace <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Nigit</p> <p>Ambassador Diplomat <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Vul</p> <p>General Military Commander <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Vuso</p> <p>Ambassador Diplomat <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>

<p>FINAL LAST CONFERENCE</p> <p>Sul</p> <p>General Military Commander <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Nasoba</p> <p>Deputy Minister State Department <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Pyl</p> <p>Sub-Commander Military Officer <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Fendis</p> <p>Lieutenant of the Royal Guard Lieutenant in the Palace Guard <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Vavaloo</p> <p>Ambassador Diplomat <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Cy'ril</p> <p>Minister of Peace <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Par</p> <p>Colonel Ambassador <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Kris</p> <p>Enlightened One Religious Leader of the Vashuto <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Vlis</p> <p>State Minister Cabinet Sub-Minister <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>

<p>FINAL LAST CONFERENCE</p> <p>T'ika</p> <p>Minister of Peace <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Peris</p> <p>Shaman of the Purple Light Spiritual Guide of the Karimen <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Yaris</p> <p>General Most High Vashuto Military Commander <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Vavoba</p> <p>Government Minister State Department Sub-Chief <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Fo</p> <p>General Battle Commander <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Fis</p> <p>Lord High Scientist Vashuto Chief Scientist <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Vasova</p> <p>Sub-Minister State Department Sub-Minister <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>T'oka</p> <p>Minister of Peace <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Piikrat</p> <p>Ambassador Diplomat <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>

<p>FINAL LAST CONFERENCE</p> <p>Muris</p> <p>Captain of the Royal Guard Commander of the Palace Guard <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Vuvavoo</p> <p>Ambassador Diplomat <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>P'ettoa</p> <p>Minister of Peace <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Voovavoo</p> <p>Government Minister State Department Sub-Chief <i>Barin</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>B'ob</p> <p>Minister of Peace <i>Sojuk</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>	<p>FINAL LAST CONFERENCE</p> <p>Varo</p> <p>Galactic Historian <i>Karimen Horde</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>
<p>FINAL LAST CONFERENCE</p> <p>Jeris</p> <p>Chief War Strategist <i>Vashuto</i></p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>		<p>FINAL LAST CONFERENCE</p> <p>DIRECTOR</p> <p>Interactive Dramatist</p> <p>Taiwan Interactive Theatre Society NCCU Interactive Drama</p>



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