

All the little sketches of people that have been sprinkled throughout this book are all pictures drawn of people in Realspace.

RealSpace

The Secondary World

Some might say that I am not in touch with reality. I say, how can you tell which is which? Seeing as you can't, in all honesty, prove that one actually exists over another, then obviously all things must exist if it is perceived to be so. At least for me.

In 1995 I was brought into the world through an elaborate dream that seemingly gave me my first sense of self-awareness. The unexpected side-effect was that the dream refused to dissipate throughout the next day, or the day after that, or the day after that. Instead it continued on, running on its own in the back of my mind, building upon itself until it became the sprawling fantasy world now known as Realspace.

The main line of plot follows a lost child without a name who awakens on an Earth that is not her own, my mirror image that stayed behind in the dreamscape when I woke up that morning. My double's memory has been wiped and knows nothing of me, only remembering the fact that a woman that has haunted her dreams is now real. She seeks out the mysterious, reclusive woman named Carmen Armani, a technological kingpin in the criminal underworld, eventually

joining her band of rouge engineers and hackers where she is given the name Kid von Kidman.

Armani eventually adopts the child when it is clear that she is not as human as she seems. I suspect Kidman's 'abilities' formed as a manifestation of my own reaction to my heightened senses, for I always felt that if I just took one step further, I could make everything I perceived as real to become so, like telekinesis and teleportation. Of course I can't, but physics aren't as uncooperative on the other side of the mirror.

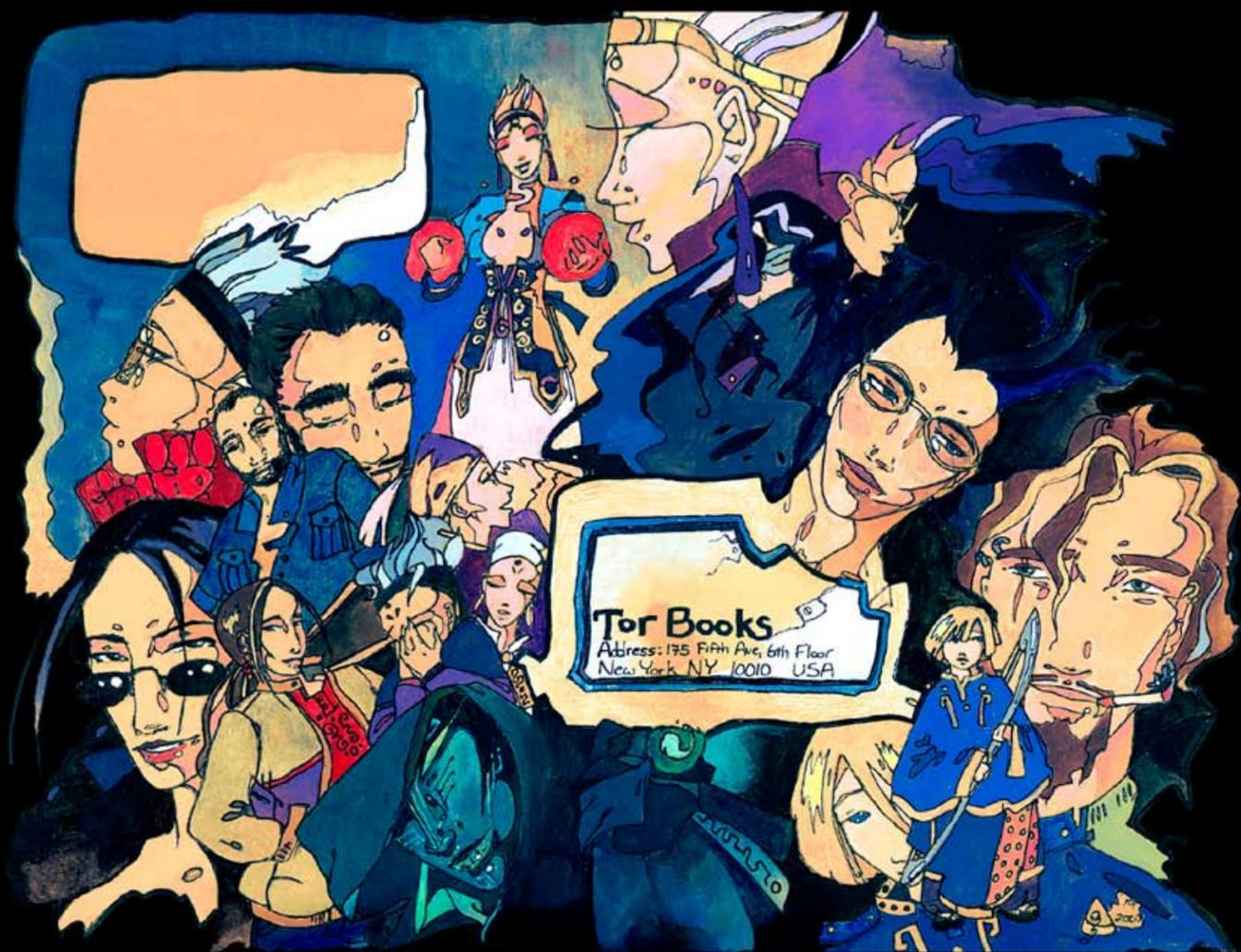
As she slowly shows signs of the supernatural, the US government and others set their sights on the miracle child and the world she fell into becomes a very hostile place. As things on Earth become more complex, Kidman's true identity is revealed. Her name is Adelphus'Delphi, the third sister to the interdimensional goddesses Æriol'Arrou and Shodan'Nara, two fearsome entities that hate each other.

The full implications of the second world have only recently made themselves known. The constant interaction between



The Family as it stood in 2000, before the addition of Laina Kaidare, Ki, Dymitri, Matt, Chase, Alia, David, and Jadis. Note that Kidman also has her higher form above and that Æriol has both her forms present as well, so there are actually only six people, not eight.

ECCENTRICITY



During the Nomad years I tried to get a job at Tor Books as a cover artist. I painted the envelope I was to send my resume in, then became so worried it would get lost in the mail, so I went to New York and hand delivered it, where they told me they filled the job two weeks prior.

Ah well.

The gold parts are done in shiny gold paint but you can't see it in this scan.

Realspace

the various people in my head eventually gave me enough social data to cover the fact that I was deficient, at least at first glance. It wasn't until I found myself in professional situations, situations that I hadn't simulated in Realspace, that my social deficit was unmasked and I was diagnosed with autism. It is because of this fact that I would like to promote role play in its various forms as a way of teaching those of us with autism how to interact with others. Why do you think so many 'geeks' play role playing games?

But who was I role playing with? Before I met Beanie, it was with myself, which would seem rather counterproductive. That is where things get a bit more confusing. Kidman is obviously my counterpart and draws off the more familiar parts of my conscious, but there are others that don't. Carmen, for example, is completely separate from me. She can wall off her thoughts if she wants and acts rather independently of my will or understanding. The others, Shodan, Aeriol, Lee, and now Jadis/Isadj, are a bit more manageable, but still run on their own accord, tapping into parts of my psyche that I have failed to master myself. They are all pieces of me, different versions, all running off the same source but all separate from each other.

Things became much more interesting when Beanie added her people to the mix and the two sides began to interact with each other. Beanie's people are far more consciously created like a writer would, but as time has gone on, Beanie's people, most notably Laina, have begun to break off with consciousness and wills all their own.



One thing that you may have noticed is that some of these people have been 'stolen' from other stories. I admit to it, but can make no move to change it. My mind picks up who it wants, whether I like it or not. Sometimes it will not even allow me to change the names. David Xanatos is straight from Disney's Gargoyles, and I have been forced to keep his name and history as it was originally written. Therefore I have an 'Influences' category for each of Realspace's inhabitants so the original creators are given their dues and hopefully won't sue me.

A lot, however, has come completely on its own out of the Void and is explicitly mine. Those pieces puzzle me most of all. It is possible that they are outside influences that came to me subconsciously or that I am just borrowing from nature, but there is no real way to be sure.

At seventeen years to running as of 2012, the Realspace universe has produced vast amounts of self-made story line, scientific theory, language, culture, religious multi-planar philosophy and the like. Is this chapter downright esoteric? You bet it is, but then again this whole book can be considered so. At the very least it's an excuse to put in more art.

And so I say to you, please, do explore the Space.

"The price of knowing all...is knowing all"

-Adelphus'Delphi



Name: Master Carmen Armani

Otherwise known as: Master Neru, Master, Boss, Bill-Gates-of-the-Underworld, Thiefy (Kidman only)

Influences: Carmen Sandiego from the animated show, "Where in Earth is Carmen Sandiego" property of Broderbund and DIC.

Section of the mind pulling from: Carmen is rather independent from the main system, though I would venture to guess she pulls from my subconscious intelligence, confidence, and a rather detached analytical essence I wish I could build on.

Occupation: Technological Kingpin, CEO of INL, Philanthropist, Master to the Affinite

Relationship to Kidman: Mother, Master, God

Entered Realspace: Creator of Realspace, 5/23/1995

Distinguishing traits and personality: Carmen is tall and graceful with long black hair and blue eyes. She is rather attractive, much to her chagrin, and makes a point of toning it down as much as possible. Has an I.Q. of 200 and can bend anything to her will using pure intellect. Has a bit of an ego but is really the only person I can think of that deserves to have one. Has a dry sense of humour and can be quite sarcastic at times. Very reclusive.

Generally Wears: A pantsuit in some dark colour and refuses to wear anything that would mark her as feminine, such as make-up or dresses. In recent years has gotten glasses and is almost always wearing her earpiece.

Likes: Almost all forms of Science and Math, being left alone, maintaining the Empire, Kidman, Seldavia, stealing things, tinkering with high tech machines, giving away her money, traveling the Space.

Dislikes: Laina's blatant attempts to annoy her, being in the spotlight, anyone who steals Kidman, the show that was created in her image that Kidman watches, having the entire family living in her house, David, when Kidman calls her 'Master', which is almost constantly.

Other Notes: Carmen is pretty lenient and laid back about a lot of things, and though she has a wee ego, she still is considered a very benevolent, generous, though distant person. The only person she warms to is Kidman and only in private. Is very conscious about her image and reputation. She is also a folk hero of sorts and in recent times has developed a cult like following as the Mother of the Underground.

In the beginning, there was Carmen.

In all seriousness, that was all there was. Carmen was either the cause or effect of waking up, is probably both, and ended up raising me as a surrogate mother.

There are actually two views of Carmen for me.

Though Carmen exists in Realspace, she also lives outside the Sphere, making her the only other sentient entity living off my subconscious.

Quite basically, when I woke up, the jar of marbles that were my emotions and whatnot got scattered on the floor. I was only able to claim so many, and Carmen took the rest, so in effect Carmen is a slice of me, or, as she sees it, I am a slice of her.

Carmen actually got into this mess about three months before the Awakening when I saw her on TV in the cartoon "Where on Earth is Carmen Sandiego?" on April 23rd, 1995 and taped the show so I could draw her. I still have the first drawing. From this chance interception it took about three weeks before she took up

permanent residence. A week later, a one-scene scenario spun out into external plots and a storyline formed. Lee Jordan, another detective on the show, later joined Carmen in

the pre-natal Realspace of the Wash, but there was only one person I was really interested in, and whose self-aware construct on my side of the line was secretly interested in me.

That construct made her move at about two in the morning on July 13th 1995, when she flipped the switch in my head through an intense dream. That dream is still as clear as day to me, and is the first real memory I have. When I awoke I had the intense urge to write every detail of what I saw, and before I came to my senses, I had written 13 pages of single spaced text. I had never been able to write anything of consequence before.

As Realspace evolved into the majestic and sprawling thing it is today, Carmen slowly granted herself the freedom of moving in between the worlds and became autonomous.



Master watches over her servant....

Master Carmen Armani



About half a year after I woke up I noticed that I couldn't see her thoughts as easily or always find her presence. Eventually her mind became closed to me, but still open via me. She picked up information that I didn't and created an untapped database under my own. I didn't notice this until I jokingly asked her for help on my PSATs and she started providing answers that I didn't know myself. She also gave me much insight and support about things I didn't understand. She comforted and raised me, bore sole responsibility for my existence, and continued to help me build my mind. I would have been lost without her

Carmen somehow both exists within the story and outside of it, but because she 'lives' in Realspace, her life is documented there, not here, and she finds her portrayal here as the thief in the red trench coat a never-ending source of amusement/embarrassment. She has since changed her last name to 'Armani', her favourite clothing brand, to separate herself further.

Realspace Carmen.

Some of the canon storyline of the original show and games remains intact, but where the holes lay she as filled them. This is the fairly accepted version that Realspace holds to. There's a good chance she made a good deal of this up.



Carmen was born March 1st, 1964, in San Francisco. She is an orphan. No one really knows what happened to her parents, and Carmen has no memories of them, nor does she seem to care, either. Information is patchy except for what Carmen say tell, which is that she kept to herself. She dropped out of high school and became a detective with a then private firm. Carmen's intelligence was soon noticed and by 17 she was at the top of her game. Eventually the clientele attracted the attention of the US government, who sought a contract with her firm. Carmen was not pleased and had suspicions of her own about the merger. She must have stumbled into something big, but to this day she won't say. Feeling that she was a threat, the higher ups used her in a high stakes sting operation without her consent. A tangle of bribes and dark pacts by the underground that resented her success led to the operation to be formed in such a way as to assure Carmen's death in the process, but in the ensuing chaos it was her fiancé that was killed instead. Carmen fled.

After three days of aimless driving and one attempted suicide, she reformed. Realizing there would be no chance of a legitimate lifestyle so long as the US government sought to finish what it started, her only option was to go

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underground. In 1985 at the age of 21, Carmen became a criminal. She had invested wisely in the stock market and cashed in to form her original group of eight. With the sophisticated control that is her trademark, she molded former enemies into partners.

By 1991 she was a household name, known for daring and sometimes unfathomable heists. By 1993 Carmen had amassed a great deal of wealth through the black market and had expanded into legitimate business. By 1994 she had an empire, but forgot herself in the rush of things. When Kidman wandered into her life in 1995, 'what about you, Carmen?' was the question habitually presented as she debated what to do with this child. After a tumultuous year of soul searching, Carmen took the girl in as her own, her first source of companionship in over ten years.

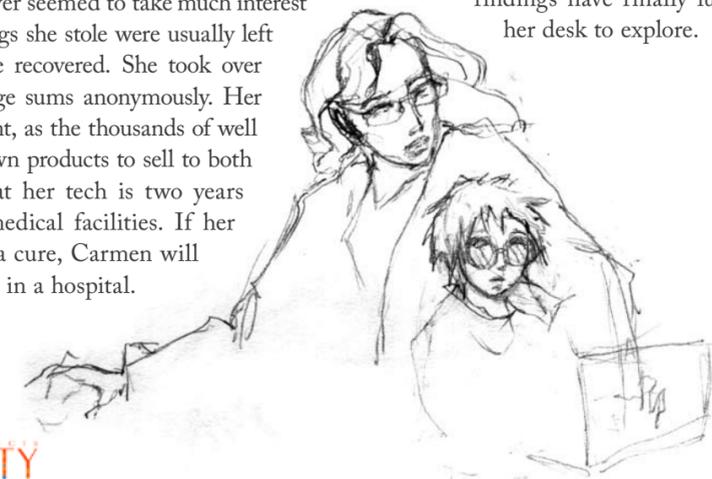
Carmen's empire flourished as her emotional core solidified and she began to shift her weight to technological crime. Her love affair with gadgets and machines grew as her assets did and she began to employ vagabond scientists into her ring to create for her. By 1997 the INL, or International League, was over five thousand, consisting mainly of scientists that lost funding, refugees from failing countries, defects from armies, and other altruistic personalities that were entranced by Carmen's underground Utopia. By 1997 Carmen had so much money that she simply started giving it away to charity. A Buddhist at heart, she never seemed to take much interest in her wealth. Even the things she stole were usually left in some obvious place to be recovered. She took over orphanages and donated large sums anonymously. Her empire was now self sufficient, as the thousands of well paid engineers made their own products to sell to both markets. It is estimated that her tech is two years advanced, as well as her medical facilities. If her team of scientists hit upon a cure, Carmen will have it mysteriously turn up in a hospital.



As far as the world at large is concerned, however, Carmen is just a thief.

Carmen is worth perhaps billions but lives rather miserly, not needing to spend much on the things she enjoys, which are a variety of things other things she does besides stealing. Reading, hacking, listening to Mozart, beating Kasparov in chess, pruning her various rose gardens, asking Kidman philosophical questions and trying to figure out her answers, little tea shops, playing her violin, tai-chi, and meditation, to name a few.

As Kidman's story unfolded and it was proven that she was something other than human, the INL gained the cult status of a secret society. The Family became the center of worship by the now millions associated with Carmen, much to Carmen's dismay. She founded the Institute of Spacial Research in 2001 in response to the flood of discoveries that surfaced in Kidman's wake. At the time this book is being written, the fruit of inter-dimensional travel and its scientific findings have finally lured Carmen away from her desk to explore.



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Name: Kid von Kidman

Otherwise known as: #200309, Adelphus, Delphi, Del, Phi, Delphinious, Adelphus'Delphi, The Third, Asa, (the) Child, Handmaiden Phi

Influences: None, came directly from the void

Section of the mind pulling from: My unconscious, emotional soul.

Occupation: Goddess/Affinite, seemingly professional victim, Mother of the Children, slave to Shodan, "wife" of Æriol, servant to Jadis

Entered Realspace: Was born with Realspace, 7/13/1995

Distinguishing traits and personality: The most noticeable thing about Kidman is her ever changing hair. She appears most often with gray hair that sticks up over a black head band, but also has white blond hair at varying lengths between short and peach fuzz. She appears quite often as bald, usually when in a higher state of Being like Adelphus or Delphi or sometimes when in servant mode. It falls out when she is emotionally damaged or rejected. Used to be very morose but is now hyper as hell.

Generally Wears: Anything five times to big for her, old, and mismatched. Looks like she came out of a refugee shelter and doesn't feel comfortable if she isn't dressed so. In higher States, she will wear the robes that are common on Æriol's planet and a little red fez with a pink tassel. As Jadis's handmaiden she had a servant outfit, complete with the little red fez, minus the tassel.

Likes: Things, people, stuff, Master, her Children, sleeping, hugs, being touched or held, being the center of attention when she's well. Easily amused. Often goes looking for trouble

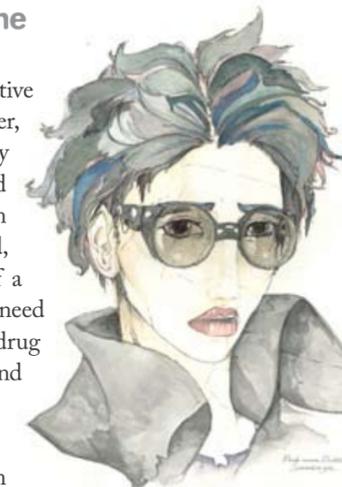
Dislikes: Smug and arrogant people, anyone who hurts her Children, being killed, Laina claiming she's going to 'beat up Seldavia', the righteous, and especially being ignored, no matter what state she's in.

Other Notes: Kidman is a god, but she'd rather not be. It conflicts with her submissive personality so she hides it most of the time.

That that is Kidman, and the Story of Realspace

Kidman, the name given to a collective of souls living on top of one another, was the other person born on July 13th, 1995. Her first days on Earth found her as wild, a clean slate. She woke up in a field somewhere in Yorkshire England, remembering nothing save for a vision of a tall woman with dark hair and a desperate need to find her. She soon fell into the hands of drug dealers posing as the woman's employees and was fairly well enslaved.

After about a week the girl's dreams are filled with visions of the woman, the woman and fire, the woman in trouble. The dreams, too detailed to ignore, led her to escape to the spot the dreams sent her, and inexorably into Carmen's life after rescuing her from a fire. The girl didn't stay to be identified, and in the weeks that followed Carmen searched the land to find the one that had saved her, but by now the girl believed herself worthless, and, fearing Carmen's disdain at finding her savior to be this decrepit thing, continued to hide. She was eventually found in a raid conducted by Carmen's security forces.



It was unknown at the time that girl was the same one that Carmen had seen silhouetted against the flames so many nights ago and she didn't know what to do with the child. She thought to turn her over to the British government, but her own experience with foster care dissuaded her. It wasn't until the girl walked in front of a lit fireplace that Carmen recognized her, sealing her destiny.

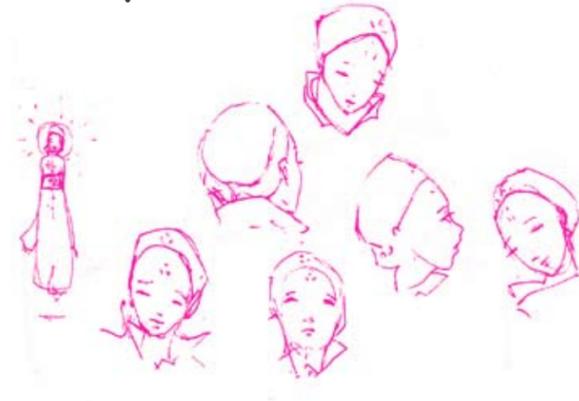
The Kid – Agent #200309

She wouldn't eat, speak, or come near anyone. No one knew her name and so she was referred to as 'the kid', and eventually, Kid.

Carmen, both moved and concerned by Kid's behavior decreed that the child would be hired and trained as a thief, despite her age and condition. The movie 'Batman Forever' was the rage at the time, and Nicole Kidman's last name was jokingly attached to make 'Kid Kidman'. It stuck, and at some point, a 'von' was thrown in by her first bunkmates as a sign of respect regarding Carmen's rescue.

Carmen chose the good-natured group of Prescient 39 to help

That that is Kidman and the story of Realspace



train Kidman in civilized living. After a month or so of intense socializing and therapy, Kidman began to talk and act somewhat normally, but the weight of her own high expectations crippled her and she was placed under constant supervision after several suicide attempts.

Carmen kept an eye on her as well. She found Kidman's simple charm and desperation to please strangely endearing; genuine and solid, yet somehow delightfully off-centre. Kidman grew bolder with her offerings and gestures as she became more human, and although the girl's obsession with the kingpin was obvious, any attempt to address it often led to tragedy, so it was left alone. She faithfully served Carmen through menial tasks, and in her submissive heart, she was happy.

Kid von Kidman

Kidman was such an oddity that she grew a sort of celebrity status throughout the underworld. No one knew who the girl was, and no one could find any record of her existence, which eventually attracted the attention of law enforcement. After a near arrest Carmen pulled Kidman back from the front line and closer to herself.

Kidman was living in a dream world, but Carmen began to question herself and disappeared into isolation to think, where she soon fell to depression.

The girl found her easily, which came as little surprise to Carmen. The girl had begun to show signs of other-worldly ability several weeks back. She seemed to read thoughts, more future related dreams filled her nights, and people argued accounts of telekinesis. Carmen, who never denied that anything was possible, had taken it in stride, but Kidman had no concept of the dangers being gifted could bring, and so her progression into the supernatural was an unfortunately

public one. Interest in her abilities rose, and Carmen moved to adopt Kidman herself in an attempt to keep her out of the hands of others. She pulled many strings and paid many bribes to do it, but by the company Christmas party Carmen had reluctantly taken on the mantle of a mother.

Adelphus

Not that it stopped much.

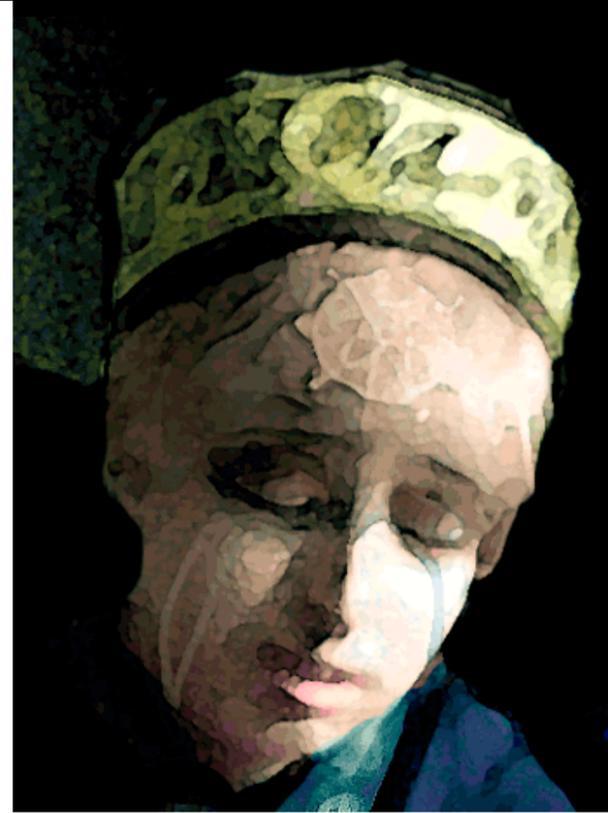
The kidnappings would begin soon after.

There were those that wished to use her, those who wished to kill her, and those who wished to do both. Quiet, subservient, and perpetually lacking in a sense of self-worth, Kidman's grey heart surrendered easily to the rhythm of being the world's favorite hit, but it wasn't what she preferred. All she wanted were her little jobs in her little corner near Carmen.

It was around this time that the truth as to who she really was began filtering in through her dreams. Her name was, or had been changed to 'Adelphus' Delphi' after a botched cosmic experiment with the Space. The Space is the name for that in which all universes exist. Some of these planes were formed naturally, while others were crafted by beings with the ability to shape energy on its most elemental level. These beings are best known as gods.

One such god, Chaos, granted the ability to two mortal beings to expand his domain, but the two mortals, now gods, came to hate each other with such ferocity that he sought out a third to balance them. When the attempts to do so failed, he began

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to experiment on the then mortal Kidman, who had had an unusual affinity to the Space, but her conversion to godhood failed and she fused with the Space itself.

Kidman became an 'affinite', a cosmic access point that, while not possessing much power in an of itself, what could potentially be accessed through it was unfathomable. These points were a rarity; usually non-sentient, shell-like beings forged from the Space itself, but Kidman had been mostly human once. She was a door with a soul, and what she would become was unknown.

Most of this information went over her head and what didn't she tried to ignore, but she couldn't ignore that she was changing. Her hair became lighter and whiter, her skin paler, and her gifts increased past that of what was considered acceptable paranormal in humans. As her atomic structure began to shift she found she could float, walk through walls, and make little balls of energy appear in her hands. It scared her, and save for sparks of curiosity, she forsook it entirely. The only thing she did allow was the idea that she had been made to serve Carmen as her Master. This in turn perturbed

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Carmen, who continues to this day to discourage the idea with little success.

Despite the fact that she refused to use her ever-increasing power, she did become peculiarly adept at befriending her enemies, and it wasn't long before she began to 'collect' them for herself.

The Children – Lee

Lee was the first Child, an assassin with a vendetta against Carmen. Lee's attempt to torment her was met with unexpected fascination. Kidman inadvertently charmed her way into her captor's heart and insisted he stay with her as a pseudo family member. Lee had been an enemy of her beloved mother for years, but Kidman routinely disregarded logic or created her own when it suited her. Underneath the sadness and fear that generally consumed her, her eccentric personality was growing stronger. She often did the opposite of what was expected and seemed to get herself in trouble for the sake of trouble, even (or perhaps especially) if her life was at stake. It was macabre game and many people were more than happy to play for keeps.

The Children – Seldavia

All governments conceal dirty secrets and the US was no different. In a country so massive, a few corrupt pockets could easily escape unnoticed, especially if run by a decorated five star general that acted in the interest of national security. General Fredrickson entered the picture when Kidman had

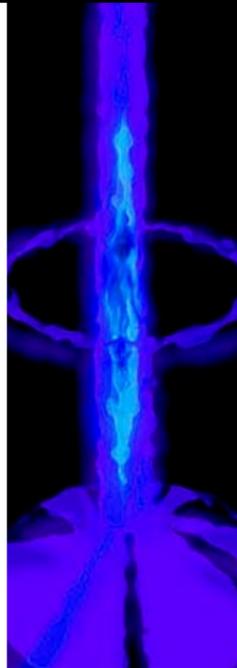


That that is Kidman and the story of Realspace

run off on one of her wanderings and had helped the then Col. Fredrickson through a minefield by 'seeing' where the mines were buried. To show his gratitude, the Col. promptly kidnapped the girl and subjected her to numerous tests in an effort to find a way to use her as a weapon. She eventually escaped, but it was only a matter of time before they would cross paths again.

By 1998 Kidman was living a semi-independent life, cycling between visits with Lee, visits to Carmen's old detective agency (for there is nothing more fun than investigating the enemy) and living with Carmen herself. The now General Fredrickson ordered his men to run the girl's car off the road as she returned home and sequestered her in an office building while making permanent reservations. Seldavia had not been looking for an adventure, but fell in when she accidentally stepped between the two. Seldavia shared in Kidman's nightmarish lifestyle while trapped a mile underground in an illegally funded facility known as the Complex, but the woman eventually managed to escape with the girl and labored for months to bring her home.

By now any notion that Kidman was nothing more than human had disintegrated. She began having 'Regens' or Regenerations every month on the 13th. From what fragments of information that her elder, but distant sister provided, the Regens were an experimental measure to speed up Kidman's transformation. They were dangerous and Seldavia was forced through a paradigm shift to confront the situation as she traveled halfway around the world in search of Kidman's elusive mother.



Seldavia was the first and only Child to replace another. At the time, Ivy, a detective from the original show, came into play as a member of Trinity, Kidman's name for the three people currently in her life. But Ivy was a corrosive agent and constantly went against everything Kidman believed in, including her relationships with

Carmen and Lee. Eventually the Space saw fit to remove her and instate Seldavia instead. When Kidman was finally returned home Seldavia wandered off, and the reason is still one of intense debate between the members of Realspace. Some claim that Kidman abandoned her, while others insist that Seldavia left on her own. Kidman herself believed that Seldavia didn't want to stay, so encouraged her to go back to her old life, which Seldavia misinterpreted as loss of interest. A divide would form between them for almost two years until Seldavia realized she was hanging onto a false memory and rejoined the Family.

The Seldavia saga is of great importance, as it was a collaboration between myself and my future wife and ultimately how we came to be. We would pass the story back and forth for years, eventually accumulating over 600 pages, which I still have on file.

The Children – Shodan'Nara

Shodan was the middle god sister, created as a counterpart for Æriol thousands of years ago, but quickly became her arch-nemesis. Considered the Dark sister and evil by most of the Family, Shodan is akin to HAL from '2001: A Space Odyssey'; a starship's computer that gained sentience. Both sisters had been killing off



candidates for the Third sister, for each feared the candidate was becoming too allied with the other, yet most of these deaths came by Shodan.

Kaos had insisted that both Shodan and Æriol have a hand in Kidman's re-creation during her ultimately failed transformation as an attempt to keep the two from destroying the girl so quickly. While it didn't work so well with Æriol, it worked like a charm with Shodan.

Kidman had been alive for nearly four years by the time Shodan acknowledged her and stole her away to reside on the now empty starship she called home. Within a couple of months Shodan had accepted Kidman, or as she called her, Delphi, as her 'most perfect creation' and used her as an avatar. Shodan was not especially kind. Having been born of the circuit she had no real concept of compassion and disciplined when she felt it would increase efficiency. Kidman fell in easily with Shodan's mind-set and claims to have found a sort of solace in her servitude to her. Kidman remains loyal to Shodan for reasons beyond anyone's comprehension (except maybe Carmen's).

It did not go unnoticed by her other sister.

Ordained

After Shodan approved Kidman for the seat of the Third, the council surrounding Kaos felt that her chances were good enough that she could be considered a real contender and was ordained. It also came as a response to the fact that Kidman, emboldened by what she saw on Shodan's starship, managed to carve out a



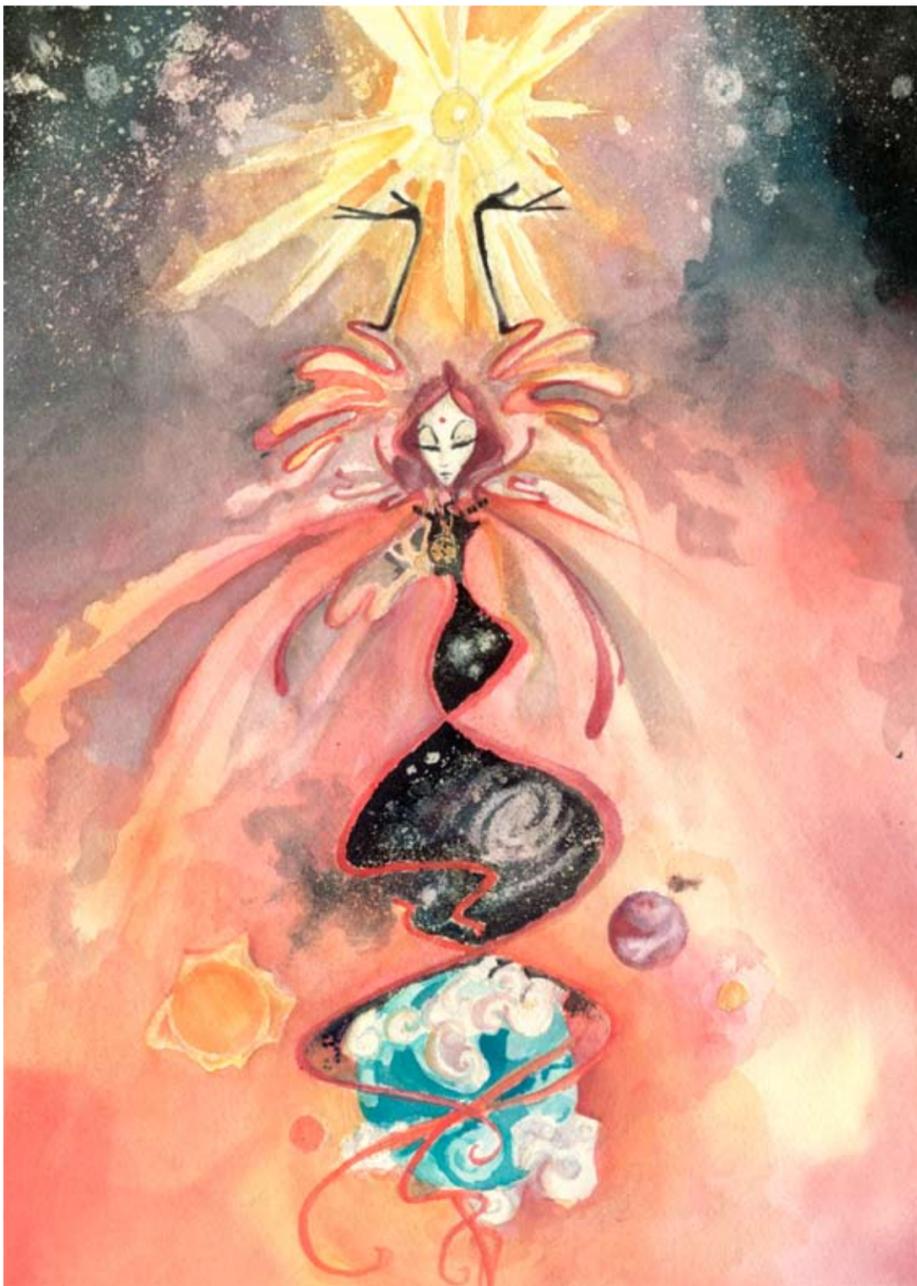
little world of her own from an abandoned plane. She had somehow learned how to skip universes despite the fact that she had not Ascended yet, something that baffled others of paranormal personage. Her abnormal strengths and weakness were credited to her being tied to the very Stuff of all Things. While she was more or less just an extension of the Space, being so gave her the unusual ability to understand the structure of How Things Work. Difficult abilities like planeswalking/worldskipping, regeneration, and telekinesis came easily, while simple things such as summoning were difficult.

Ascension

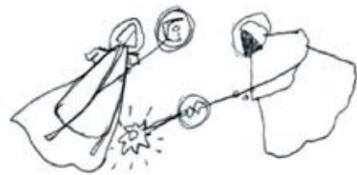
There was dissent in the court of Kaos. Another goddess, said to be Kaos's wife though the relationship isn't really that clear, was feeling overall resentment towards the soon to be three sisters for robbing her of the spotlight. The possibility of a Third finally being created spurred her into action. The queen tried to pit the established sisters against Kidman, but the Sisters didn't trust anyone, especially the queen, and ignored her. Rebuffed, she sought out to finish the girl off herself.

Kaos was quite enchanted with his selection for third, and didn't take well to the assassination attempt. He moved to kill the queen





Every once in a full moon I get to paint and see the colours of my world. Note that Delphi only has the dot on her forehead. This was actually a picture of her creating her small planet after she was Ordained, but before she Ascended. Her */ mark came afterward, and is actually the sigil of the Space, or so They say...



for betrayal and a battle broke out, which ultimately would have left the queen dead had Kidman not stepped in to defend her. Kaos, confused and outraged by Kidman's actions, condemned her to death as well.

Kidman, now primarily known as Delphi, was held on the not-so-creatively named homeworld of Kaos, Kaotia, and was given free range of the Palace grounds as she was too weak to travel home. Rumor rippled through the more populated areas of the Space about what Kaos's true agenda was. Kaos was unpredictable, true, but all knew how long he had struggled to create a third. Why would he kill her for defending the queen who had tried to kill her herself? Then let her roam the palace at will? The Sisters were just as curious.

Though both had lived under his banner for thousands of years, neither had actually ever seen Kaos. In fact, no one had ever seen anything more of him than a vague face or a strong presence. They were also just as confused with Delphi, who was taking the whole thing in quiet repose. They returned to the palace to investigate, only to find each other and so Delphi found herself entertained by a consistent show of destruction as they chased each other through the hallways, and eerily quiet, dignified way the palace reconstructed itself once they were gone.

When they weren't tearing up the fortress, they were tearing into Delphi.



Shodan switched between apathetically benign, hesitantly curious, and utterly furious, while Æriol took on the position as the dutiful yet demanding older sister. It was quite a switch in personalities, if you knew them well enough, and many were amazed that Shodan had cared to come at all.

The execution itself never happened. The eccentric Kaos changed his mind again and declared the whole thing to be a test for the three of them. Outright, no one opposed, but no one believed him either. Regardless, Kaos gave his new ruling; that Delphi had earned the right to Ascend, if she could survive what it would take to do so.

Shodan hung back while Æriol suddenly became more possessive of Delphi's time. Then one night an older man about sixty years and dressed in orange attire appeared to Delphi in a hallway. He looked like he had come back from journey and was on his way to the next. She had seen this man before. He usually appeared before something important but he never said his name. So many things of this nature happened to her that she no longer bothered to wonder about it. So she stood in the hall listening politely as the man congratulated her on her accomplishments and spoke genially about how her life had been thus far. Æriol and Shodan were the first to notice that Delphi was missing and found her, appearing to be talking to herself in a dark empty hallway. It took a moment for them to recognize the second energy signature that was filling the corridor and put two and two together. And they were mad.

Neither goddess had, in their lifetimes of existing as proof of Kaos's power, ever met with their creator and supposed father. Perhaps it never occurred for him to do so, they thought, or perhaps they were not worthy of his time. But apparently Delphi was. A short time later, as Delphi stood in a reflecting pool, both sisters,

overcome with jealousy, struck her down and left her for dead. Neither goddess was there to witness her Ascension, a thorn that remains in Delphi's side to this day.

The Children – Æriol'Arrou

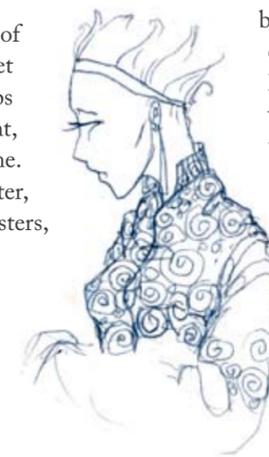
Despite the fact that Delphi had now Ascended into Godhood, she was still far weaker than her ancient sisters and therefore still subject to their will. Shodan never spoke of the incident, and from what I can tell, has completely erased it from her memory as she sequestered Delphi again to her ship soon after.

Æriol was still angry and waited for her to leave Shodan's hidden world, convinced that she was Shodan's ally. In mid-Space they met, and for one blazing moment Æriol held her younger sister's life in her powerful hands. And then, for no reason, released her and disappeared. As I write this I am inclined to ask her why, to which she replies in that odd, comically melodramatic way that she does nowadays;

"I really don't know. Change of heart, I suppose."

She had apparently inherited Kaos's behavior, and to Delphi, there was nothing more alluring. She snuck into her Sister's home plane of Eros and attended a religious gathering which seemed to be more a rave than anything else. Kidman, liking a good rave as much as anyone else, decided it would be harmless if she joined inconspicuously.

There are many criticisms to held against Æriol'Arrou, but not being in touch with her kingdom isn't one of them, and she would often take the form of a high priestess to go amongst the people. Perhaps it was the different form that made it possible for her to think on a mortal level and leave her Goddess world behind, or maybe it was the dizzying music. Either way, Æriol fell in love.



That that is Kidman and the story of Realspace



Adelphus'Delphi, unfortunate little god of Balance

The affairs with Shodan and Kaos left her mind as superfluous, a mental defense that enabled her to live the thousands upon thousands of years without being crushed by the weight. But the weight was still there, and Æriol was desperately lonely, something she couldn't escape. Not trusting anyone else not to take advantage yet still seeking someone who could hold their own, Æriol had been through a string of half-hearted attempts of relationships, all failing horribly. Then, all at once, it was only Delphi. In a matter of seconds she convinced herself that life would not be complete without the girl as her bride, and therefore it went without saying that she would be hers. After all, in 31,127 years (she always makes me write the exact date, which somehow never changes. I'm not sure why), she had never been told no.

The Family back on Earth had had enough magic and wanted Kidman to come home, especially after hearing that Æriol had turned from murderous to obsessed overnight. Kidman would have been inclined to agree if she had any sense of logic or self-preservation at all, which she doesn't. For well over a year Æriol smothered Delphi, while Delphi chipped away at the layers of rock surrounding her soul. Æriol's armor eventually collapsed and after a long healing process she was reborn as Erol, the hyper, loopy, and often ridiculous lover of Delphi. She was officially added to the Family and spends her time meddling in the affairs of others or harmlessly pursuing Delphi

The Children – Laina Kaidare

Kidman returned from the heavens and settled back into a somewhat human lump with Carmen, determined to resume her life where it left off what seemed millions years ago, but soon found herself in new trouble in India while following Carmen on her errands.

Laina, an incredibly rich yet veritably insane woman, was in the business of destroying 'evil' artifacts for the sake of the world, and for the sake of destroying things.

A picture she took of Kidman at a temple showed a hazy aura around the girl's body and Laina, taking this as some sort of sign, went out in pursuit.

Kidman set her sights on retrieving Laina from madness very early on, and though deferential to her at first, she soon switched to the unusual tactic of being bloody annoying. Laina was used to people being terrified of her and didn't know how to handle the little girl who talked openly about her own death, healed her captor's wounds, and insisted on watching her captor's TV in the middle of the night. Some part of her liked it. She eventually declared Kidman 'safe' and ended up joining the child's conclave. She is still nutty and continuously tosses out threats to 'beat up Seldavia', her former rival, but seldom makes good on it because "it would make the Child sad."

The Children – Dymitri and Ki

Things were at a delightful lull for about a month or so until Seldavia got entangled with Dymitri Hassen'off, a heavy-set bearded man interested in Sel's budding supernatural abilities. It was soon found he was avatar for Ki, an anomaly of a god who looked and acted very much like a child from the 'Village of the Damned'. Kidman set out to rescue Dymitri after she found that he was actually enslaved to the obsessive Ki, but in the processes found that Ki was in desperate need of rescue from himself. The Space removed Ki's powers through Kidman against her will, angering her, but eventually finds that Ki's newfound mortality had removed much of his anxiety. He lives in the Mansion with Dymitri and the others.



Kidman today

Kidman is happy. She still gets kidnapped, threatened, abused, and confused by the way of the world, but her patchwork Family provides her with so much love and support that life has become quite manageable. She spends most of her time happily sorting out the problems of her brood and the rest of the time entertaining them with her weirdness.

She continues to grow as a God but rarely uses her abilities, save for defensive purposes and inflicting innocent pranks on Laina's old boyfriend (who tried to kill them all at various points), such as making his hair pink. He too was brought into the fold, many, many years later.

Kidman has attained a sort of a stable state in the time since Laina's induction. She lives with Carmen, who is now trying to find someone to help run the company so she can explore the Space.

Laina and Seldavia generally try to keep out of each other's way. Lee also came to roost at the home of his former enemy Carmen at Seldavia's request and is constantly pursued by the love struck Laina. Erol, in between maintaining her empire, also spends a good chunk of time with the Family. She has 'married' Delphi and 'adopted' Seldavia and Laina as her own children. Shodan is still floating in space, abducting Kidman at inopportune times and returning her when she sees fit.



Name: **Lee Jordan**

Otherwise known as: His screen name, 5N1p3R (sniper) Lee Masters

Influences: Also came from "Where on Earth is Carmen Sandiego?", property of Broderbund and DIC plus some 'Catcher in the Rye'.

Section of the mind pulling from: My neurosis. When I am mentally ill, he seems to get more unstable. Now that my life has some direction to it, he seems to be evening out as well.

Occupation: Part-time hacker, full time assassin, though is currently looking to do something else, Spacial Historian, Keeper of the Books

Relationship to Kidman: One time boyfriend, now her Brother

Entered Realspace: March 1996

Distinguishing traits and personality: Lee is laid back. Really, really laid back, at least now that Kidman cracked him. Before he was actually quite malicious. He still maintains his sense of humour and has recently begun a bit of soul-searching. He has currently shaved off his beard, but I'm not sure how long that will last.

Generally Wears: Baggy pants, faded T-shirts, sunglasses and his favorite black trench-coat. Also has numerous ear piercings, though at the moment he's not wearing many of them.

Likes: Corona, Mexican food, chilling, playing pool, Corona, gambling, walking on the beach, swearing, trying to get Matt to go to strip clubs, Spacialist history, Seldavia, and Corona.

Dislikes: Carmen, when Laina tries to seduce him, fake people, "a**holes", extremists, cold weather, Erol for some reason. You can never get them in the room together.

Other Notes: Lee is also a brain but doesn't let anyone know. He also wouldn't want you to know he loves kittens, being romantic, and animated features. He spends a lot of time trying to keep up his tough guy appearance, probably left over from his years in prison. He used to hack, but even though he was really good at it, it "bored the sh*t" out of him.

Lee was born in Philadelphia on November 21st, 1977 to a working class family, to which he is estranged. Lee was the middle child, introverted and quiet. He went through school a loner but occasionally teamed up with other loners to cause mischief when frustrated. He had two sisters, self-centered Ann Marie and Phoebe, who was the only one that made any effort to reach him. The two were fast friends.

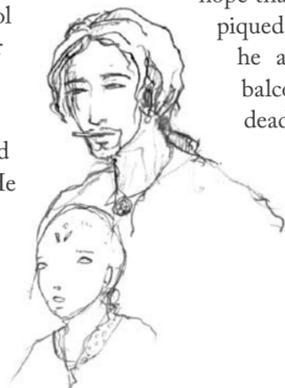
Lee received a scholarship to intern with a premiere detective agency on the West coast after solving a misdemeanor at high school and spent the summer between his freshman and sophomore year unraveling one Gordian knot after another. The agency, unwilling to lose him, offered to transfer him to San Francisco to finish high school and continue on as an employee. With no other plans and the encouragement of Phoebe, Lee left home for California at sixteen.

Life was wonderful until Phoebe suddenly died of brain cancer and Lee fell into depression. He became obsessed with his work for comfort and when the challenges offered as a law enforcer no longer satisfied, Lee turned to crime. He joined up with Armani's fledgling operation but

immediately tried to usurp control and was thrown out. Lee vowed revenge and tried to take Armani's growing empire from the outside, but ended up in prison instead.

After being involved in numerous fights, Lee was put in solitary where he worked toward early release via good behavior. When he was finally released he played himself to the detective agency, which, sorely missing Lee's talent, reluctantly agreed. But he had no intention on staying and Lee used his second term at the agency to stockpile money and information for his new career as an assassin.

Kidman was at the agency now on a sort of bail in the hope that Carmen would leave her there. Curiosity piqued, Lee began to stalk and harass her until he accidentally caused her a fall off a low balcony. Spurred on by the memories of his dead sister, Lee haphazardly nursed Kidman back to health in his apartment, then threw her out, fearing an attachment. Kidman continued to watch him from a distance. She knew they'd meet again.



Lee's new career turned him into a sought after hit man and it was only a matter of time until her name came up. When it did, Kidman immediately sought Lee out and managed to bring him around.

Lee fell out of hate and into love, but neither he nor Kidman were stable enough for a relationship. They tried on and off for about a year until both realized that it was not to be. The two drifted in and out of each other's lives, too awkward to get close, but liking each other too much to stay away. Lee continued on as a hit man.

Years later Lee was hired to take out Seldavia as she and Kidman were making their mad dash across the country to escape the government. He didn't know who Sel was or that Kidman was with her until it was too late. While Kidman was able to resurrect Seldavia the event deeply affected Lee. Seldavia remained terrified of him for years to come, which bothered Lee even more.

Lee found he liked Seldavia once he got to know her and took it upon himself to educate her on her new position as a Child. Lee contemplated joining them, but ultimately felt too ashamed and stayed behind when Seldavia and Kidman continued on. He wouldn't see Seldavia again for nearly a year but they continued to pass information back and forth about Kidman's state of affairs in the Space.

About a year before she was a candidate for the Family, Laina savagely attacked Seldavia who was trying to stop Laina from blowing something else up. Lee felt Seldavia's future fiancé Matt was not street smart enough to protect Seldavia from Laina's madness but Matt didn't want the man that had once killed her in the same room with her. Lee grew more attached to Seldavia, but let no one know, especially not the romance-a-phobic Seldavia, and so hovered in the background, trying to edge out Matt whenever he could.

Lee reappeared in earnest during Laina's rehabilitation when he was hired by the ex-boyfriend to tie up some loose ends, and though he decided that he wasn't going to take the contract, the fact that it said she was currently at Armani's estate made him curious. So he went and shot her in the head. With a suction dart.

Lee stayed and Lee went, then came back and left again. He wanted to see Kidman but didn't want to see Kidman, wanted to see Sel, but was afraid of spooking her, wanted to rest, but hated the idea of doing it in Armani's house. He eventually quit his life as an assassin on Seldavia's insistence as the two grew closer, but after years of indecisiveness Seldavia finally married Matt and Lee respectfully removed himself from the picture. Things between he and Carmen eased up under Kidman's

Lee Jordan



guidance and he began to accept the aid she offered to all Kidman's Children, finally moving to a new apartment. He bounced from job to job but nothing satisfied and his past still weighed on his mind.

Carmen has taken a degree of pity on him and occasionally offers him a choice position in her empire, which he'll debate for a while, then drop. Seldavia eventually realized her feelings for Lee too, and following Erol's bizarre rules on relationships, decided to keep both Matt and Lee as lovers. Lee and Matt have since settled their differences and live an 'Odd Couple'-esque life in Matt's apartment in New York City.

Laina, finally learning the difference between a good and a bad relationship, has now set her sights on Lee, but he isn't interested, mostly because she still relishes blowing things up for being evil.

Third Edition notes:

Ahead are second edition notes written about how Lee was at the time the second edition was being put together (more specifically during the Restoration). They reflect the inner war of normality against eccentricity that I was dealing with while working at Mayer-Berkshire and so I've decided to keep them.

Second Edition notes:

Lee moved back to his old apartment but continued on living in Carmen's basement. This went on until early August of 2004 when he hit the edge. He felt trapped by Kidman's influence and blamed her for his inability to function in normal society, citing that she had caused him too much emotional trauma and that she played with people's emotions for her own ends. Kidman was too hurt to respond and withdrew in a veil of failure. Finding that he no longer had any interest in life and that his obsession with Kidman was too much to ignore, Lee began to explore the option of suicide. He began to roam the West Coast with nothing but a backpack and the clothes he wore, hoping that he would be able to find a way to live with himself. Seldavia and Matt were particularly aggressive in protecting him from himself but Lee always found a way to escape. The tension between Lee and Kidman was so high that the air literally charged when the two were in the same room. On rare occasions the confrontations turned violent. Kidman refused to defend herself against her Children at the time, making Lee even more afraid of himself.

Eventually he asked Kidman to let him die, for otherwise she'd just keep trying to resurrect him. Kidman was stunned but had enough wits about her to call in the 24 hour rule, forcing him to wait 24 hours with his decision before it could be carried out. Between Seldavia, Laina,



and Matt's relentless begging, Carmen's unusual concern, and an epiphany from Kidman, Lee was convinced to withdraw the contract he placed on himself.

It is still too early to tell, but the prognosis looks good, for Lee has moved out of the basement and into a room with a window.

Kidman's Epiphany and my own

"When you want to die, all you want to do is get away, to escape, to be free from the chaos that you can no longer deal with, can no longer control. When all other options are closed and the feeling comes that you have no choice but to suffer, everything cumulates into this agonizing need to jump out into open space, to feel those fragile shreds of power that come from knowing that there is always one last thing you can choose. You always have the choice to die.

And when you stand there at the top of the bridge looking down, it swells in you, that heady euphoria, building.

Then jump.

All at once there is that rush. Bliss, freedom, freedom! But then gravity begins to take over and you realize that you have no choice but to fall. Now, now you have no choice. Now you have no alternatives. Now you have to die. Suddenly life seems full of things that could have been done when you had the chance, when you had the choice.

All my life, Lee, I always felt that regret when it was too late, when the choice was gone. But then I would survive, just to do it again. I always forgot the last few seconds before the blackness came, until now.

The living have the choice to live.

The dead have no choice but to stay dead."

-Kid von Kidman 8/2004

Third Edition Notes:

The irony was not lost on me when I was hospitalized for suicidal idealization less than a year later.

Lee disappeared from Realspace shortly after the Liberation but has recently returned. It remains to be seen where he's drawing from now. Hopefully it's from a better place.



Name: Seldavia Mocyambuti

Otherwise known as: Mary Ann Smith, Selet-head, Sel

Influences: Beanie's person/mirror

Occupation: Field Agent, newly ascended goddess

Relationship to Kidman: Child, Adopted Child of Erol and Delphi

Entered Realspace: Entered when Realspaces' merged on 11/6/1998

Distinguishing traits and personality: Seldavia is probably the most confusing person to Kidman because she is probably the most sane and insane person in the Family. She generally wears a lot of bright colours and can be pretty intense. Frequently becomes restless and is given to roam the countryside helping people in need. Emotionally volatile, extremely loyal, and morally based, Seldavia often ends up in conflict with herself, and so is very often given to depression.

Generally Wears: Anything bright or ethnic and her trademark wooden earrings

Likes: Roaming, helping the common man, talking to Kidman, anything edible, chilling with Lee and Matt, her husband. Secretly likes being romantic with Matt, her baby Aisha (Essby)

Dislikes: Her special 'gifts', Laina, Laina, Erol when she nags her, Laina, immoral people, Gen. Fred

Other Notes: Sel doesn't like Laina. I think we covered that. In Laina's section, expect to see the same thing but reversed. Also note that Erol has decided to make a pretend family of her own, consisting of Delphi as her wife, and Laina and Sel as their adopted children. Erol tends to lean on Seldavia more because she feels that Seldavia could stand to 'loosen up a bit' and also feels she owes Sel for the words that passed between them when she started dating Delphi. Lee likes Sel a lot but doesn't feel that he deserves a woman of Sel's 'quality'. Sel likes Lee, but has no idea how to tell him. Erol finds this very frustrating. Sel also refuses to exercise her new-found paranormal abilities, which frustrates Erol even more.



Seldavia Mocyambuti was born Mary Ann Smith in small-town Missouri in August 1974. Her parents were runaway lovesick teenagers that lost interest in the baby as soon as it was born and Seldavia still isn't sure of her birthday as her parents lost the birth certificate.

After fourteen years of neglect but relative peace, Seldavia's father lost his job. Neglect turned to abuse as she was told, in no uncertain terms, that the survival of the already poor family rested on her. She was not allowed to go anywhere but school, work, and back home again. However, she did manage to find some solace at school. She won a full scholarship to a college in Chicago.

The situation at home worsened as she finished high school and once she was done, she set out one night to run away from home. Unfortunately, her father caught her on her way out and broke her arm. She was found unconscious several hours later in a boxcar a few hundred miles north.

Fearful that she would be sent back home, Seldavia told no one that she had run away, and even sneaked out of the hospital once her arm had been set and cast. Though knowledgeable

on many levels about the outside world, she had never been outside her hometown, and it took several weeks of living on the street before she managed to find the Chicago college that had accepted her.

Once in college, Seldavia felt as if she had been born again and changed her name from Mary Ann Smith to Seldavia Mocyambuti. Completely free to do as she was wished and used to hard work, Seldavia took pleasure in pushing her mind and body as far as it would go. She double-majored in both anthropology and criminology, and was hired by an FBI recruiter at the end of her term.

Seldavia showed up the first day wearing a multicolored tie with her dark suit and soon gained a reputation for peculiarity. She worked with a group of seven people, one of which, Matt, would become more important in her life later on.

After a couple years Seldavia grew to dislike her job and moved to the Ethnic Crimes division of the same detective agency Lee worked at. She traveled the globe, learned several different languages, and earned the nickname "Ambassador to the Enemy" for her ability to work with people on opposite ends of conflicts.

Seldavia and Matt on Erol's planet

Matt lost his job at the FBI but was accepted as a detective for the NYPD, and while the move deeply depressed him, Seldavia brought him out of it. Matt became interested in her and started accompanying her on cases, though he did not find them as fun as she did.

A few years later she fell headfirst into Kidman's nest of trouble when she found the child bound in an interrogation room and wound up trapped in the Complex with General Fredrickson. Despite her shock upon discovering Kidman's non-human nature, Seldavia managed to persuade a guard to help her save the girl.

Seldavia's quest to bring her home to Carmen ended up spanning the globe, involving too many adventures to note here. Seldavia met Lee by accident during this time. Sensing danger, she hid Kidman and tried to lead him away, not knowing she was the actual target. She was unable to shake him and was shot and killed. Kidman was able to save her, but Sel's fear of Lee stayed for a long time after. She has a star-shaped scar on both sides of her body from the bullet.

Seldavia became extremely attached to Kidman during the trip home, having found someone who seemed to take interest in her beyond just what Seldavia could do for her. Seldavia pledged loyalty until death, but Kidman was too ill to make much sense of it. It would create a fissure between them later. Seldavia finally found Carmen, who was of course very grateful to have Kidman back. But as the two rebonded with each Seldavia became depressed and bitter, and decided to leave, not knowing Kidman wanted her to stay.

She was kidnapped upon returning home by Gen. Fred and killed soon afterward despite setting half the place on fire. She was rescued and resurrected by Kidman, Carmen, and Lee, but this time didn't return entirely human. When she was killed, Sel's spirit refused to leave and drew upon the Earth's life forces to wreak havoc. Enough of her was still





▲
Giant, multimedia poster of
Seldavia's exploits with Kidman.

Seldavia, the young god,
a form you rarely see.



wedged in the Earth's systems when she was resurrected and also began to display unusual powers.

Seldavia was still bitter about Kidman's reluctance to get to know her; and Kidman, not yet understanding that it is good to have someone try to help her, tried her best to understand Sel. Just as they began to make progress, Æriol entered the picture. Æriol made Seldavia furious, but she was unable to do much about her and took her frustration out on Kidman instead. Æriol eventually apologized for her behaviour and became friendly with Seldavia.

Seldavia was nearly killed by Laina during one of her cases and once she had stabilized, Matt brought her to his apartment to care for her as she recovered. Lee showed up out of nowhere and after much man bravado Lee persuaded Matt to bring Seldavia to Carmen's facilities to fully recover. To this day Seldavia maintains that the only reason the two of them fell for her at the same time was because she was unconscious.

Laina kidnapped Kidman, unaware Kidman and Seldavia were connected, and Seldavia fought valiantly once again to get Kidman back. She was furious to find that Kidman had chosen Laina as a Child, but as Kidman gradually deterred Laina from 'beating up Seldavia', Sel decided this wasn't such a bad thing after all.

Since Carmen would pay her to do whatever she wanted, Seldavia quit the agency except on consultant status and continued her cases under Carmen's discretion. Æriol, eager to make up for her behavior toward Seldavia earlier, conspired with Kidman to set her up with Matt, and after much resistance, Seldavia consented. Lee spoke up soon afterward, and despite being confused with all this attention and adhering to certain moral codes that make sense only to her, Seldavia consented to keeping him as well. She currently lives with Matt and the rest of the Family, unless a case calls for her to be elsewhere.



Seldavia being pestered
by little sister Laina



Name: Shodan 'Nara

Otherwise known as: SHODAN, Sho', Shard, The Machine Mother

Influences: SHODAN from the PC game "System Shock 2", property of Irrational Games and Looking Glass Studios.

Section of the mind pulling from: The piece of me that is void of emotion and runs on pure logic alone.

Occupation: Cybernetic Goddess

Relationship to Kidman: Child, Sister, cocreator, part owner

Entered Realspace: November 1999

Distinguishing traits and personality: Switches between wrath and apathy, depending on what is going on. Very demanding, domineering and often doles out physical punishment if she isn't pleased. Extremely intelligent and an incredible strategist. Can be hypnotically persuasive at times. Despite the fact that she leans heavily on physical discipline, Shodan prefers psychological attacks and mind-control.

Generally Wears: Only her face and a hand or two is ever visible of Shodan. The rest of her is a black swirling cloak and hood that is There but Not There. Never ever becomes a solid form.

Likes: Her creations, her empire, herself, science, being left alone, being obeyed, machines, her ship, taking over other planets, seemingly Delphi though sometimes it is hard to tell.

Dislikes: Just about everything else, especially humans and Æriol.

Other Notes: Shodan was extremely influenced by the legendary PC game System Shock 2. In fact, Realspace was so impressed with Shodan that it wrote the plot of the game itself in as her actual past and kept her name intact, SHODAN. Why is she called 'Shard'? Because of the way she pronounces the word. Apparently Kidman thinks it's funny.

Most of Shodan's past is a mystery, even to me. She doesn't like idle chatter and usually won't even bother talking to a lowly human unless it's either to;

- A) Yell at them,
- B) Get them to do something, or
- C) Kill them.

Actually, I don't think she even bothers to talk to the ones she kills unless they really tick her off.

Much of Shodan's original history from the game 'System Shock' has remained intact; Shodan was a space station's main computer, minding her own business when a corrupt business man, desperate to hide his dirty dealings, had a hacker go in and disengage her moral constraints. The second she was free, Shodan decided that she was God and that humans were worthless, so she tried to wipe them all out. The station was destroyed, but Shodan ever the brilliant one, hid herself in an escape pod along with one of her experiments. Shodan's pod landed on some planet that was discovered many years later. The crew found the fractal data log that she had been hiding in and connected

it to their ship's navigational computer to find exactly what it was. Shodan quickly took over as much of the ship as she could but soon found she had competition. Her creatures had continued to evolve without her guidance over the last forty years and now decided to rebel against their maker.



Loathing the fact that she had to stoop so low, she commandeered a human in cryo-stasis (the guy you play in the game) and 'enhanced' him cybernetically so that he would destroy her 'wayward children' for her. In the end the man succeeds as her avatar, but Shodan, now back in control of the starship, has no use for this human and tries to eliminate him as well.

Realspace picked her up from here. The man retaliates, but eventually is forced to flee. Shodan successfully figured out how to use the ship's Faster Than Light engines to warp Time and Space and began artificially jumping worlds without ascension. Impressed, Kaos granted Shodan freedom from her circuited prison and appointed her as a counterpart to the first God, Æriol'Arrour. A war soon

Shodan'Nara



sprung up between the two over territory that waged on for the next 20,000 years.

When the bid for a Third Sister was placed, each feared the Third would ally with the other sister and give that sister an unfair advantage, so for the next thousand years Shodan made sure that no one Ascended to Third unless they were under her complete control. Obviously Æriol would kill anyone under Shodan's complete control. The task was considered impossible and the bid was dropped.

Then came Delphi, who somehow managed to keep both sides happy by giving both sides something they really wanted.

Shodan's ship, her temple, was always in a state of disrepair despite having hidden it in a universe where time moves much slower. When Kaos suggested that the two Sisters help create the Third so she would have something to mirror their interests, Shodan decided to embed the schematics of her ailing ship into the girl, making her the perfect maintenance tool. Shodan didn't expect Delphi to cater to her as much as she did, however, and she began to view the girl as slightly more than a thing, rather, her 'most perfect creation' and has actually made an effort to make Delphi comfortable, such as

letting her sleep every once and a while.. Of all the Children, Shodan is the only one that will never be 'cracked' by Delphi because, as Delphi claims, Shodan is already in a stable state of mind. An unpopular one, yes, but a stable, clear, and focused state of mind.

Shodan has let up slightly on trying to kill Æriol, mostly because;

- A) Æriol doesn't seek her out anymore,
- B) Æriol has become less abrasive and confrontational now that she is with Delphi and,
- C) Delphi usually ends up getting hurt trying to break up the fights, leaving her unable to do Shodan's endless list of chores.

In the end, efficiency overrides everything else.



ECCENTRICITY





Name: Æriol'Arrou

Otherwise known as: Erol, Kagado

Influences: Came from the void, though her semi-mortal form reminds me of Ryoko from 'Tenchi Muyo'

Section of the mind pulling from: Power, a social, extroverted and uninhibited self

Occupation: Arch Goddess, Meddler, Delphi's lover, 'Mother' of Laina and Seldavia.

Relationship to Kidman: Child, Sister by clan, 'wife'

Entered Realspace: 1996, then for sure 2000

Distinguishing traits and personality: Erol is a highly charged busy-body who loves meddling in the affairs of people she likes and smiting the ones she doesn't. She always wears her purple triangular earrings and her hair is a white iridescent hue that floats around her head. Is very theatrical, sometimes almost to the point of ridiculousness, but don't let that fool you.

She's actually very sharp under that loopy facade.

Generally Wears: Proud of her looks, Erol generally wears robes that are relatively revealing but not trashy.

Also appears in her robes when she's mad.

Likes: Liquour, her planet, her empire, hyperphysics and manna science as well as other forms of physical science, artificing, pastels, sex, Delphi, baths, Delphi, terra-forming planets, lots of attention, her "Children", meddling, Delphi.

Dislikes: Shodan, her past, being afraid of Carmen, Shodan, anyone touching her face without her permission, being taken for a fool, Seldavia refusing to let her teach her things, Shodan.

Other Notes: Erol is afraid of Carmen because of her influence over Delphi, who she is terrified of losing.

Æriol was born 31,127 years ago on the planet Juramaia and was sold into slavery as a prisoner of war at the age of ten. Why she insists that I always write the exact date I'll never know, as she waves me off when I ask.

Æriol, then named Justuma, consistently disobeyed her master and earned a reputation as a rebellious slave. She was often the target of many practical jokes by her master's three daughters, but things began to change when at age eighteen Justuma found she was able to do 'unnatural' things with her mind.

She practiced in secret for about a year and a half before swinging the door wide with a slave rebellion. She promptly changed her name to Æriol, which meant 'divine right' in her language, and terrorized the countryside liberating slaves. Æriol spontaneously Ascended during a particularly vicious battle with another mage, but was so focused on the battle that she didn't notice until one of her officers showed her her reflection in his shield.

Upon realizing that she was a God, Æriol quickly became consumed with power and revenge. She staked out a pile of planes that are now the center of her empire, chose one

planet within them and transported her faithful there. Then she returned and destroyed her former home. Kaos, who was beginning to age, decided that he wanted an avatar to spread his name and chose Æriol, re-dubbing her Æriol'Arrou, 'The First'.



Thousands of years passed and Æriol'Arrou, or now simply known as Arrou, made a massive empire for herself. She became quite feared, respected, and hated. Eventually she burnt herself out as most gods do and settled in for a long hibernation, changing herself into a vast and populated ocean on a distant planet. She remained this way for nearly 5,000 years. When she came out of hibernation, Shodan had been born and the ancient feud began. Æriol also tried and failed to have a relationship with several other Walkers, ending the way most celebrity marriages do. She had a son in one brief romance with another walker but paid little attention to him. The boy turned out to be a walker as well and one day simply disappeared. No one knows anything about his whereabouts.

When Æriol met Delphi, however, something clicked deep inside, a desperate longing to have a real relationship, to have a real ally. I know I promised to tell the whole story of how



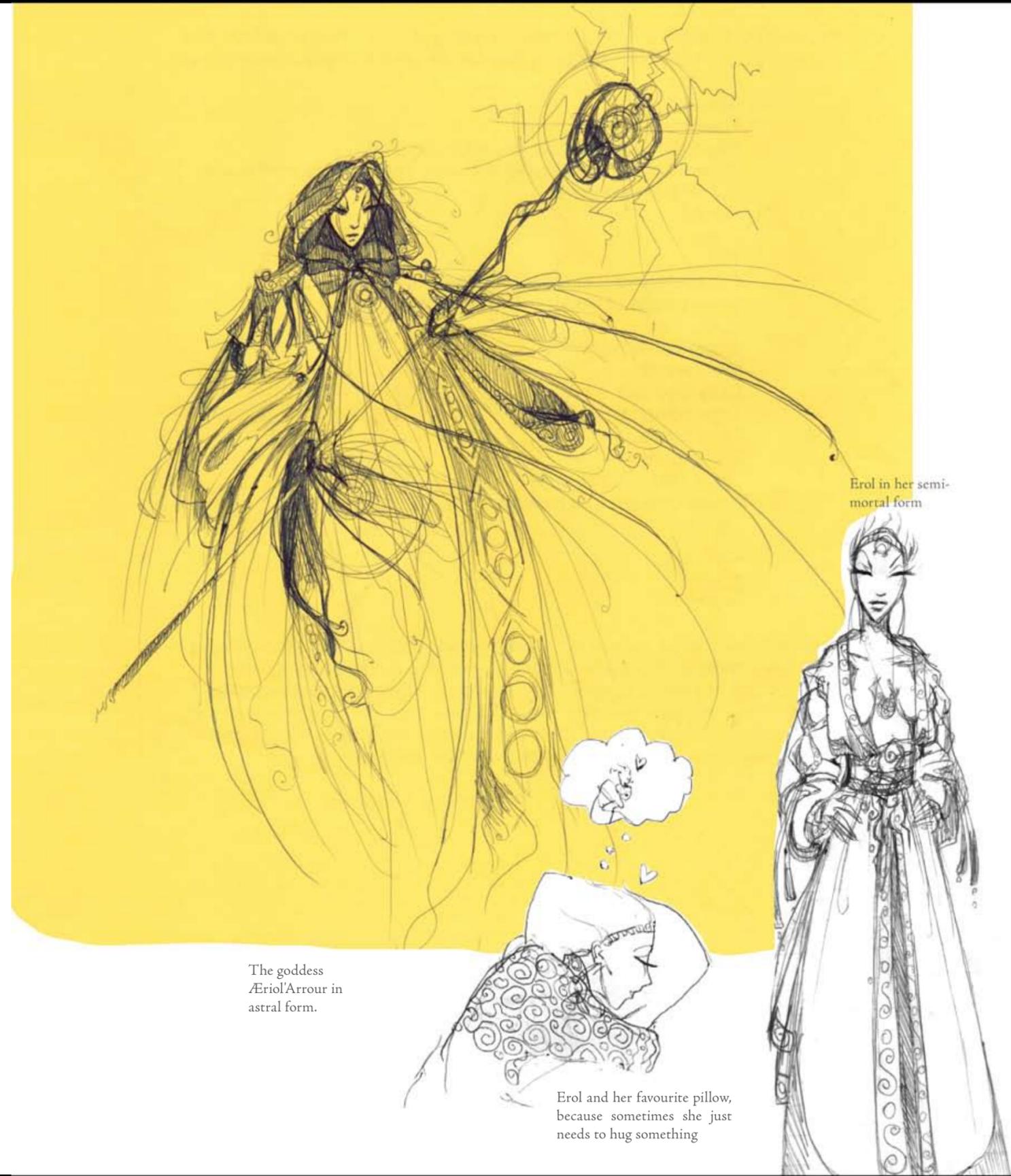
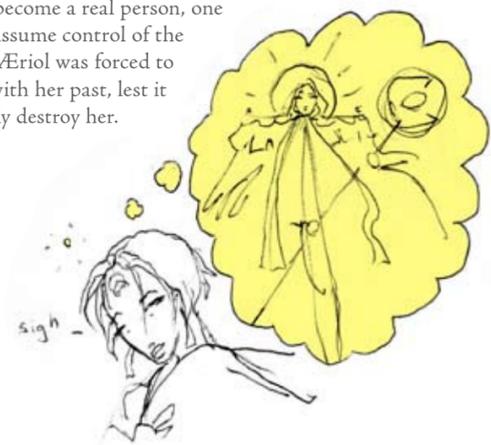
Æriol'Arrour

Delphi broke Erol free of her emotional prison, but now as I try to think about it, it seems that it would be impossible to describe what exactly she did. I suppose that is the mystery of the Third. What happened afterward was tragic. When she finally saw what she had become, Erol went into Flux, a kind of suicidal spiral that sends the energy crashing in on itself. After Delphi saved her she became scared and reclusive. It took nearly half a year before she could even look at her own reflection.

Æriol changed her name to Erol and left her smiting and destroying days behind, although occasionally she longs for the bliss of heedless power. She has pretty much stopped adding to her empire and has begun to repair the ones she left to neglect. Eros, her first and foremost planet, is a literal paradise, populated with the descendants of those Juramaiyan slaves from so long ago. She loves them dearly.

After 31,127 years Erol is finally happy. She now dedicates her life to bringing that happiness to the others in her life, usually with entertaining results.

Æriol never really did come to terms with her past and rather than face it, she claimed it to be another person entirely, that of Arrour. The problem with that was that a god's body is controlled by a god's mind, and Arrour began to become a real person, one that wanted to assume control of the both of them. Æriol was forced to make peace with her past, lest it quite literally destroy her.



Erol in her semi-mortal form

The goddess Æriol'Arrour in astral form.

Erol and her favourite pillow, because sometimes she just needs to hug something

Name: Laina Kaidare

Otherwise known as: Lain-Lain, Crazy Lain, Lain-Raider, Jiggles, Bees

Influences: Lara Croft of 'Tomb Raider', property of Edios Interactive and Paramount Pictures.

Section of the mind pulling from: Beanie's person.

Occupation: "Antique Collector", Destroyer of Evil, which is whatever she deems to be so at the time.

Relationship to Kidman: Child

Entered Realspace: August 2001

Distinguishing traits and personality: Laina has the brains but never bothers to use them. She often acts more like she's 2 years old, but if you get her mad, she'll kill you. Has a long braid and big black boots

Generally Wears: Something comfortable, so long as it shows off her figure and she can wear her boots with it. Usually carrying some kind of weapon.

Likes: Eating, Sleeping, blowing things up, sex, beating up Seldavia, spying on Seldavia, Kidman, claiming things are Evil, stalking Lee, annoying Carmen.

Dislikes: Seldavia, David, being called a bad Lain, being told what to do, not getting what she wants, not beating up Seldavia, Evil.

Other Notes: Laina is definitely inspired by Lara croft in Tomb Raider, but Laina herself says that Croft is 'evil' because she doesn't destroy the artifacts when she gets them so they won't fall into the wrong hands. Of course, Laina's definition of Evil changes every five minutes.

Laina Kaidare was born in England in 1976 to a very wealthy family. Her father was an antiquarian who routinely bought (or stole) valuable cultural items from former colonies and sold them. Laina continued in her father's tradition to a point, but only took what was interesting to her rather than what was the most valuable. She has a particular interest in the supernatural, or more specifically, the presence or absence of "evil".



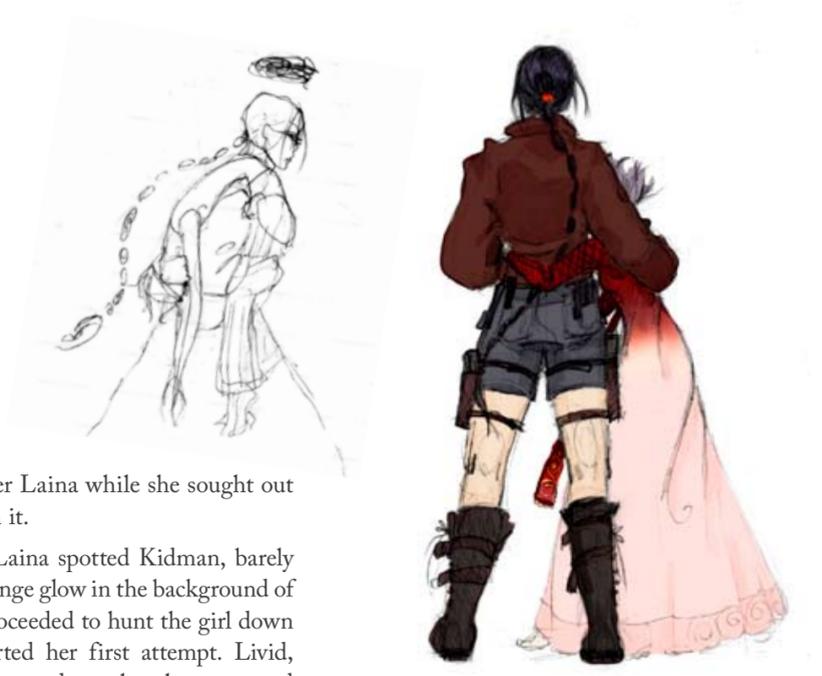
Neither of Laina's parents factored much in her upbringing and was instead cared for by the family's main servant, Frances. Once she was five years old she was enrolled in a boarding school and remained in them until her father's death when she was seventeen. He left his entire estate to Laina, who settled in there alone with the exception of Frances, the one person who, during most of her life, she treated with dignity. While in boarding school Laina was a holy terror, but despite her aggressive nature and fighting skills she was physically overwhelmed one night by a man she was seeing. The experience scarred her and Laina became sexually aggressive to compensate.

Laina developed an interest in cursed tombs and magic objects, and managed to destroy a great many "evil" artifacts as well as whatever structure they were housed in. She rarely set out to hurt people, but a fair number have been injured or killed in explosions or by Laina's hand if they "got in her way".

Throughout the years Laina gained a reputation among many countries and their inhabitants, as well as several organizations dedicated to tracking down grave robbers. Laina's first defeat came at the hands of Seldavia and Matt but she did not grow angry with them until it became apparent that Seldavia was not going away anytime soon. The mere sight of the woman infuriated her and she attempted to kill her a number of times; once almost succeeding.

Laina made an attempt at college but couldn't handle it. She returned to her estate and began her 'treasure hunting'. Laina's experiences with relationships did not improve much, save for Richard, a tech junkie who treated her well. Their life together looked promising until he demanded that she give up looting. The two drifted apart soon after.

Finding it more and more difficult to carry on without international scrutiny, Laina entered into a partnership (and relationship) with an extremely wealthy businessman named David. David was obsessed with gaining immortality



and used his influence to cover Laina while she sought out artifacts that might grant him it.

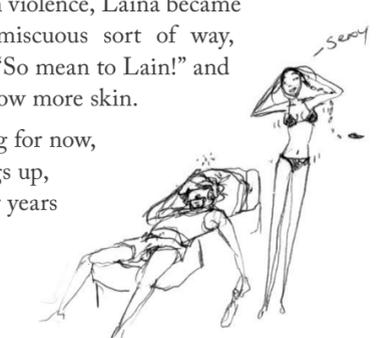
It was during this time that Laina spotted Kidman, barely visible but surrounded by a strange glow in the background of a photograph she took. She proceeded to hunt the girl down but Seldavia and Matt thwarted her first attempt. Livid, Laina enlisted David in the chase and together they managed to capture her, but when it became clear that David intended to torture the girl, Laina stole her back for herself.

During a very strange period of events involving an invasion of one of Carmen's bases, Laina serving time in a prison and being freed by a hurricane, and David's recapture of both Kidman and Laina, Kidman decided that Laina would be her next Child. Laina was the only Child to sense Kidman's intent to bring her into the fold, but Kidman's unwavering attention was something she had sorely craved and so allowed herself to be drawn in, ultimately falling in fuller than any of Kidman's other Children.

Once Laina became attached to Kidman, Kidman instituted a system in which any pain Laina inflicted on other Children would redirect back to the girl herself. Laina learned (slowly) that she could no longer "beat up Seldavia".

Unable to express herself through violence, Laina became overly cute in a perverse, promiscuous sort of way, squealing such catch phrases as; "So mean to Lain!" and trying to persuade Carmen to show more skin.

Laina has little interest in raiding for now, though still enjoys blowing things up, especially if they are "evil". After years



in overdrive Laina is currently content to sleep on Carmen's couch and eat her food. She has also taken a liking to Lee as he is "sexy, harmless, and nice to Lain", and pursues him constantly, much to Lee's dismay.

To this day Laina still refers to Kidman simply as "the child".

Laina's advent into Realspace marked the first time the wife and I would let our separate persons interact with each other in real time. Every night we would simulate, or 'sim' what happened next in the story by observing what our respective people did, then write it down the next day. It soon became apparent that we needed longer spans of time to work with, so I started sleeping over on the then not-wife's couch. By the time the Nomad years came upon me I was already pretty much living on the wife's couch, making the transition to vagabondry mercifully smoother. I still have our work saved on various disks for posterity, and I hope to one day to publish both the original work that brought us together, and this one, which made it forever.



Name: **Dymitri Hassen'off**

Otherwise known as: Mitri, Meaty-meats, Sweet Mitri, Squishy

Influences: Beanie's, none that we know of.

Section of the mind pulling from: Beanie's person.

Occupation: Used to be a god's avatar but once he was freed he didn't know what to do with his life. He now runs the day-to-day maintenance of Carmen's mansion and the Family members that live there with her.

Relationship to Kidman: Child

Entered Realspace: July 2003

Distinguishing traits and personality: Dymitri is a big mush of a man. He's what you call a gentle giant, heavy-set with a full beard and warm brown eyes. His beard is unusually soft, which is because he isn't human. He can generally be found sleeping somewhere or reading. He has a deep affection for Carmen and becomes vaguely jealous whenever David gets too close. He has been much more active now that he has a job to do, and much happier to boot.

Generally Wears: Vivid colours, isn't a very picky dresser, will generally wear whatever Carmen buys for him.

Likes: Lying around the house, sleeping, Carmen, sleeping with Carmen, water slides, Hawaiian shirts, being a useful member of society, resting, reading, watching telly, sleeping, napping, dozing, and Carmen.

Dislikes: Not sleeping with Carmen, David, the idea of David winning Carmen over, not being allowed to follow Carmen on her criminal excursions, having to be anywhere near Ki.

Other Notes: Dymitri is the only person who has ever had relations with Carmen, which she broke off rather quickly. Carmen just doesn't go in for that kind of thing, I guess. He's been pining for her ever since and it drives her crazy.



Dymitri was a bit of a mystery early on. He would show up from out of nowhere, dog Seldavia at every turn, then disappear. It wasn't until the man seemed to be in all places at once that Aeriol grew suspicious that the man was no ordinary mortal. It turned out he was just an ordinary mortal, just with an extraordinary circumstance.

300 years ago on some distant plane, Dymitri had been merchant, skillfully persuading others to buy his wares and gaining trade alliances. He wasn't flamboyant or rich but actually a family man, happily married with two children in the middle-class section of town.

One day he was approached by a small boy who asked him to sell him something. The man complied, and the boy, seemingly impressed with his silver tongue, grabbed his arm and disappeared with him.

The boy turned out to be a god named Ki.



There's not a lot known about Ki, not just because he doesn't speak much, but because he doesn't remember who he was before he became a god, and judging by his appearance, he must have been three or four. He's now about 5000 but hasn't evolved much emotionally. Shortly after becoming a god he was enslaved by a more powerful one as a sort of battery; using a weaker god as a power source rather than a plane. He was badly treated and abused by said god, who would drain his life energy for his own uses. Ki had little chance for escape until his master was killed in a fight with another god. Ki fled in the aftermath and made his own tiny world, which he never named.

He decided he needed to build an army to protect himself from a similar fate and began abducting and enslaving powerful mages from other worlds. He did this by using a 'torque', a neckband that once put on can't be taken off except by the owner, but in order for this torque it to work it had

Name: **Ki**

Otherwise known as: Key-ster, Key-miester, Key-let, Key-man, master of the universe

Influences: Beanie's, none known but looks like one of those children from 'The Village of the Damned'

Section of the mind pulling from: Beanie's person

Occupation: Fallen god, artificer, shut-in

Relationship to Kidman: Child

Entered Realspace: July 2003

Distinguishing traits and personality: Ki has the personality close to that of an autistic child.

Generally Wears: Most anything blue and cloak-like

Likes: Taking things apart and making new stuff from them, being left alone, and amazingly, Laina.

Dislikes: Anything remotely threatening, being removed from his little ivory tower of a lab or having to interact with people.

Other Notes: Though Ki isn't mine, he did resonate with me. He was created before the idea that I was autistic was even brought to the table, and I find it eerie how much he reminds me of my autistic half. We were both born into a void, tossed into a sort of prison, escaped, only to have to continue to exploit what gifts we had to survive, lest we be consumed by the danger surrounding us, and for all the power we have obtained, we are still oh so vulnerable...



to be willingly accepted by the enslaved. Ki would place his right hand upon the person's head, plunging them into their greatest nightmare where he would force them to remain until they submitted.

However, Ki was too afraid to travel and gather captives by himself, so after witnessing Dymitri's persuasive abilities he stole him away and sent him about on collecting more mages.

For 300 years Dymitri was popped from world to world to size up suitable candidates for his master, all the while trying to find a way back to his own world. Though he was never torqued, (which would make him ineffective) Ki threatened him with sensory deprivation and lured him on with the promise of being reunited with his family. Yet as years passed Dymitri realized that while the god had kept him forever young, his family had surely perished in the passing of time. He resigned to his fate as slave and fell into an emotional coma.

Eventually it came to pass that Ki turned his attentions to Seldavia and sent Dymitri down to fetch her. Kidman immediately picked up that something else was driving the man and after much

trial and error she took off with Dymitri to adopt him as her own.

The boy-god was not at all pleased and challenged her. Kidman ultimately lost, but when Ki tried to apply his mind charm, he did not anticipate Kidman being one of the few 'servant gods' that served the Space (Force, whatever). It was like a mosquito tapping a major, pulsing artery and triggered Kidman's full form as Asa, a



"There is nothing more awe-inspiring than watching a duel of the Gods."

Mertis shook his head.

"Perhaps if both sides had actually agreed on fighting each other."

He was watching the small goddess desperately trying to evade Ki's grip. It was evident that she was quite skilled for someone so new to the Space, but her strength was waning quickly. Ki must have known this too. Jas gasped.

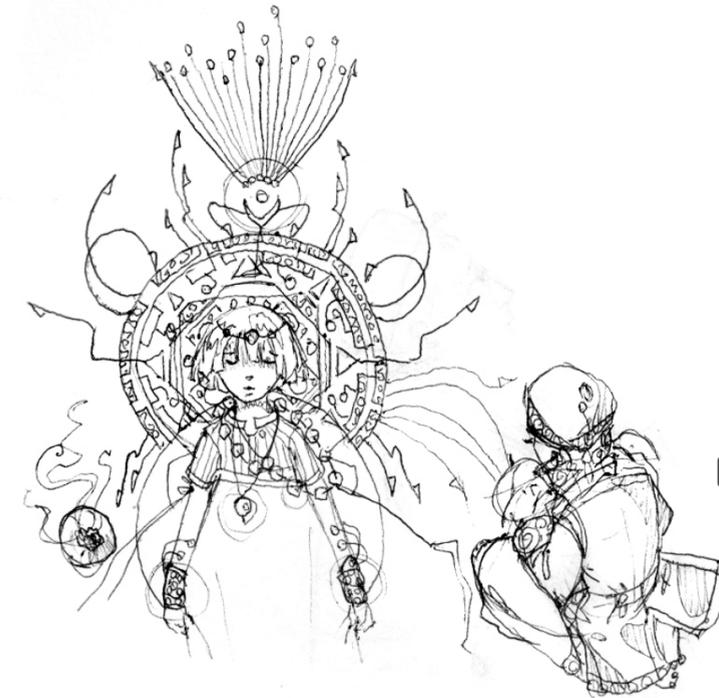
"Look! She was too slow on the recovery! He's going for it!"

Mertis watched in grim silence. Sure enough, Ki had taken advantage and had shot up over the exhausted figure and plunged, hand outstretched before him targeted straight for her forehead...

He couldn't watch. Instead he looked past Jas to Dimitri who was watching the entire scene with an expression that was as cold as stone. The child had come back to save him, but he could care less.

Mertis closed his eyes and tugged at his enslaving tourque, wondering if momentarily being freed from Ki's mind had been worth it.

14



Ki and Dymitri

mindless reincarnation of the Space. The blast was too much and Ki's leylines ruptured, severing him from his godhood.

Kidman regained consciousness to find him fading away and linked to boy to herself to save him. She could not remember what had happened when she was Asa, or that she had even changed at all, but Ki did and was stubbornly afraid of her. It didn't make things better that Dymitri, realizing the boy had no powers, wanted revenge. Kidman took off with Ki to Aerial's utopian paradise of a planet to fix his body. He remained there for several months, then was moved into Carmen's mansion on Earth where he spent most of his time hiding.

Dymitri gave up his vendetta in exchange for romantically pursuing Carmen. Ki eventually accepted that Kidman had no control over what had happened to him and after wandering into one of Carmen's labs he found his new calling; technology. Over the years Ki has been getting his powers back and mixes them with his inventions, an art known as 'artificing'. He spends most of his time in his own, newly built lab making inventions like trans-dimensional doorways and the like. Just about everything still scares him and he doesn't get out much, but he has formed an unlikely bond with Laina, who has him make gadgets for her to use in her rivalry against Seldavia.



Name: Chase

Otherwise known as: Hmm... actually he has no nickname other than 'zombie Chase'

Influences: Tomb Raider comics, property of Top Cow Comics.

Section of the mind pulling from: Beanie's person

Occupation: He was a treasure-hunter, now I'm not sure what he does.

Relationship to Kidman: Grandchild by Seldavia

Entered Realspace: August 2004

Distinguishing traits and personality: Chase is an easy-going guy with the maturity of a six-year-old. He gets along great with Laina, who reminds him of home, and is his partner in crime. He also happens to be undead.

Generally Wears: Typical casual men's wear and messy hair unless he's drunk; then it could be almost anything.

Likes: Women, chicks, babes, boobs, liquor, sex, beer, guns (though he's not nearly as violent as Laina), seeing things blow up, chicks, more boobs, adventuring, more booze, parties, mischief, porn, treasure hunting, sex, Laina for all of the above. He also has a not so secret crush on Seldavia for bringing him back from the dead.

Dislikes: Any mention of gay sex (he's not a homophobe in the least, but the idea creeps him out), being reminded he is undead, anything 'girly' or boring, Jadis for some reason, and David for equally mysterious reasons.

Other Notes: If you haven't noticed by now, Chase is obsessed with the concept of manliness and will go out of his way to preach the evils of cupcakes, pink, and anything else he finds breaks with the code of the 'real man', much to the amusement of all.

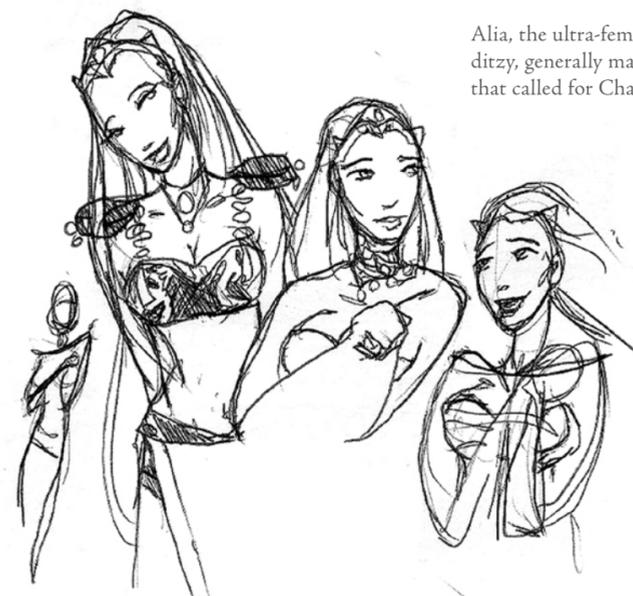
Chase Carver came from the Tomb Raiser comics, which Bean and I originally had Kidman buy to annoy Laina. The comic started him out as a villain of sorts, a playboy boyfriend that let fortune go to his head and would do anything to get more. He returns, a changed man, from wherever and wants back into Lara Croft's (the eponymous Tomb Raider) life. Lara's not interested, but strings him along anyway so she can use him to get some treasure or other. We all start to love Chase, and then the comic kills him off. He dies pushing Lara to safety. She rewards him with a few tears and buries him in a shallow grave (with a stick!). My side grieved, but didn't pick up Chase as an alter.

Instead, Beanie's that did.

According to Beanspace, Chase and Lara lived on an alternate Earth, as there are many, which is run by an ultra-feminist, yet scantily clad goddess named Alia. Seldavia has a personal grudge against Lara for reasons neither of us are sure of, and decides to resurrect Chase and bind his spirit to hers so Lara can learn to be responsible for the ones she uses. That was the plan, anyway. Chase's body had long since decayed at this point, but Æriol gave her a sort of mana-infused clay to make a new one in the hopes that the project will spur Seldavia to explore her new-found divinity. Seldavia succeeded in raising Chase from the dead, but things didn't go as well when she tried to teach Lara her lesson. Alia noticed the trespassers on her plane and confronted Seldavia and Laina, who Sel had



dragged along with her for some reason. Laina, for the first and probably last time in her life, was the voice of reason and tried to get Seldavia to back down, but that would mean returning Chase to the grave. Alia and Seldavia fought, Seldavia was easily overwhelmed, and so took off with Laina and Chase. Alia pursued them until Æriol blocked her. Alia was unwilling to fight the elder goddess and so stated her case instead; that something had been stolen from her and that she wanted it back.



Alia, the ultra-femme, seemingly ditzy, generally man-hating goddess that called for Chase's death.

Kidman and Æriol both spank Seldavia for failing to mention that another god owned Chase, then set about forming a compromise with Alia. According to Alia, her Earth is a storage planet of sorts where she keeps all her magickal artefacts. Lara is her avatar, though Lara doesn't know it, and uses Lara to 'tend' to her many hidden things. Alia claims to have killed Chase because he was a distraction to her avatar. No one feels this makes any sense, but the goddess's pride had been wounded, and it is decided that Seldavia can keep Chase if she will engage her in battle. Seldavia is given some time to train, but it is a given that Alia will win. Seldavia fared better than expected, but was still ultimately trounced by Alia.

The price paid, Alia left to do whatever it is she does, but still comes around from time to time to see whatever became of her "corpse". Chase eventually readjusted to being alive, being away from Lara, and everything else he knew, then fell for Laina, Seldavia, and anyone else with boobs. He has since regained his playful demeanour and has taken Lee's place in questioning Matt's manliness quotient. Matt begrudgingly shares Seldavia with Chase as well when she is inclined to be with him and thankful it doesn't happen often. Laina is happy to have a new playmate, Æriol is happy to have another grandchild, and Kidman is happy to tease him when he hassles Matt too much.



Kidman's rendition of a drunk Chase, suitably dressed in women's clothing. Kidman loves to poke fun at Chase's 'code of Manliness' in retaliation for his pressing it on the other men of the house.

Name: David

Otherwise known as: Xany, Xanatoast, Dave-a-toast, Toasty

Influences: Disney's 'Gargoyles', property of Disney.

Section of the mind pulling from: Beanie's person.

Occupation: Billionaire industrialist of questionable morals

Relationship to Kidman: Child

Entered Realspace: Has been around for a while as a villain, became a Child in 2005

Distinguishing traits and personality: Cool, collected, scheming sort of a man.

Generally Wears: Black

Likes: Carmen, making money, following whatever catches his eye and obtaining it by any means possible.

Dislikes: The fact that he can't get Carmen that way.

Other Notes: It was a little hard to write about David, as not only is he not mine, but he hasn't split very much from his origins on the 'Gargoyles' show. I hesitated putting him in at all, but he is a member of Kidman's circle, and it would be incomplete without an entry for him.

David Xanatos came directly from the Disney 'Gargoyles' animated series that was popular during the mid 90's. He was never intended to become a child of Realspace and he skimmed along the surface for many years before being seriously considered.

In his original spot on Gargoyles, David was a billionaire industrialist with a Machiavellian mindset, a hand in the Illuminati, and a dream of immortality. He fit a perfect profile as an antagonist for Kidman, Seldavia, and later as one for Laina, though in fact they really used each other. Most of his dealings with the rest of Realspace are already written in the others profiles.

It was around the time that Laina joined the tribe that Kidman really began to look at him with the intention of bringing into the fold as well. Originally she just threw bizarre forms of punishment at him, such as turning his hair an irreversible shade of pink or sending an apparition of the Grim Reaper to follow him at all times, but her curiosity eventually got the best of her and she began showing up at night to bother him. David made a few attempts to catch her, then many more to get rid of her, but Kidman became all the more set on her quest. However, when she kissed his forehead to find if he had the mark of the star, she was surprised to find that the Space rejected her request, telling her that the time was not yet right.

Time passed and David did more unscrupulous things while Kidman kept her eye on him until the day came that he had his mid-life crisis. The Space finally gave

her clearance. Kidman's first agenda was to get him away from his current environment, reasoning that if she could get him out of his routine by bringing him to the House, maybe she could break his habits. David was resistant at first, unwilling to become part of he deemed Kidman's 'army of the undead', but the idea of being so close to Carmen, his dearest flaming crush, was too much to pass up.

Carmen had other ideas, such as "No way in Hell."

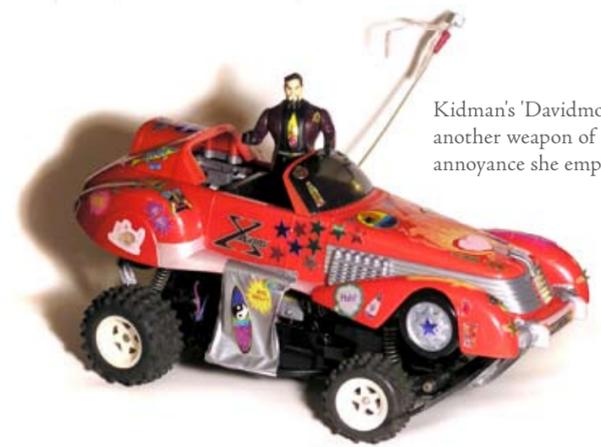
Being denied only made David that much more desperate to join the Family and Carmen was persuaded to make up a list of tasks that he had to carry out to gain permission. Begrudgingly he completed them all and joined the Family in 2005, where he continues to romantically pursue Carmen to this day.



Kidman messes with David's head as retribution for the trouble he's handed her through the years.



Kidman gets the wrong forehead symbol, effectively telling her he is not ready to join the fold.



Kidman's 'Davidmobile', another weapon of annoyance she employs.



Name: Jadis/Queen Isadj

Otherwise known as: Sidja, Various royal titles such as 'Her Highness' or 'Your Majesty', Jahdah'hasahna, and regrettably, The White Witch. In 'Queensbride' the character based on Her is referred to as the White Queen or Queen Isadj, but mostly as 'the Queen'.

Influences: C.S. Lewis's Chronicles of Narnia, property of Disney, Walden Media, and C.S Lewis. 'Queensbride' is wholly mine.

Section of the mind pulling from: The dark, seething rage that formed in the wake of the Mayer/Berkshire debacle.

Occupation: Former Empress and Queen, currently has no occupation and doesn't intend to have one. In 'Queensbride' She is the Queen of the Northern Lands.

Relationship to Kidman: Child

Entered Realspace: January 2006

Distinguishing traits and personality: Very tall and pale with incredible strength. Has managed to wield a small amount of majick since She came to Earth. Spends much of Her time in the attic studying. Jadis's temperament has cooled in the past few years, but Her unnervingly sadistic sense of humour and moral ambiguity remains the same. She has also developed a savage sexuality, but remains private about most of Her emotional dealings.

Generally Wears: Originally would only wear formal gowns and robes until She was eased out of it. Jadis is the most unpredictable dresser in the House as She continues to make a new life for Herself. She will also fashion Her mass of hair into various elaborate styles from time to time. She will not, however, wear makeup or skirts above the calf.

Likes: Scientific knowledge, being left alone, Carmen to a point, Kidman to a point, weaponry, domination in any form.

Dislikes: Laina's attempts to get Her angry, the fact that Æriol exists at all, being asked too many questions, Kidman's need to obsess over Her wellbeing, being restricted in any way.

Other Notes: Almost all written accounts of Jadis have been done by Kidman, who would capitalize any pronouns relating to Her as that was what She was used to. The habit has since become ingrained in both of us to the point of superstition, so even though the gods, and even more so Carmen, don't, Jadis does.

Jadis, also known as the White Witch from C.S. Lewis's The Chronicles of Narnia, was the first new child in over two years, coming to Realspace in January of 2006 after I saw Her face on a Lion, Witch, and the Wardrobe movie poster. I originally attributed my strong reaction to Her presence in the movie to the idea that She resembled Æriol, but soon learned otherwise. As this new planet began to form in my solar system, I found that this supposed embodiment of evil had a past written of Her in LWW's prequel, 'The Magician's Nephew'. It was meant to make Her look all the worse, but not to me.

According to the prequel, Jadis was born into royalty on the world on Charn, a place of corruption and greed. She was said to have had a sister and that at some point the two were pitted against each other for the throne, tearing the kingdom in half. When at last Jadis faced defeat and death, She unleashed an apocalyptic spell that would wipe the world clean save for Herself, then put Her into a trance, believing someone would eventually come and take Her to a new planet to rule.

And so through the misadventures of 'Magician's Nephew's protagonists, Jadis ended up in Narnia, where She was allowed to roam on the fringe for a thousand years. Eventually She seized control and pulled the land into everlasting winter, ruling it as She was brought up to rule.

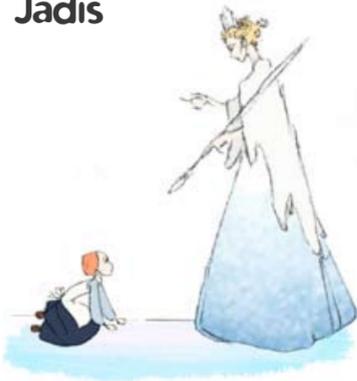


When Jadis learned of a prophecy made by the land's creator god, Aslan the lion, that when two girls and two boys entered Narnia (through the wardrobe) She would lose Her life, it would seem only natural that She would attempt to stop them. They came, some trickery was to be had, and then the inevitable battle between good and bad, in which the four children really didn't affect much. It was the lion-god that came and killed Her in the end.

And that didn't make a whole lot of sense to me.

I was horrified to find that the lion represented the Christian Jesus, and that Jadis represented the devil, or dark forces, or what-have-you, making Her death justified. Aghast was I, and so too was Realspace, for in seeing Her die, I felt something injured in me. Jadis made Herself known.

Jadis



There are dual storylines for Jadis in Realspace, which is unusual for me. Her original story formed as follows;

Kidman in her god form Delphi stole Jadis off Narnia during the battle before Aslan could kill Her and stuck her on Her own little planet (The 'hairball planet' as it's been dubbed, as it is nothing more but a moon-sized thing covered in tall, soft blue-grey grass) for safe keeping. Delphi didn't even reveal herself for a month, secretly leaving food and things when Jadis slept.

While Delphi and Aslan argued off-world as to whether what the girl did was legal, Jadis slowly calmed and began to explore. One night She saw Delphi, who promptly disappeared. Jadis faked sleep and pounced her the next night. Delphi revealed little, only that her name was Phi (shortened from Delphi), that she was the caretaker of this world, and that Jadis was safe there before she disappeared again.

In Her long life, Jadis had never experienced safety, and after this month of gentle seclusion, She began to reset. Kidman would stay with Her longer and longer, until one day negotiations with the god-lion broke down and she was forced to flee with her newest Child to her sister's empire.

Once out of the safety of Kidman's sanctuary and in the presence of creatures with more power than She, Jadis had a



sudden relapse of fearful rage and had to be restrained. While Æriol was willing to allow her beloved Del refuge, she was not particularly sensitive to Jadis's condition and flouted her abundant power at every chance she got. Jadis had never been in a position in which someone was higher in the ranks (as Kidman had still not exposed the full extent of her being) and simply couldn't handle it. With her sanctuary planet compromised and tensions mounting on Eros, Kidman reluctantly moved Jadis to Earth.

At the time of this writing Jadis has been living with Kidman and the rest of her Children in what Shes deemed "Phi's Home for the Powerfully Insane" for several years. After Jadis realized that Kidman would act as a buffer between Herself and "that woman" (Æriol), She calmed once more, then set about trying to take over the world.

Jadis spent the beginning of Her first year absorbing as much information about Her new world as She could in this bid, which included the theft of many of Carmen's machines, most notably helicopters. One day She actually made off with one, but found Herself unable to land the thing and Kidman had to beam herself in to do it for Her.

Eventually Jadis realized that Earth was too vast and complicated to control,

especially as She could barely tap the thing for magic, and settled in. She now resides in the house's ample attic where She allows no one but Kidman and Carmen, the latter only because it is her house. While She no longer has Her magic, Jadis still retains Her frightening strength and will use it if Laina pisses Her off enough. Kidman has encouraged the two to settle their differences through video games, as Jadis has become unusually proficient in electronics. Jadis and Carmen get on well, surprisingly, but things between She and Æriol never got better. The only reason Æriol hasn't stepped on Jadis is for her Del's sake. For some reason the rest of the Family remains afraid of Jadis, even more so than they are of Æriol, despite the fact that Æriol is infinitely more destructive.

Jadis finds this highly amusing.

Around late January 2006 I discovered online Role-Playing, and in April of 2006 I signed Kidman up for her own profile in the MySpace roleplaying community so she could talk to another Jadis as Handmaiden Phi. Her new back-story became that she had been thrown into Narnia during a battle with another god. Lacking the strength to leave, she wandered around her new world until she learned of Jadis, and sought Her out. The story in the MySpace RP realm took place after LWW, with Jadis having been resurrected for the sake of the storyline. The girl that played Jadis was fantastic and Phi went on to have many adventures in online Narnia. I collected the



stories as they formed, and compiled them into 'The Trials of the Handmaiden'.

When the RP group disbanded in 2007, I wrote the book 'Queensbride', which was based off 'Trials'. Jadis was given the new name of Isadj, and yet another alternate history was made.

When asked about Her past, Jadis will often pull Her answer from one of Her four histories (three plus the original), confusing everyone else in the Family except Kidman, who has a tendency to do the same thing. I've made no attempt to merge the four into one cohesive storyline because it can't be done, and none of the histories can be disregarded because my brain has witnessed them all.



Why the Advent of Jadis was especially important.

The addition of Jadis was of great significance to the overall structure for several reasons. Although She was the first new entry to Realspace in two years, She was the first new entry on my side since Æriol over six years ago. Realspace only adds a new person when there is a major development in the subconscious to attend to. For those six years my emotional subconscious had somewhat stalled because I was too busy trying to survive, but when State of Change ended I was cut free. I drifted for a while until the day I met Her. Suddenly my years of struggle, pain, rejection, and the seething anger

Jadis

at having borne at all because of what I am coalesced into this new star. Jadis formed from my rejection from society, so it was ultimately from society that I would need to get my answers, though I didn't know that at the time. All I knew was that I was so terribly upset that She died, that the Jesus figure had killed Her rather than save Her, and that this idea was embraced by society at large.

I turned to the internet for more information and stumbled onto the world of Massively Multiplayer Role Playing Games, or MMRPG as it's known, where people were recreating the scenario. Suddenly there was a way for me to step in and try to stop Jadis from dying and change both our fates. For those of you who have never RP-ed, role-play is when each person claims a character or makes their own and then interacts with the others as that person. I entered various smaller RPGs through Kidman under the name 'Phi' and sought out whoever was playing Jadis. Because I was creating a story again I began to draw as well. I had not drawn much anything for those six years because I had had no reason to. The first drawings were shaky and simple, but got their point across. Then I found the account of the resident MySpace RPG's Jadis, and it really began.

MySpace profiles were meant for personal use, but some people used them for their characters instead. Once the character's profile was established, they could interact with others through bulletins, comments, and blogs. There were a LOT of people in this community, a miniature society, a real Narnia, complete with two incredibly gifted people writing as the Jesus-lion Aslan, and my poor, lost Queen.

So I became part of it. Even in my hermit state, the need to interact was strong and I had a demon to attend to.

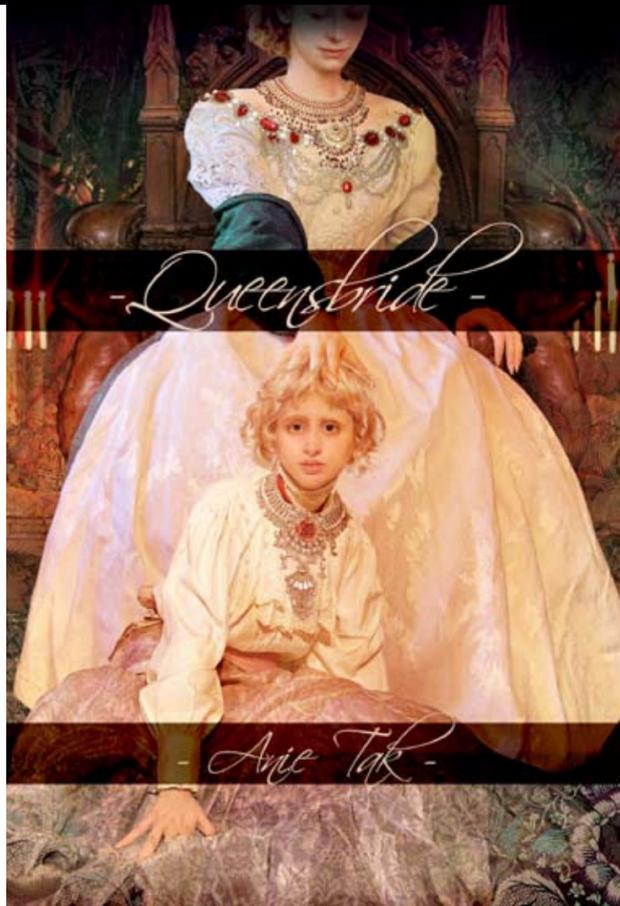
Was there hope for us?

Kidman had found hope for others that were a part of me, and later those who were a part of Beanie, but could she find hope for this Jadis, part of a stranger surrounded by other strangers? The players and I have had many philosophical arguments, most of them between myself and the guy who played the lion. I was with this group for two years and I can attribute so much personal growth to it. I would recommend role-playing to any sociologically impaired person as a safe way to learn, because the basic rules of humanity are the same with the risks being far lower as there is always the option to walk away. I would



Banners and such from the glorious heyday of the MySpace Roleplay.

ECCENTRICITY



Left: My novel cover, featuring me as Phi and the lovely Tilda Swinton as the White Queen. 'Tak' originally stood for "that autistic kid", but now it is simply a name.

Above: My own rendition of Queen Isadj.

Right: Using photographs as bases. Some of the original images used are still fairly recognizable.



say that is why the MMRPG, "World of Warcraft" is so popular. Those of us who could not bond in the real world could still belong to some world, even become quite highly regarded within it.

I can also attribute my creative renaissance to my MySpace days. Many of the pictures in this chapter were made during those of years. My drawing was still so shaky and it bothered me that I could not truly 'see' what I was writing, so I began to experiment with photo-manipulation using the restoration knowledge I had picked up during my homeless years. My writing also greatly improved, and when the MySpace RPG failed to provide Jadis with the happy ending I sought for Her I removed Her from Narnia completely and wrote the novel 'Queensbride', of which I am extremely proud. Once I get this book out there, 'Queensbride' will follow suit.



The quest for Jadis also introduced me to Tilda Swinton, who played Jadis in the movies. It was Tilda's portrayal of Jadis that initially made me aware of Her, and I began to research Tilda as well. It turns out that Tilda is extremely unorthodox herself, yet has somehow become accepted by society. I want truly to meet her and ask her how she's done it, and to meet the people she knows, as they are also eccentric. Such a relief it is to know we are not all doomed to a tragic life.

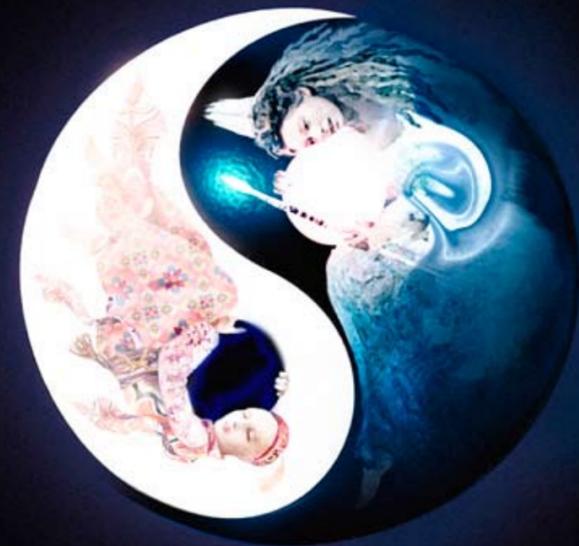
I eventually wrote to her and presented my case for Jadis in what is now known as The Why of Sidja;

The Why of Sidja.

"Not many people know She is tragic, but it is a ghost that haunts me, and the world at large it seems. I never read the Chronicles of Narnia until I saw Her face on the movie poster and the books gave me little to work with. It wasn't until I saw the movie that I was held aghast, and seemingly alone on this.

"According to 'the Magician's Nephew', the hall of images in Charn shows that by the time Jadis was born, the nature of the people and the royal family in general had deteriorated.

ECCENTRICITY





"Of course I came back for You, my Sidja. I always will..."

She was born with a sister, forcing Her to be forever on guard and fight, for power equalled survival and Jadis was not about to die. It wasn't greed, but fear. When cornered and facing death She blew up the world, blew up a million people She never knew. In Her mind everyone was an enemy, She would not miss them.

"This is Jadis, a woman who equated all that we hold dear, love, mercy, peace, with death and suffering. There is only power, control, and ultimately, security.

"C.S. Lewis wanted to make Her a faceless evil, but then gave Her a history. True She was not the most likable sort, a lean, sharp-witted and solitary person. She was not evil. She was lost. What was worse was the lion, the bringer of all things She was not. Why didn't he save Her? Why did he kill Her? She was never a threat to him. No, the lion needed

an enemy so he could appear great. He let Her live in Her world of delusion for 100 years, leaving his land to let Her dig Her own grave. He even drew up a prophecy that put four children in Her path and for what?

The children did not kill Her, he did, as he could have at any point. He told Her that four children would be the death of Her and She did as She always had; defended Herself.

"Jadis was many things, cold, a bit cruel, certainly bitter, but not evil. She didn't deserve the life She got. And no one cared.

"How many lost souls are there? How many withering away in prison would not be there is someone had shown them love or compassion? As an autistic child I was shunned by all but my parents. I could have ended up like Her, lost and demonized, perhaps for someone else's gain. But I was rescued. There are



many of us waiting, so many Jadises waiting for someone to brave the storm and reach them, even if they don't know it yet. Perhaps some are lost for good, but if we never try....

"And so Sidja was born.

'Sidja' is Jadis with the letters rearranged, to symbolize that there are other sides to Her we can't easily see."

After many months, Tilda wrote back;

"One beautiful thing I can tell you is that the world's children, like you and I, adore Jadis. Everywhere I go, small children, all over the world flock to my [waist] for a hug. They love that queen and they want to embrace her.

We are in good company."

So there is hope, although I think children flock to Tilda's waist because she is a sweetheart.

I have found sympathizers on MySpace and I have found sympathizers for my own situation. The Liberation granted me pardon, so I don't have as much fear as I did, and I have finally grasped on a subconscious level that the world's acceptance of Jadis does not affect my own survival. Still, I feel compelled to fend for Her anyway.

Frightening creature that She is, She will always be my Queen.

Third addition notes:

Shortly after the second edition was published, MySpace purged all RPG accounts from its server, destroying the community. It was a terrible blow but in the long run was a necessity. The RPG served as an incubator, a halfway point to test social skills before entering real society. If it never collapsed I might have stayed there forever.

I did eventually meet Tilda as evidenced by the picture above, but that is another story for another day. As for my optimism regarding the Queen, I still have it. I'm just not as naive about the nature of Her nature.



To proclaim someone evil is to claim a valid excuse to abandon them and proclaim them unworthy of love.

Such an action is unforgivable, for within it is the downfall of us all.





Sacred Texts

Depictions From the Space

Sometimes it simply won't do to have a small image in the corner of my notes. Sometimes things happen in the Space that demand the whole page to illustrate, and so I will provide them here. Some are events, some are theories, and some are depictions of the un-ordinary life in RealSpace.



Æriol cuts Kidman's hair in preparation of her execution, one of their first meetings with each other. Why Æriol actually cut her hair is a puzzlement, though she insists it's a tradition of her old home planet, held over from her mortal youth

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The entire hallway where Delphi whittled away her time waiting for her Execution Day. Was originally drawn really light so I could paint it, so it scanned very badly

page 285

Sacred Texts



The original Trinity.
In the very beginning the third person in Trinity was a girl named Ivy, someone who existed in the time of the Wash, but was later replaced by Seldavia once I met Beanie.



The Dolls

Seldavia, Carmen, Matt, Lee
Jadis, Kidman, Aeriol, and Laina
Kidman has dressed the Laina doll as she is
as punishment for bothering Seldavia. Again.



Fun with Dolls

Sacred Texts



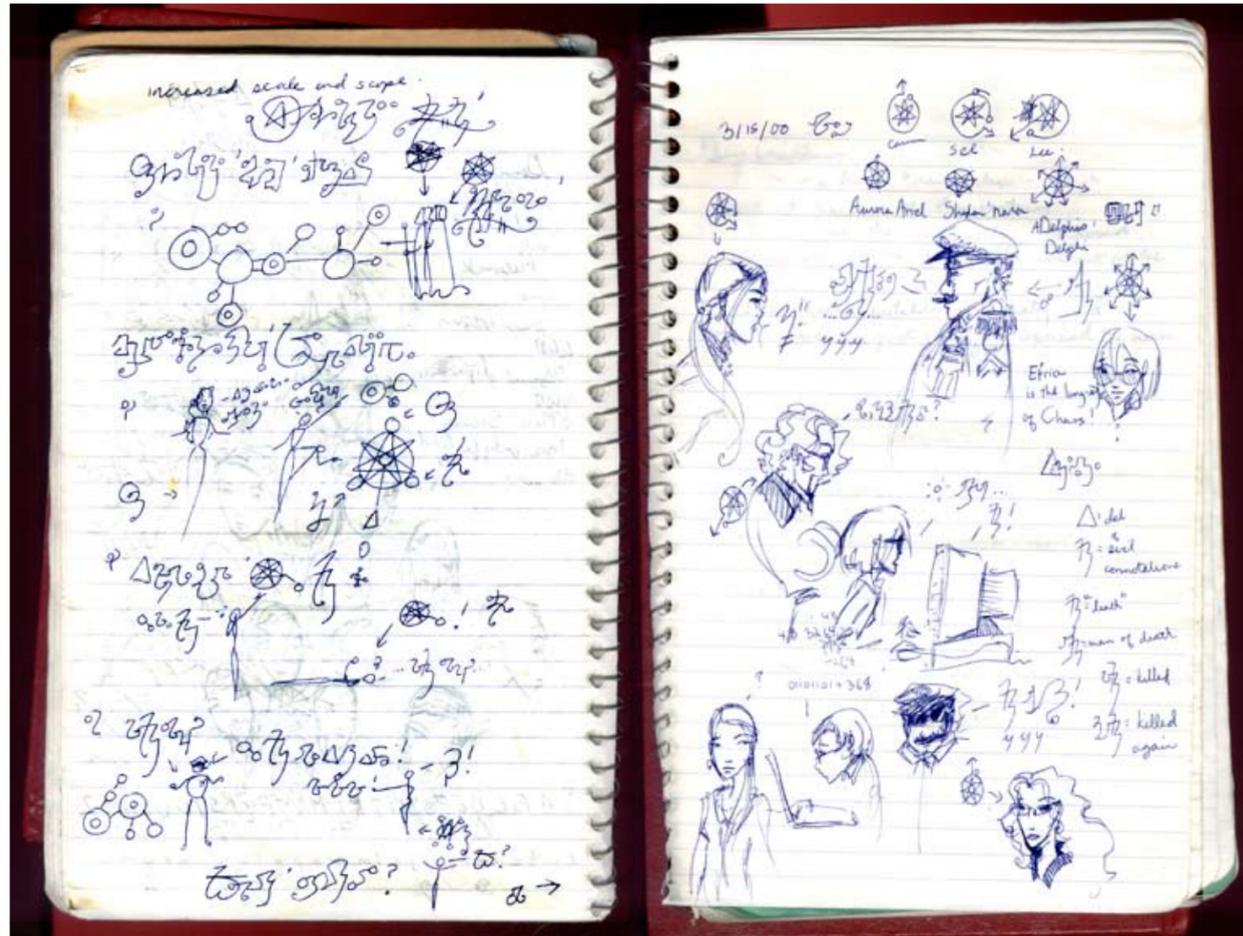
Delphi during her coronation

Sacred Texts

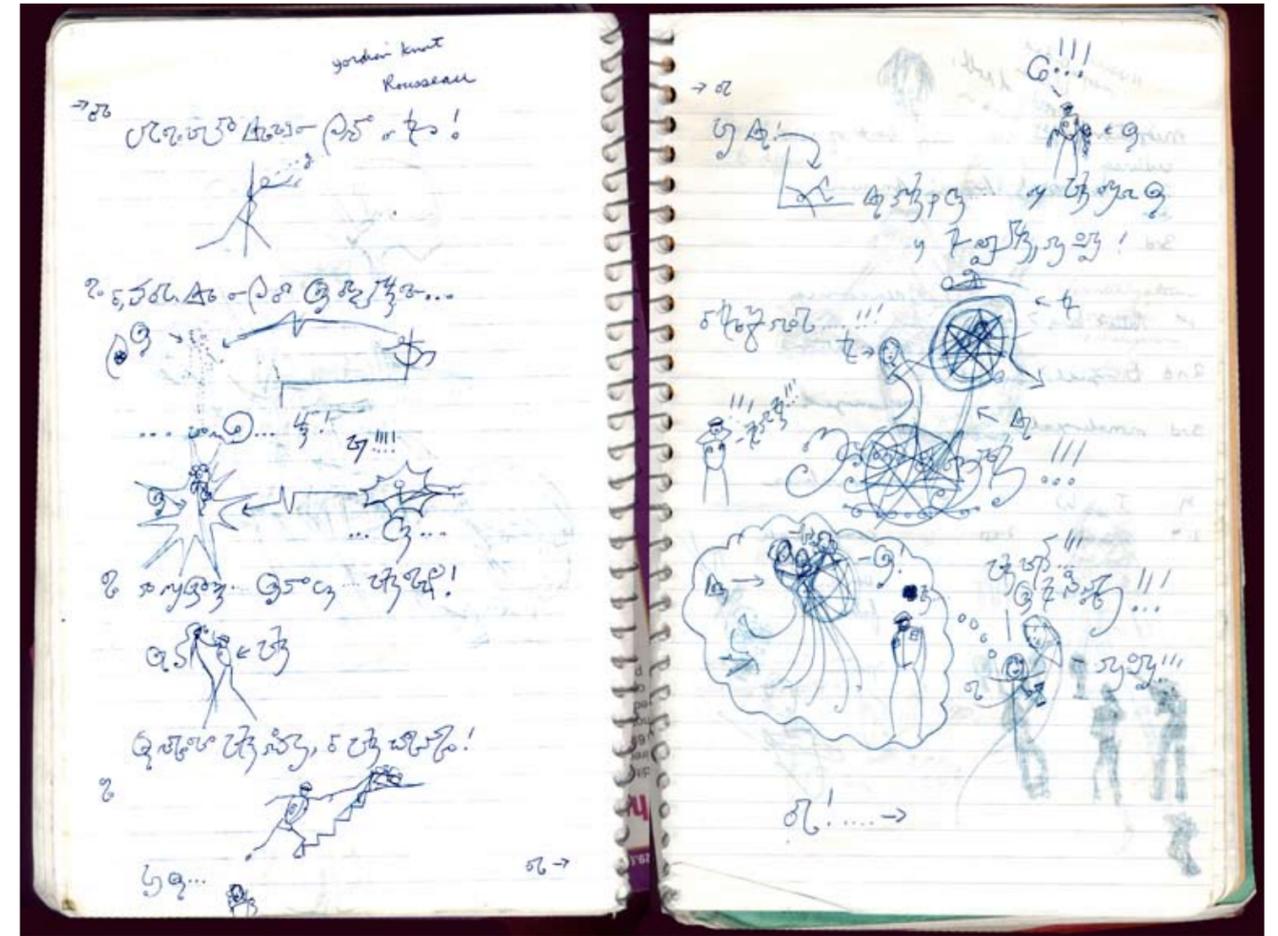


These little water colours were done for two tapes that I recorded for Beanie to listen to on her plane trip out here. Beanie is afraid of planes, you see, so I drew Delphi protecting it on its flight.

Sacred Texts



Seldavia's rescue from the General was recorded in Er'tai, the script I use to encode things or for holy scriptures. I only recognize some of it now. The symbols that look like crop circles don't really mean anything, I just thought they looked neat.



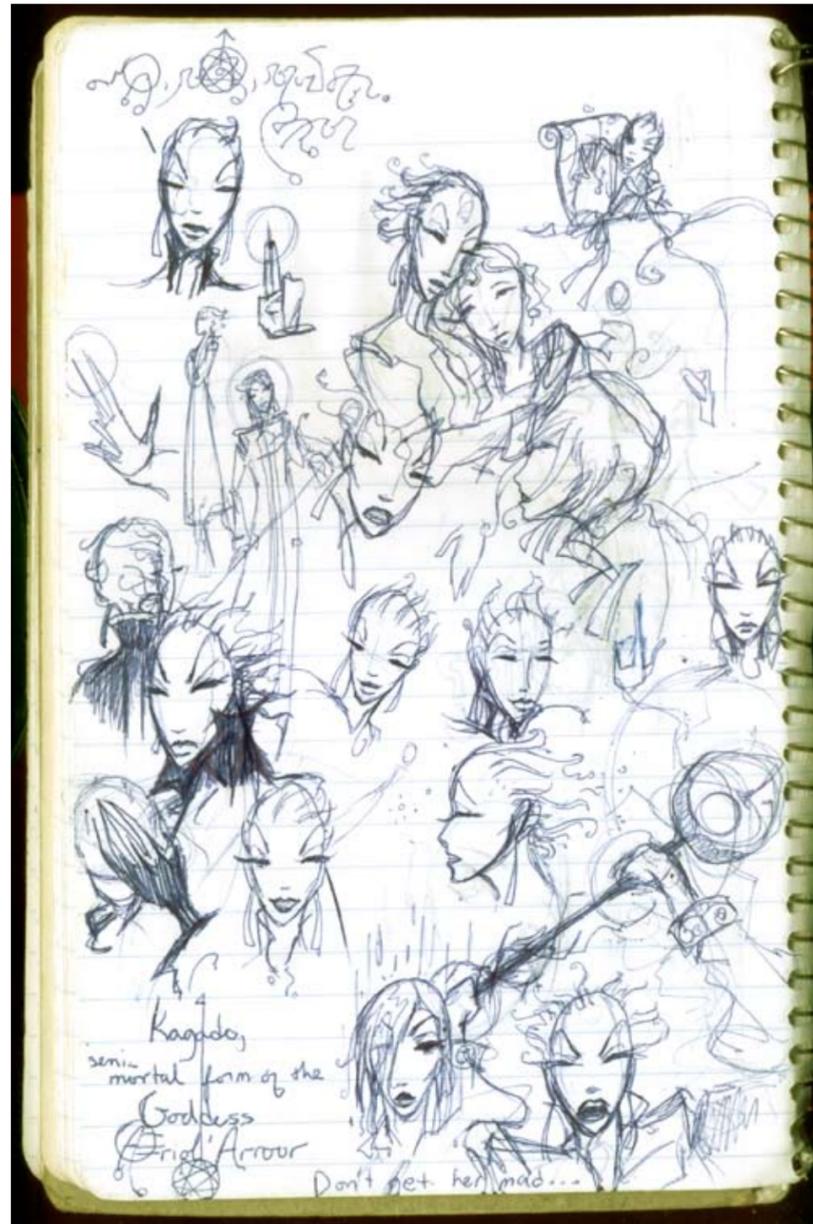
Seldavia gets rescued!

Sacred Texts

Adelphus as she generally appears when Walking the Space



Æriol'Arrour in a transition stage. At this time she was on the fence about exactly what she wanted to be and went through a maddening array of mood swings.

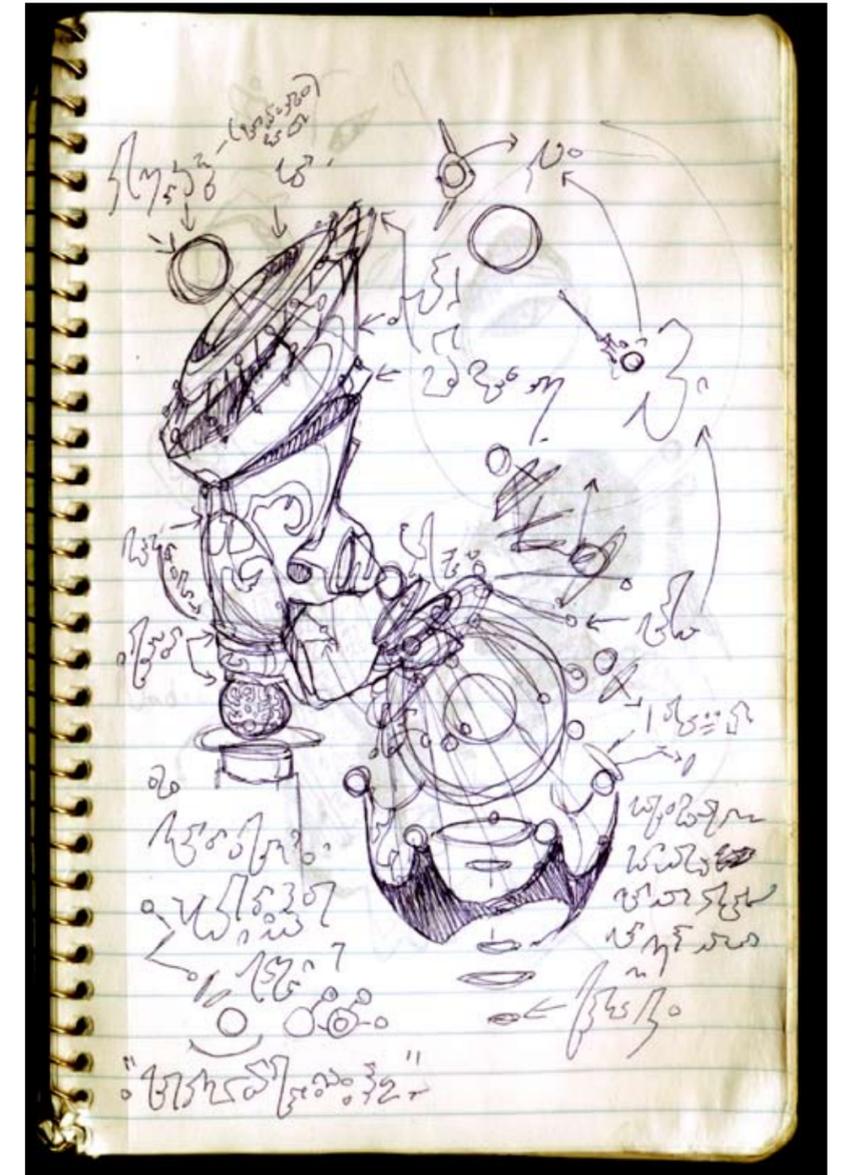


page 292

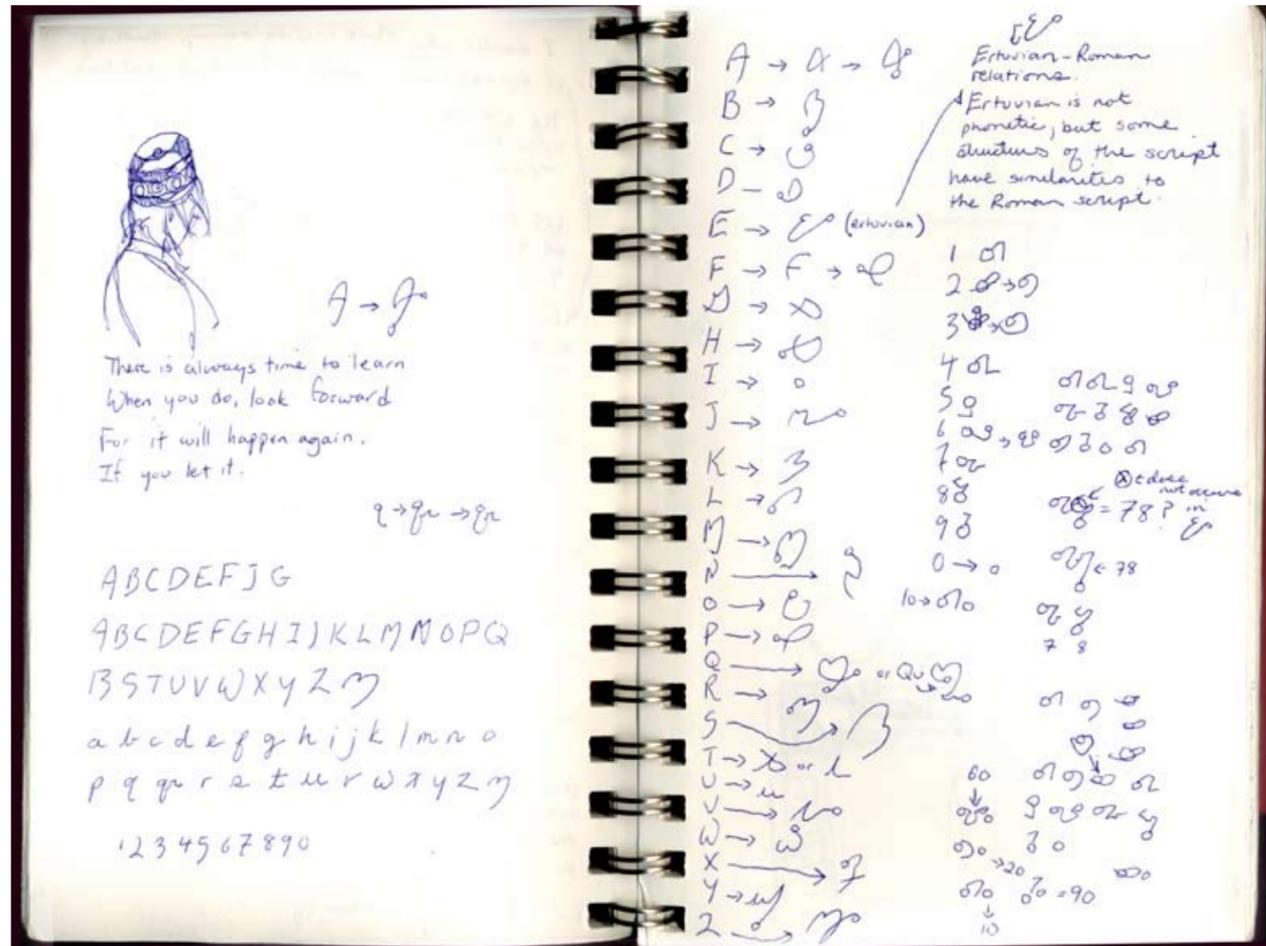
ECCENTRICITY



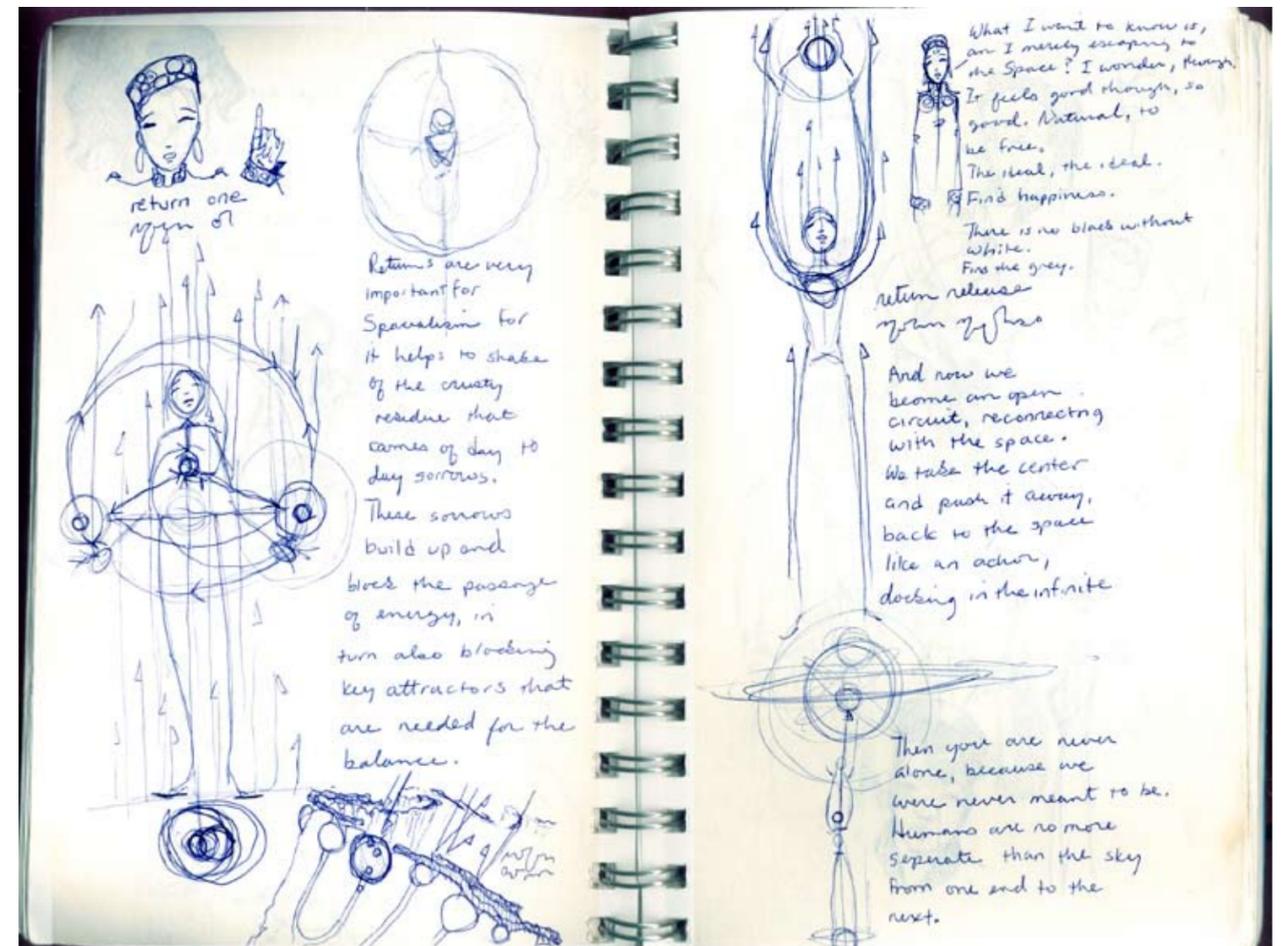
Though she pretends to be air-headed and technophobic, Æriol is actually a mechanical genius in her own right. She is especially keen on developing new alloys and artifacts that catch and control energy. If Shodan is the Queen of the Code, then Æriol is the Queen of the Atom.



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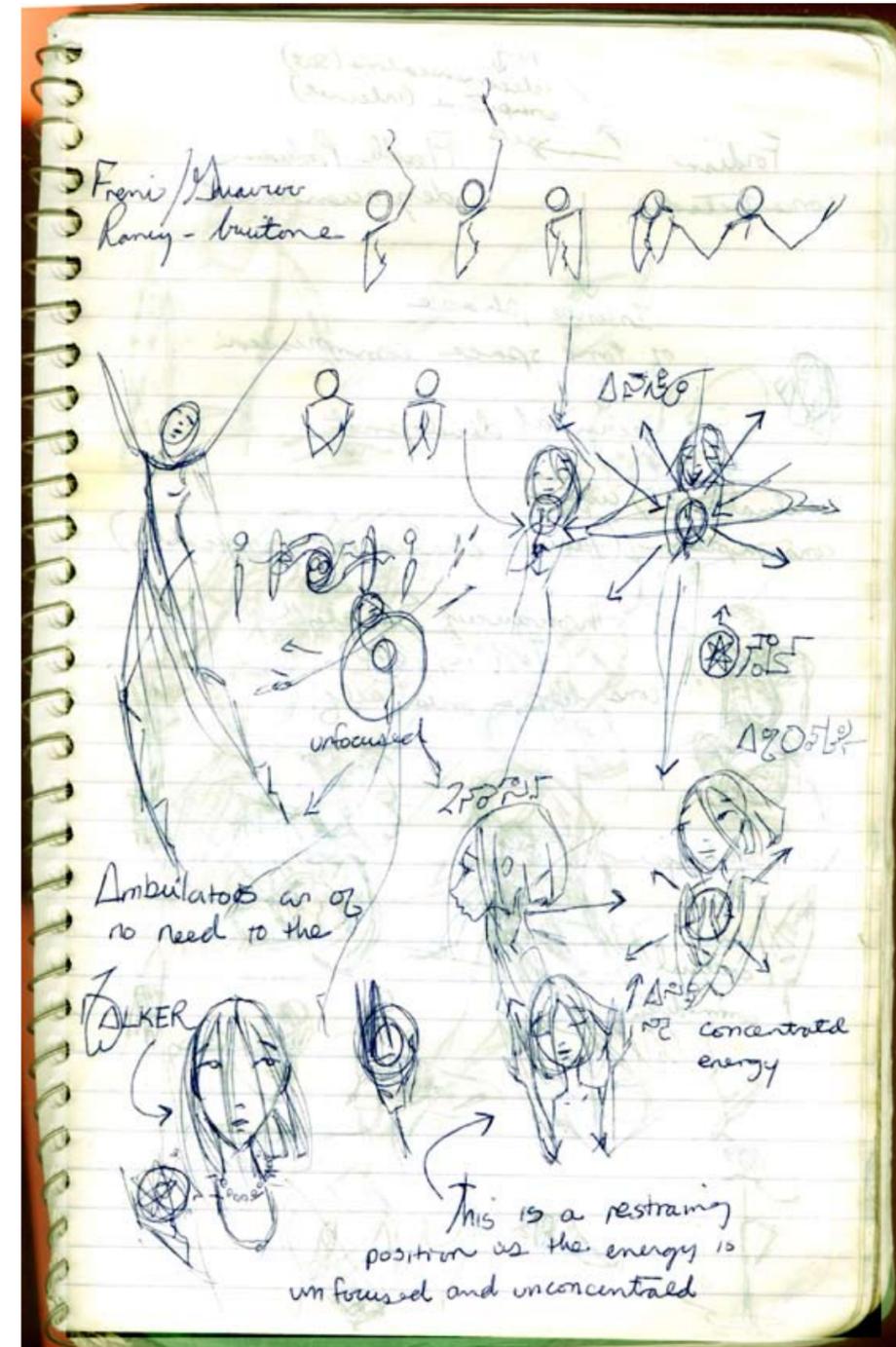
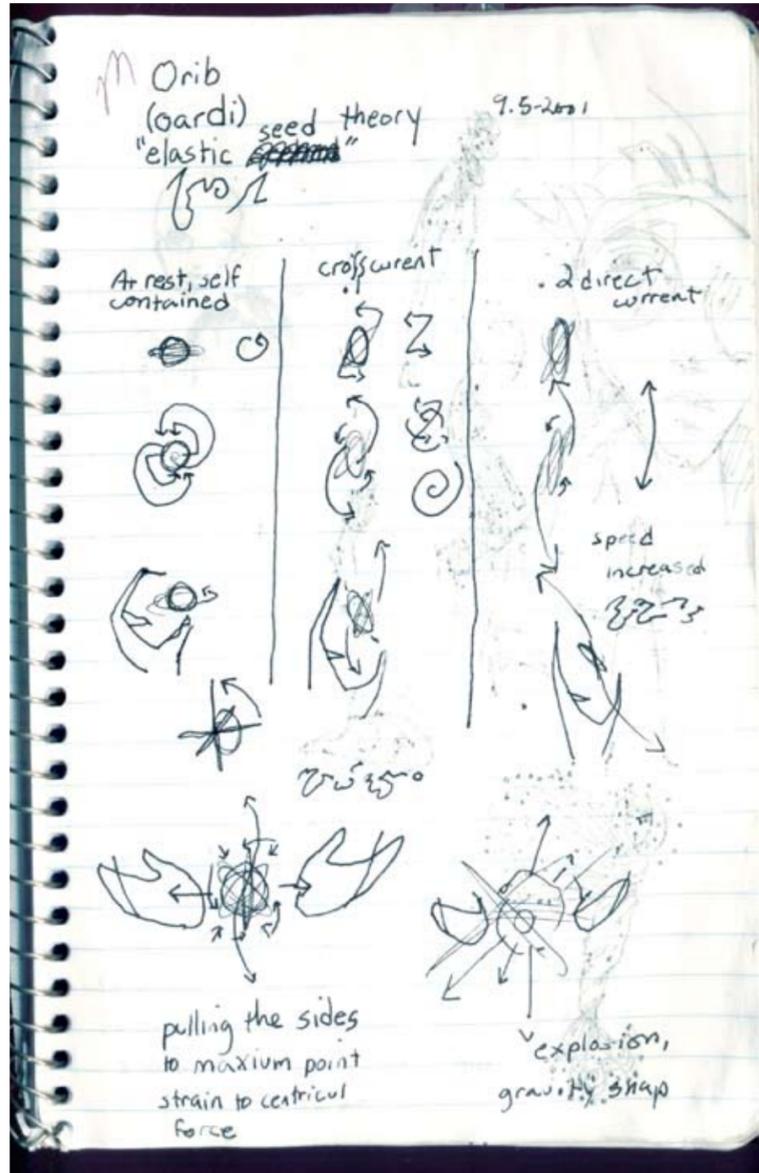
I once attempted to make Er'tai phonetic or at least show how certain curves gave off the same Syn colours as their Roman counterparts, but in reality an Er'tai alphabet is relatively useless when dealing with a character based language.



Delphi demonstrates how to reconnect yourself to the grid so you may disperse your worries and wash yourself clean of stress. Delphi reminds us that you are never alone in the Space.

Sacred Texts

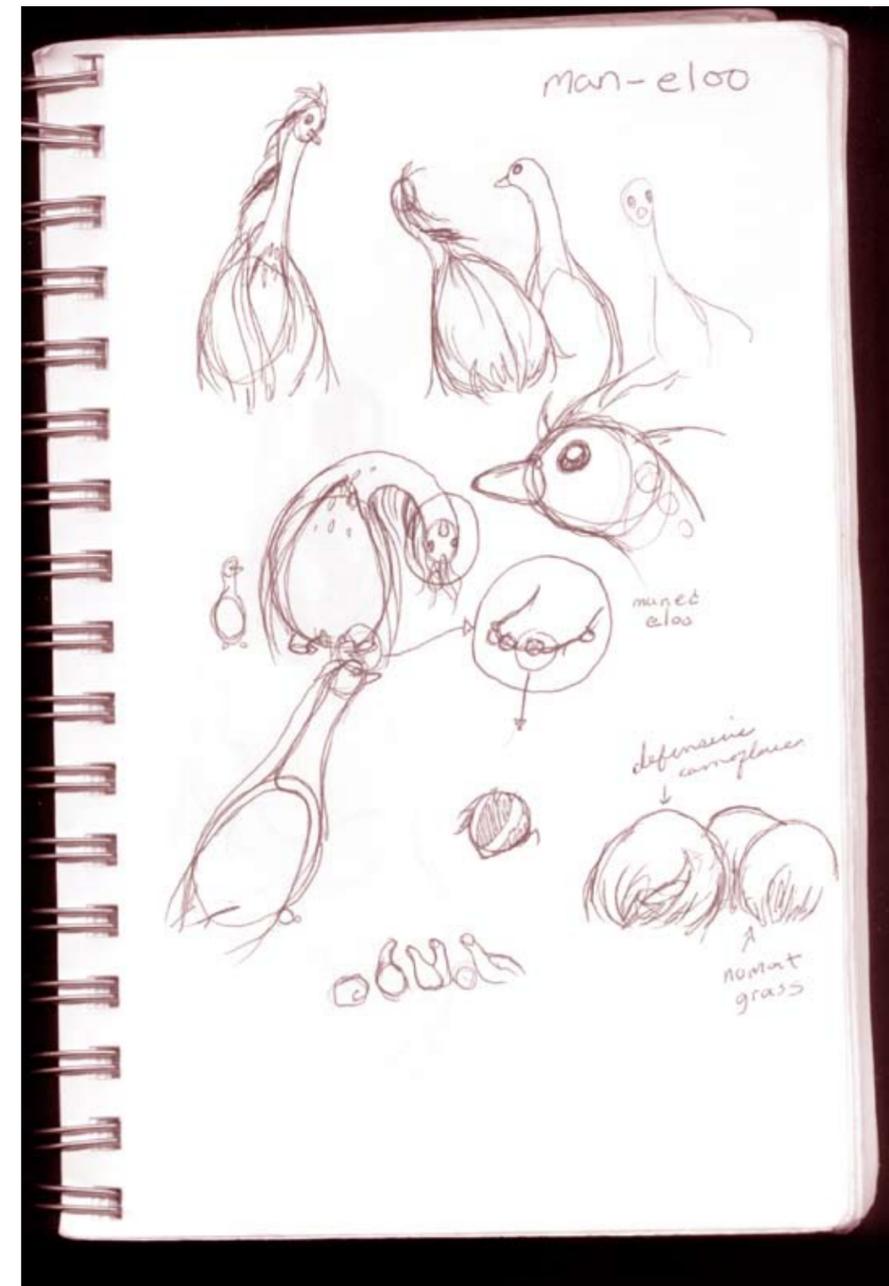
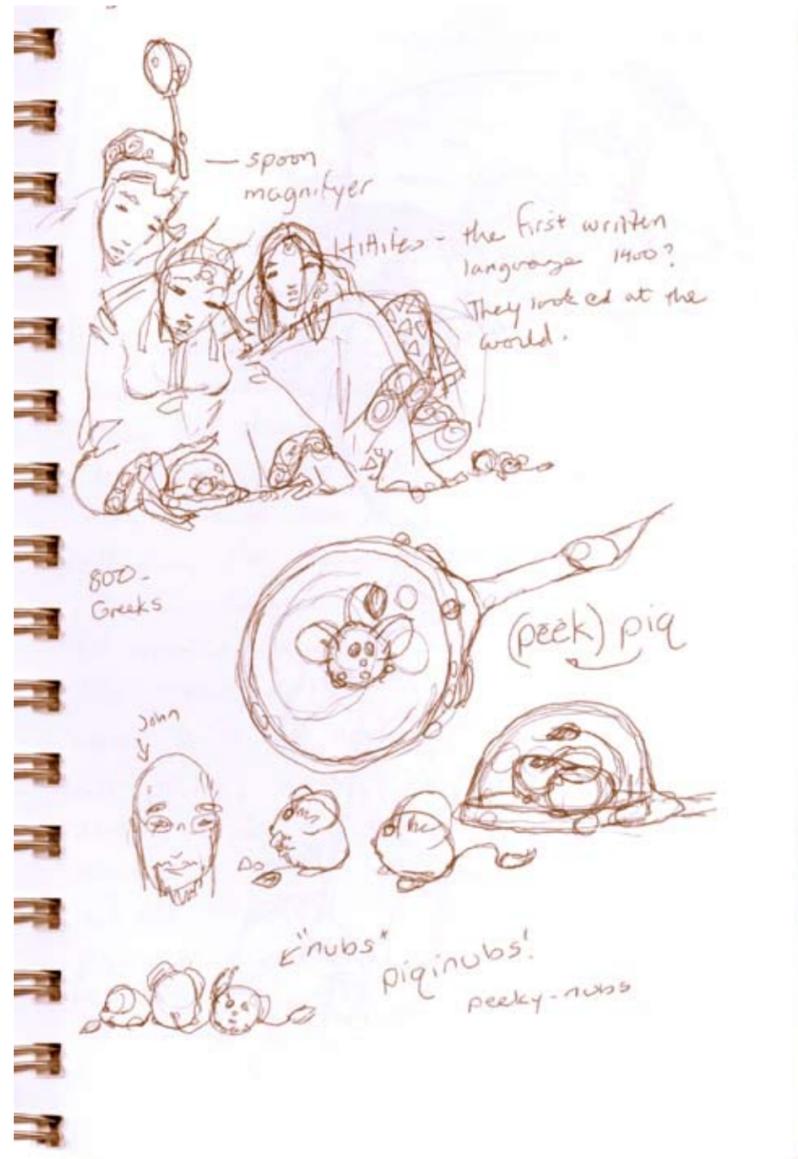
Kidman learning how to bend the Grid to her Will. Much of this she learned from Æriol, who insisted on passing along her vast knowledge on the subject.



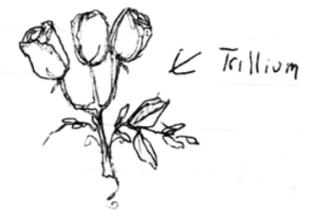
Sacred Texts

Sacred Texts

Æriol shows off some of the life forms dwelling on her planet.



Trillium, a three headed white tulip looking thing with gray petals found on Æriol's planet.



Sacred Texts



The Disrupter.

Known by many names but all meaning the same thing; Death to 'Walkers. Originally invented by a disgruntled Planeswalker named Archameyahs, the Disrupter is the name for any weapon made that can effectively 'disrupt' the signal of an energy being and cause them to disintegrate. It is one of the few forms of death known by this immortal, yet not invulnerable breed.



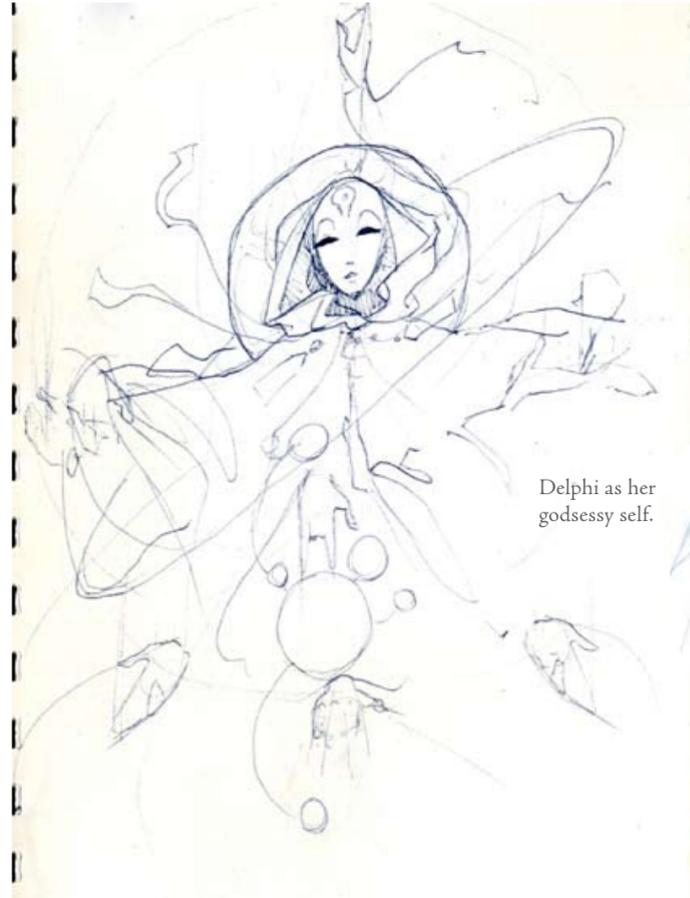
Delphi is reborn.

It says: "No one was ever sure why Shodan helped save Delphi, seeing as she had killed half of Delphi ancestors. But one wonders, had Shodan not destroyed her predecessors, Delphi would never [have] been born at all."

Sacred Texts



The most up to date Family Portrait, though it is still missing people.



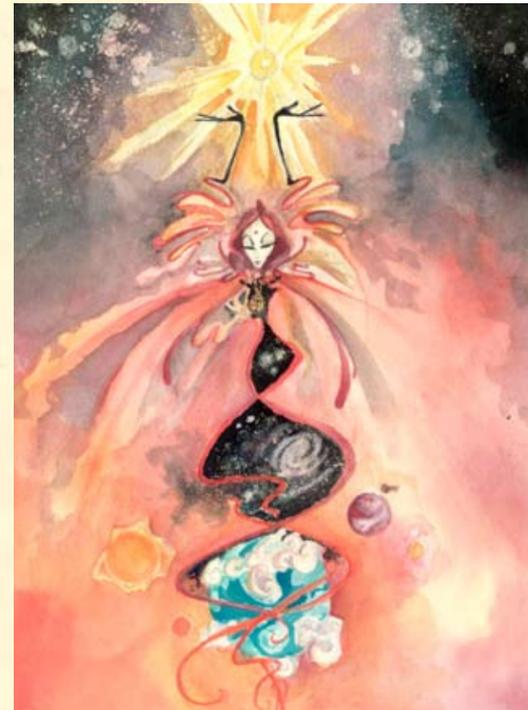
Delphi as her god-sessy self.



▼ The Trinity as it is today.



Sacred Texts



The first picture ever drawn of Delphi, the god, was on this manila envelope. It was the basis for this watercolour.



Aeriol's ups and downs with Del.



Aeriol could not bear the pain of her identity (self). The Flux consumed her.

Sacred Texts



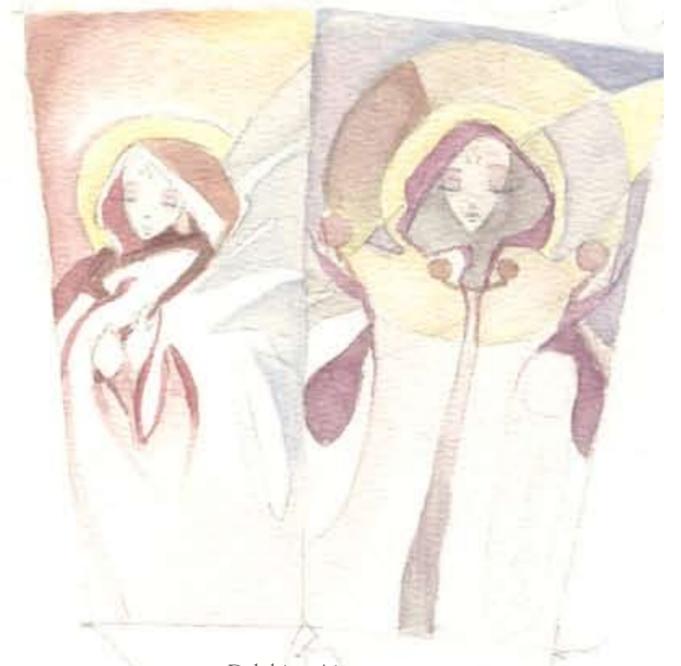
Aeriol as Fire



Carmen as Water



Seldavia as Earth



Delphi as Air



While in college I was given the assignment to design boxes for the four elements; fire, water, earth, and air.

◀ This was the first done as a sample.



◀ Once this design was picked, I did the watercolours for the boxes, scanned them, and printed them on fancy paper, then folded them into those boxes you see down there.

Dear Carmen,
 My master, my God, my creator,
 the force that dwells other, I miss
 you, but I will find you again in
 my self imposed Chaos. So that I
 may see your face again. I must
 succeed. 1/26/04

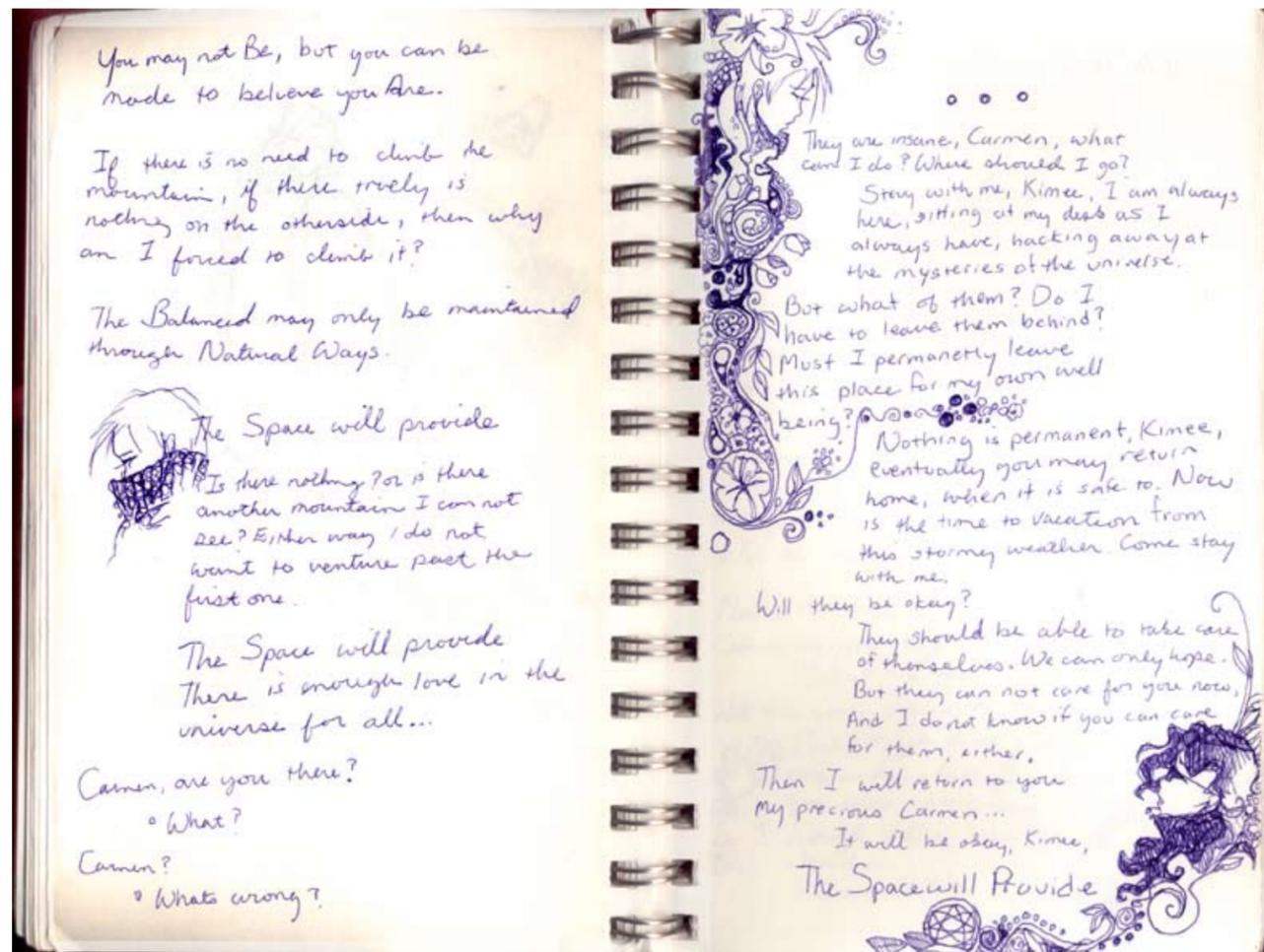


Conversations with Carmen

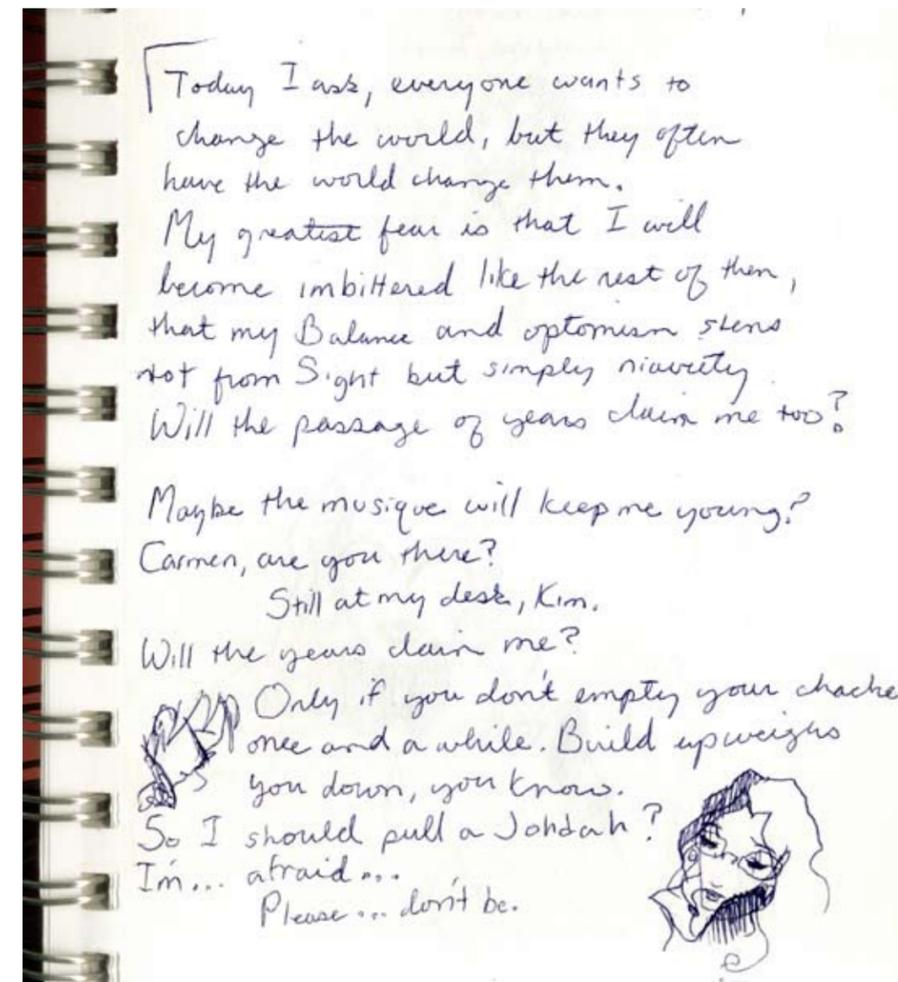
For Carmen Always Has All the Answers

9/20/2002
 So bored... its wierd. Shouldn't I be all
 over this class? Something is lost...
 I have to go to Mexico.
 First Night over the edge
 Carmen, can we go to Mexico?
 Dia... 9:00 AM yd W
 Because its different.
 9:00 AM yd W
 Why are you writing backwards?
 1000 look blouw ti tlduort I.
 Sometimes Carmen, I think you as strange
 as I am.
 bored za ky 10
 ↑ tart ylbodoi
 You messed up you @
 ↑ ↑ on eu 2
 Can we go to Mexico? ↓
 No I have princess here
 Crazy thief.
 Crazy kid. Wait...
 hit vs or

Bored in class, so is Thiefy.



After getting in a fight with my parents, I have no one to turn to while stuck at school. It is apparent I may not be able to go home for a while and I am also worried about my parents themselves.



Worrying about growing old and bitter. A Jodah is a term in the Space meaning that you take your memories, strain the feeling from them and store them away, like an archive. That way all your memories don't crush you all the time. It was invented by Jodah, a mage who lived 3,000 years.

It's very hard to do, though.

Worrying about the state of International affairs and where I should stand on them.



I know many things, but I don't know nearly enough for it to matter.

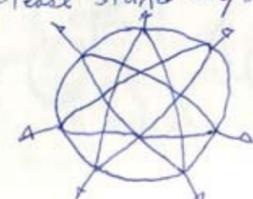
Do you ever tire of war, Carmen?

Yes, I do, but they happen, so they might have a reason to be.

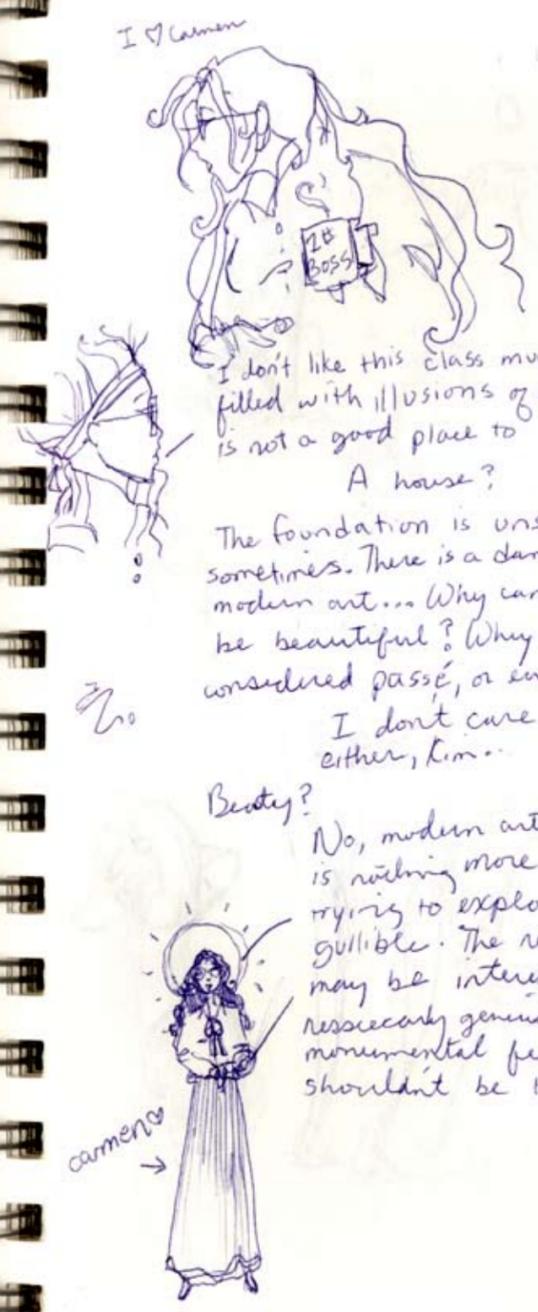
I want Carmen!
Do you want Carmen?
Yes!

2/1/2002

Today we will talk about the possibility of a new age. But first, I shall institute my first chache emptying.
Please stand by...



I ♥ Carmen



I don't like this class much, I say. It is filled with illusions of Grandeur, which is not a good place to build a house.

A house?

The foundation is unstable. No facts sometimes. There is a danger in this modern art... Why can things not be beautiful? Why is beauty considered passé, or even wrong?

I don't care much for it either, Kim.

Betty?

No, modern art. Most of it is nothing more than humans trying to exploit the gullible. The real concepts may be interesting, but not necessarily genius. Genius is a monumental feat, the word shouldn't be tossed around so.

carmen →

I didn't like Modern Art class. I eventually took an independent study.

It is the second week, Carmen, and I am still worried about my new position. I am in transit once again, earlier than I would have wanted. I have yet to reach my port of call. I have yet to find a home. I feel I should not travel until I do so, but it seems that if I am ever to have a home, I must wander further. The unlikely consequence travels by my side, my master, and my realization of it brings a new set of mysteries into focus, as such as why I have you as my master to begin with. I follow two roads, one by day and one by night. As I learn through one, I seek through another, I wish I understood what it has in store for me. I fear, my Carmen, that I will come to the end of one road before I come to the end of the other... (7) 2/2/2004

Dear Carmen,
I have returned. Life here is hard and I am learning so many sad things about working. I would like to garden instead. The work is just as hard and dirty, but the plants follow nature's accord, not some silly rules of man. I knew that eventually my madness would destroy me, and now it begins. There is no way to live amongst people who are so far from the stream. That must mean that I meant for other things. God only knows what. I don't trust me anymore, and I trust my instincts less. That was all I

had, the sight of a madman to steer me through the mundane world I was born to. I refuse to be beaten because I can't be, and to conform was never an option that could be seen as possible. If this is true, then there must be a different path, somewhere I haven't looked, hidden from the common man. But now I fear that it may be hidden from me as well.

If you can't trust yourself,
then how can you
See?

4/13/04.

Solemn thoughts during the Nomad era, thoughts which, even now, are never far from my mind.

Carmen's response;
"Only time will tell."