



RealSpace

Meet Me on the Other Side

So that's what those little drawings all over this book are!



The Family as it stood in 2000, before the addition of Laina Kaidare.

Note the Kidman also has her higher form above, and that Aeriol has both her forms present as well, so there are actually six people, not eight.

Some might say that I live in a world of my own, or perhaps 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, then obviously all things exist. What is true is that I often take trips to the other side of the mirror. Because I am unable to distinguish 'real' from 'unreal', all things are logged as actual events in my memory database, and so I am effectively living two lives at once. But how did the schism form?

Five years ago a dream sparked a thought, and the thought into an extravagant tapestry which has now become known as Realspace. Realspace occurred when my subconscious split into characters that created their own destinies free of my influence. Their story is that of Realspace, where things grow and change on a daily basis and the next addition to the story is as unpredictable as day to day life.

The main line of plot follows a lost child without a name who awakens in a dimension that is not her own. Not much is different to her save for the fact that a woman that has haunted her dreams is now real. She seeks the woman named Carmen Armani, a technological kingpin in the underworld and eventually

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joins 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. Kidman can't remember past her rebirth on July 13, 1995 but knows something changed. As Kidman slowly shows signs of the supernatural, the world she fell into becomes a very hostile place as the government and others set their sights on the miracle child. She just barely survives with the help and love of the mysterious Armani. As things on Earth become more complex, Kidman's true identity is revealed. She is the third sister to the inter-dimensional goddesses Aeriol'Arrou and Shodan'Nara, two fearsome entities that hate each other.

A great deal has happened since then, vast amounts of important events as well as the sheer volume of scientific theory, language, cultural aspects, religious multi-planar philosophy, to be sure. Please, explore the Space.

"The price of knowing all...is knowing all"- Adelphus'Delphi

ECCENTRICITY

Name: Master Carmen Armani

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

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

Relationship to Kidman: God

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

Distinguishing traits and personality:: Has an IQ 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. Definitely a loner.

Generally Wears: A pants suit 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 almost always is wearing her earpiece.

Likes: 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, anyone who steals Kidman, the show that was created in her image that Kidman watches, having the entire family living in her house.

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

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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, thus she has her own chapter. There are actually two views of Carmen for me, you see. Though Carmen exists in Realspace, she also lives outside the sphere, making her the only other sentient entity living off my subconscious. However, Aeriol is slowly approaching that status as well. 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 affect Carmen in a slice of me, or, as Carmen sees it, I am a slice of her. There is, however, one thing that cannot be denied.

Carmen actually got into this mess about three months before the awakening when I saw her on TV as Carmen Sandiego in the cartoon "Where on Earth is Carmen Sandiego?" It took about three weeks before she took up permanent residence. April 23rd 1995, I saw her as intriguing and taped the show so I could draw her. I still have the first drawing. Carmen was the only villain that wasn't a villain, tap dancing all over the labels and stereotypes to make a criminal that you could admire and revere. On April 30th 1995, The first part of a two-part-her caused rifts in the dim of my mind. Lee Jordan, the current top Acme agent trying to catch Carmen, has actually succeeded, but in the last few minutes, proclaims he wants to join her in a life of crime. I, however, wandered off into my own take on Lee's actions and decided he would much rather kill her



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and claim her throne. The show skipped a week before showing the conclusion, giving the day-dream to grow and run rampant so by the time the 2nd half aired, the Wash had begun.

I suspect now that because these imaginings easily held my attention that I actually was able to find stable ground to rebuild my head. The Wash was caused by this chance interception on a Saturday morning. The one scene scenario spun out external plots and a storyline formed. Lee Jordan as well as another detective joined Carmen in what is now called the pre-natal Realspace, but by June/July it was clear that there was only one person I was really interested in, and who was secretly very interested in me.

On July 13th 1995, Carmen made her move at about 2 in the morning when she flipped the switch through an intense dream. It is still as clear as day and is the first real memory I had. 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 16 pages of single spaced text.

When I awoke, I actually awoke twice: me on the outside and a replica in Realspace named Kid von Kidman.



ECCENTRICITY

Realspace as I explained, or will explain, as I am writing these chapters at random, is the little ant farm in my brain. The sand is there, just add the ants, and they will do with it what they will without outside interference. A Fantasy world, so to speak, but Carmen hates that metaphor. As Realspace evolved into the majestic and sprawling thing it is today, Carmen slowly began to grant herself the same freedom of moving in-between worlds as I had and became sentient. Somehow she both exists within the story and outside of it, and I have yet to think of a good explanation for it. Realspace has provided one for me ; The Space is made up of any number of alternate dimensions. Some clusters are duplicates of each other. We often call these parallel universes. I live in one, Carmen lives in the other. We visit each other. So sayeth Carmen.

Because Carmen 'lives' in Realspace, her life is documented there, not here. And to be sure, Carmen finds her portrayal here as the thief in the red trench coat a never-ending source of amusement/embarrassment.

Carmen began to split off in 1996, about half a year after I woke up. I started to notice 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, creating an untapped database under my own. I didn't notice 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, bearing sole responsibilities for my existence and continued to help me build my mind. I would have been lost without her

The mastermind of Realspace and beyond, as Kidman would say, "Carmen is". She was born March 1st, 1964 in San Francisco. She was an orphan. No one really knows what happened to her parents, and Carmen has no memories of them, nor does she seem to care. Information is patchy except what Carmen will actually 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 incredible intelligence immediately shone through and by 17 she was at the top of her game. So was the agency, landing larger and larger contracts as decade of Greed began. Eventually the clientele attracted the attention of the US government who sought an alliance. The higher ups then used Carmen 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



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Master Carmen Armani

Carmen's death in the process, but in the ensuing chaos it was her fiancé that was killed instead. Carmen fled.

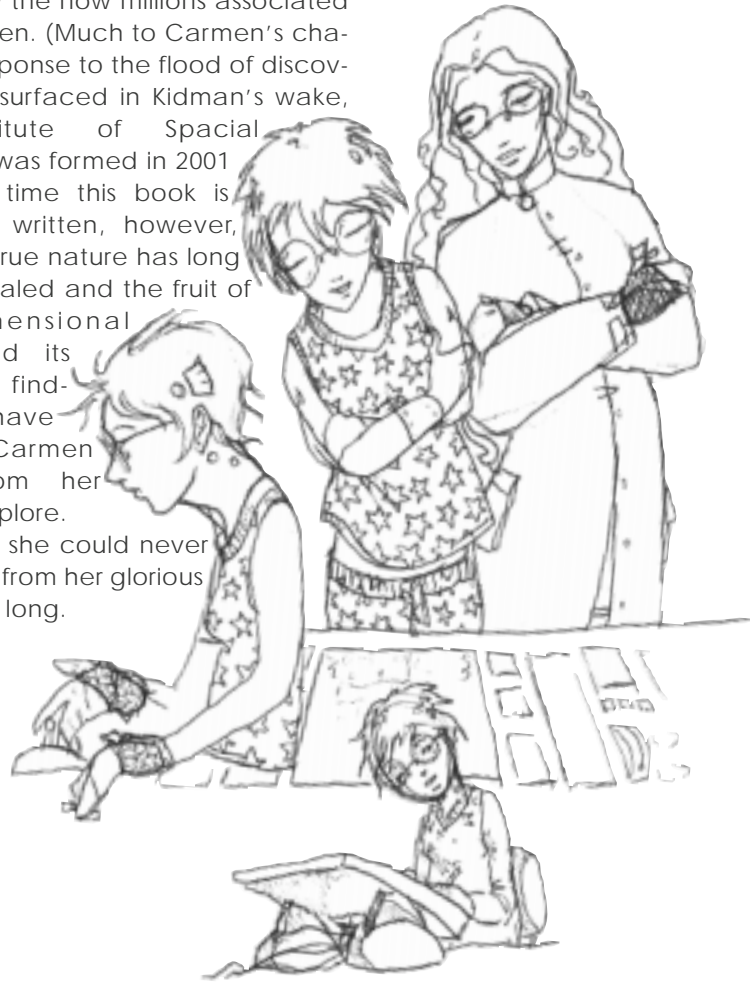
After three days of aimless driving and one attempted suicide, she reformed. Realizing there would be no chance of a legitimate lifestyle so long as the US government sought to finish what it started, her only option was to go underground herself. In 1985 at the age of 21, Carmen became a thief. Carmen 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 without ever getting caught. By 1993, Carmen had amassed a great deal of wealth through the black market wand expanded into legitimate business. By 1994, she had an empire. Then in 1995, she met Kidman. Without a name or past, Kidman wandered into Carmen's life and never let go. Carmen's empire flourished and she began to shift her weight from hard labor to hacking crimes. 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, (though personally I think it means something else to Carmen but she's not telling) was over half a million strong, mainly consisting 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, you see, Carmen had so much money that she simply started giving it

away. A Buddhist at heart, she never seemed took 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, for the thousands of well paid engineers now made their own products to sell to both markets. In 2000, Carmen was dubbed the Bill Gates of the Underworld. As Kidman's story unfolded and it was proven that was something other than human, the INL shifted into the domain of a cult or secret society, and the Family became the center of worship by the now millions associated with Carmen. (Much to Carmen's chagrin) In response to the flood of discoveries that surfaced in Kidman's wake, the Institute of Spacial Research was formed in 2001

At the time this book is being written, however, Kidman's true nature has long been revealed and the fruit of inter-dimensional travel and its scientific findings have lured Carmen away from her desk to explore. Of course, she could never stay away from her glorious empire for long.

Of course, she could never stay away from her glorious empire for long.



Name: Kid von Kidman

Otherwise known as: #200309, Adelphus, Delphi, Del, Delphinious, Adelphus'Delphi, The Third, Asa

Occupation: Goddess/Affinite, seemingly professional victim, Mother of the Children

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 also appears quite often as bald, usually when in a higher state of Being like Adelphus or Delphi.

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 Aeriol's planet and a little red fez with a pink tassel.

Likes: Things, people, stuff, her Children, sleeping. Easily amused. Often goes looking for trouble

Dislikes: Smug and arrogant people, anyone who hurts her Children, being killed.

Other Notes: Kidman is a certifiable Eccentric. It's how she's lived this long



That that is Kidman, and the Story of Realspace

That that is Kidman.

Kidman, the name given to a collective of souls living on top of one another, a child of indescribable mysteries and origins, the product of Fate's fancies, 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 the after image of a tall woman with dark hair and a commanding presence and the desperate need to find her. That haphazard search led the nameless child into the hands of bandits and drug dealers posing as the woman's employees. For the first two weeks, Earth found her a slave. But the girl dreams filled with visions of the woman, the woman and fire, the woman in trouble. The dreams, too detailed to ignore, led to the girl's escape to the spot the dreams sent her, and inexorably into Carmen's life. Carmen was on the cusp of creating her monarchy, a dangerous time indeed. A grudge held by a former employee ended in a bomb plot that

would have went off perfectly if it wasn't for the unforeseen appearance of a scraggly little girl. But she didn't stay to be identified, and after pulling Carmen from the flames of an arms warehouse, she disappeared. In the weeks that followed, Carmen searched the land with all that was at her disposal to find the one that had saved her, but the girl, now trained to believe herself worthless, feared Carmen's disdain at finding savior to be this decrepit thing. Eventually, she was found in a raid conducted by Carmen's security forces and was taken into custody. Carmen didn't know what to do with the child. She should be turned over to the British government, but her own experiences with foster care made it an unattractive option. It wasn't until the girl walked in front of a lit fireplace that Carmen recognized the silhouette and sealed her destiny.

The Kid - Agent #200309

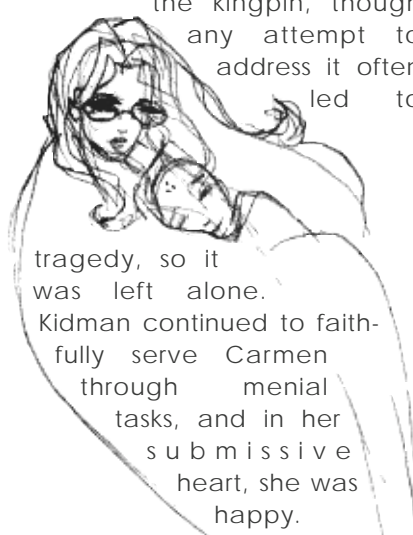
She wouldn't eat, speak, or come near anyone. No one knew her name and so was referred to as 'the

kid' and eventually, Kid. Carmen, feeling greatly moved and confused at the same time by Kid's behavior, decreed that the child would be hired and trained as a criminal, despite her age and condition. In order to that, she would need a last name, one that was supplied by popular American cinema where 'Batman Forever' was the rage, and took Nicole Kidman's last name.



That that is Kidman and the story of Realspace

At some point the 'von' was thrown in by her first bunk mates as a sign of respect of Carmen's rescue. Carmen had chosen a good natured group of blokes to help train Kidman into civilized living, Prescient 39 of camp 407, Yorkshire England. After a month or so of intense socializing and therapy, Kidman began to talk and act like a normal human being, but was under constant suicide watch. She had tried several times since she arrived at the INL, buckling under the weight of her own high expectations. Carmen, despite her busy schedule, kept an eye on her as well. It had become obvious that Kidman had an obsession with the kingpin, though any attempt to address it often led to



tragedy, so it was left alone. Kidman continued to faithfully serve Carmen through menial tasks, and in her submissive heart, she was happy.

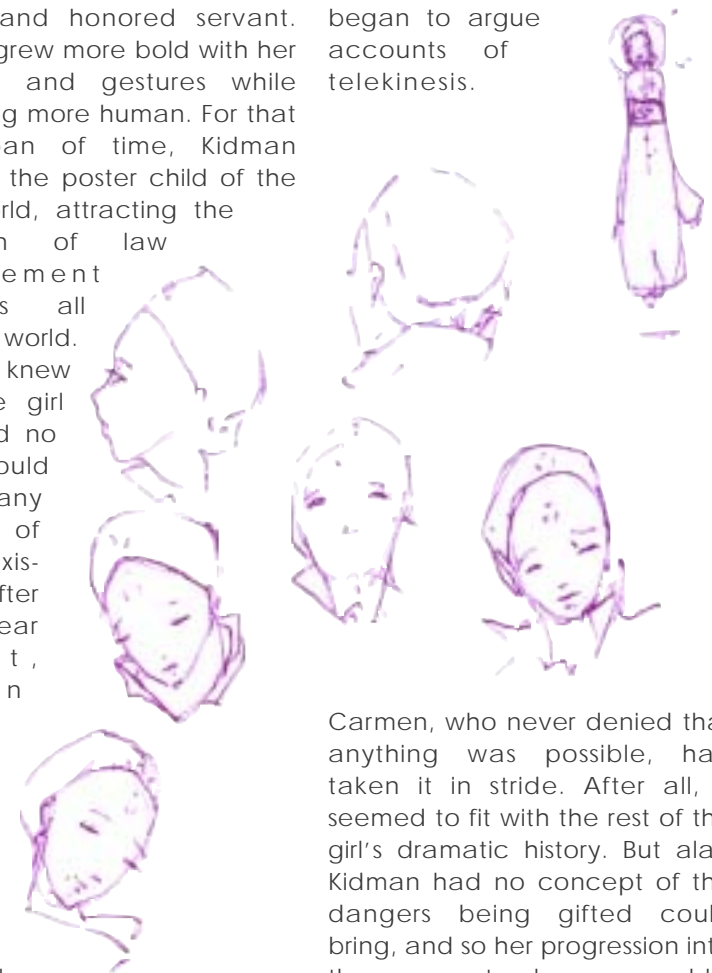
Kid von Kidman

The attraction was mutual. Carmen began to fall for Kidman's simple charm and desperation to please. Somehow the idol worship didn't bother her from Kidman as it did from others, as if Kidman knew things about Carmen that Carmen had

never told. It was genuine and solid and somehow delightfully unnatural. Earth found her a faithful and honored servant. Kidman grew more bold with her offerings and gestures while becoming more human. For that brief span of time, Kidman became the poster child of the Underworld, attracting the attention of law enforcement agencies all over the world. No one knew who the girl was, and no one could find any record of her existence. After a near arrest, Carmen began to pull

Kidman back from the front line and closer to herself. Kidman was living in a dream world. Carmen was beginning to question herself. November of that year, she disappeared into isolation to sort things out, but soon fell to depression. Single-mindedly, Kidman went after her. Carmen would have been surprised at Kidman's ability to locate her so quickly, but since early Fall, the girl had begun to show signs of ESP. She seemed to

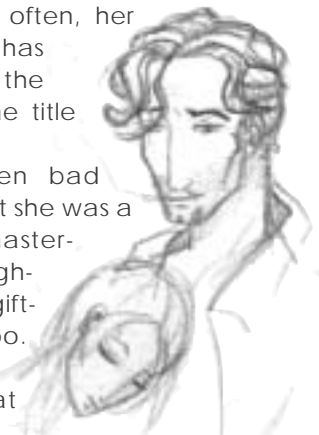
read thoughts, more future related dreams filled her nights, and people began to argue accounts of telekinesis.



Carmen, who never denied that anything was possible, had taken it in stride. After all, it seemed to fit with the rest of the girl's dramatic history. But alas, Kidman had no concept of the dangers being gifted could bring, and so her progression into the supernatural was a public one. Interest in her abilities and the opportunities they created began to pick up. Despite Carmen's mental state, she made the key move to adopt Kidman 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, it was officially announced to the world; Carmen Armani was a mother.

Adelphus

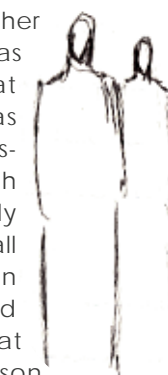
Which didn't stop much. By 1996, the kidnappings began. Kidman's dreams started filtering information about her past; that she was named 'Adelphus' Delphi', that she had two sisters, and that all three were not human at all. She had been created by the Space as an Affinite and that she had been chosen by some other supernatural being named Kaos to become the third daughter of his clan. Most, if not all of this went right over Kidman's head, but the fact that she was changing couldn't be easily ignored. She tried anyway. Her hair became lighter and whiter, her skin paler, and powers increased past that of what was considered acceptable paranormal in humans. For one thing, she could float, walk through walls, and make little balls of energy appear out of thin air. All of this scared her and except for spasms of curiosity, Kidman forsook it entirely. The only thing she did adhere to was the concept that she had been preprogrammed to serve Carmen and that Carmen was her Master. This, however, bothered Carmen, who didn't want to be the master of anyone. To this day she discourages Kidman from calling her Master, and though Kidman no longer does so as often, her elder sister has picked up the habit, so the title continues. It had been bad enough that she was a criminal mastermind's daughter, but a gifted one too. There were those that want-



ed to use her, those who wanted to kill her, and those who wished to do both. Quiet, subservient and inherently masochistic, Kidman easily fell into the rhythm of being the world's favorite target, but she wasn't defenseless. Despite the fact that she refused to use her ever increasing power, she did become peculiarly adept at befriend- ing the enemy. It wasn't long before she actually began to 'collect' them for herself.

The Children - Lee

Lee was the first Child, an assassin with a vendetta against Carmen. She was inexorably drawn to dangerous people like Lee and his decision to torment her was met with unexpected fascination. A mixture of adorable appearance, submissiveness, masochism and unpredictably eccentric behavior, Kidman could inadvertently charm her way into her captor's heart. What was more, though, was that after the danger was gone, there was this insistence that Lee stay with her as a pseudo family member. It was against all logic. Lee had been an enemy of her beloved mother for years, that should have been reason enough for Kidman to dislike him, but allies and enemies of the former had no effect on the decisions of the latter. In fact, Kidman routinely disregarded logic or created her own when it suited her. Underneath the sadness and fear that generally consumed her thoughts, another layer was forming, the layer of eccentricity. In affect, it had always been there. Kidman generally did the opposite of what was expected, which bothered Carmen to



no end. It seemed that she purposely got herself in trouble for the sake of trouble and cared not if she got killed in the process. It was like some macabre game, and some people were more than happy to play for keeps. Some people like General Fredrickson.

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 that pocket were run by a decorated five star general who acted in the interest of national security. General Fredrickson entered the picture when Kidman had run off on one of her wanderings and 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 pretty well 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. It was about this time that the now General pounced, ordering his men to run the girl's car off the road as she returned home and sequestering her in an office building



That that is Kidman and the story of Realspace

while making permanent reservations. Seldavia had not been looking for an adventure, but fell in way over her head when she accidentally stepped between the two. Trapped a mile underground in an illegally funded facility known as the Complex, Seldavia shared in Kidman's nightmarish lifestyle but ultimately was her savior, laboring for months to bring Kidman 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 the elusive mother. Seldavia was the first and only Child to replace another. At the time, Ivey, 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 Ivey 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 in the world, which Seldavia misinterpreted as loss of interest. A divide would form between them for almost two years.

The Children – Shodan/Nara

Shodan was the middle sister, created as a counterpart for Aeriol about 21,000 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 in the sense that she was a starship's computer until she gained sentience. Between Shodan and Aeriol, the two had killed off most of the candidates for the place of the Third sister, each one fearing that the candidate was becoming too allied with the other. Most of those deaths were by Shodan. Kidman had been alive for nearly four years by the time Shodan acknowledged her existence. She literally stole Kidman from plane to reside on the now empty starship she called home. Kidman, subservient as always, fell in quickly with Shodan's mindset. Shodan and Aeriol had been partly responsible for Kidman's creation when she was born, an attempt by Kaos to keep the two from destroying her so quickly, and while this didn't work so well with Aeriol, it worked like a charm with Shodan. Within a couple of months, Shodan had excepted Kidman, or as she called her, Delphi, as her 'most perfect creation' and used her as an avatar. This was not to say



that Shodan was kind. Being born of the circuit, she had no real concept of compassion and disciplined when she felt it would increase efficiency through obedience. Kidman was no exception. To the dismay of the entire Family to this day, Kidman claims to find some kind of solace in her servitude to Shodan, evidence that her submissive nature is still alive and well. But Carmen reminds me to mention this; Kidman is not the only one being played. By this time she has begun to master the art of mind bending and though she is seemingly a slave to Shodan, she has survived Shodan's judgment, something no one else had ever been able to do before. For reasons beyond anyone's comprehension (except maybe Carmen's), Kidman is loyal and devoted to Shodan. Not that this went unnoticed by the other sister...

Ordained

After Shodan okayed Delphi for the seat of third, the council surrounding Kaos felt that her chances were good enough that she could be considered a real contender and was ordained. This also came in response to Delphi carving out a little world of her own from an abandoned plane. Kidman/Delphi had been

planeswalking for about three years, despite the fact that she had not Ascended yet, something that baffled others of paranormal personage. It was a half a year later when Kaos's decision to choose Kidman in the first place came out; she was an Affinite, a physical formation of the subconscious overmind known as the Space. With her existence tied to the Stuff of all Things, her abnormal strengths and weakness were credited to the fact that her body did not always obey the laws hyperphysics. Not that she could control it in any way. The Space owned her and Used her at its discretion. It did, however, give her the unique ability to understand the structure of How Things Work. Difficult abilities like planeswalking, regeneration, and telekinesis came easily, while simple things like summoning and changing one thing to another were difficult. Aeriol, still contemplating her position, instructed Kidman to be trained at various schools for wizardry. This often ended in disaster, as the professors would inevitably discover her gifts and try to exploit them. Kidman, who thrived on fear, had fun anyway.

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 Delphi, but the Sisters, who didn't trust anyone, especially the queen, ignored her. Rebuffed, she sought out to finish Delphi off in secret herself. Kaos was quite enchanted with his selection for third, and didn't

take well to the assassination attempt at all. He moved to kill the queen for betrayal and a battle which ultimately would leave the queen dead if Delphi hadn't stepped in to defend her. Kaos, confused and outraged by Delphi's odd resolution, he condemned her to death as well.

Confined to house, or rather, Palace arrest, Delphi was held on the creatively named homeland of Kaos, Kaotia. She was given free range of the Palace grounds as she was too weak to Planeswalk home. No one could understand Kaos's judg-



That that is Kidman and the story of Realspace



ments anyway as they were generally, well, chaotic. Gossip and rumors ripples throughout the more populated areas of the Space about what the 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, the same queen that 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 one had actually ever seen Kaos. No one had, less perhaps a vague and menacing face or a strong presence. They were also just as confused with Delphi, who was taking the whole thing in bittersweet repose. Both returned to the palace to investigate, only to find each other. Thus Delphi was entertained by the consistent show of destruction as the two tore up the palace as they chased each other through the hallways, and the eerily, dignified way the palace quietly reconstructed itself once they were gone. When they weren't tearing up the fortress, they were tearing into Delphi.

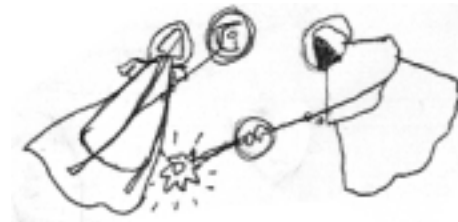
Shodan switched between being apathetically benign, hesitantly curious, and utterly furi-



Left - 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...

Right - The water garden

ECCENTRICITY



ous about the situation, often switching between one to another in a matter of hours. Aeriol, on the other hand, was much calmer, taking on the position of the dutiful yet demanding older sister. The eccentric Kaos, as usual, changed his mind again and declared the



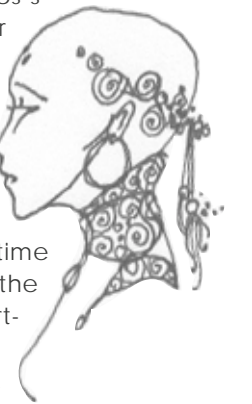
ECCENTRICITY

you knew them well enough, and many were more amazed the Shodan cared to come at all. Instead, towards the day of sentencing, Shodan accused Delphi of betraying her by dying, something no one saw coming. Shodan denies it ever happened. The execution itself never happened. The eccentric Kaos, as usual, changed his mind again and declared the

whole thing has been a test for the three of them. Outright, no one opposed, but inwardly, no one believed him. Regardless, Kaos gave his new ruling; that Delphi had earned the right to Ascend. Shodan hung back while Aeriol suddenly became even more possessive of Delphi's time. Then one night an older man about 50 years and dressed in orange attire appeared to Delphi in a hallway. He looked like he had come back from journey and that he was on his way to another.

She had seen this man before, but he never said his name, and always appeared before something important. So many things of this nature happened to her on a daily basis 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. Aeriol and Shodan was 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 the reflecting pool in the courtyard, both sisters, overcome with jealousy, struck her down and left her for



That that is Kidman and the story of Realspace

dead. Neither goddess was witness to her Ascension later that day, a thorn that remains in Delphi to this day.

The Children – Aeriol'Arrou

Despite the fact that Delphi had now Ascended into Goddesshood, 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 it served her no real function. Evidence of this is that two weeks later, Shodan sequestered Delphi again to her ship for maintenance. Aeriol was still angry. She waited patiently for her to leave Shodan's well-concealed base, now convinced that she was Shodan's ally and must be dealt with. In mid-Space they met, and for one blazing moment Aeriol held her younger sister's life in her powerful hands. And then, for no reason at all, released her and disappeared. As I write this, I am inclined to ask her why, to which she replies, "I really don't know, change of heart, I guess." Apparently she had inherited Kaos's behavior, and to Delphi, there was nothing more alluring.

In late August of 2000, she set her sights of saving Aeriol from her destructive path as she had Lee and to a point, Shodan, but things would not go off entirely as planned. She

she

Aeriol'Arrou was a sight to behold as the grand high Goddess, but over the thousands of years, this visage slowly began to weigh her down, until ultimately she surrendered to her loneliness,



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 Aeriol'Arrou, but not being in touch with her kingdom isn't one of them. Taking on the form of a high priestess of her own religion, Aeriol would often go amongst the people as Kagado. 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, Aeriol fell in love.

The affairs with Shodan and Kaos seemed to have also mysteriously left her mind, something that we now know is characteristic and defensive, enabling her to live the thousands upon thousands of years without being crushed by the weight. But the weight was still there, and Aeriol was desperately lonely, and that was something she couldn't escape. Not trusting anyone else not to take advantage yet still seeking someone who could hold their own, Aeriol 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 or literally minutes, she convinced herself that life would not be complete without Delphi 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, not sure why) she had

never been told no. Seldavia was not happy with this at all. The Family back on Earth had had enough magic and wanted Kidman to come home, especially after hearing that Aeriol had turned to murderous to obsessed overnight. Kidman would have been inclined to agree, that is, if Kidman had any sense of logic or self-preservation at all, which she doesn't. For well over a year Aeriol smothered Delphi, doing everything she could think to win her over short of force while Delphi chipped away at the layers of rock surrounding her soul. Then, one day, Aeriol folded. Through another year of pain and tragedy, 2001 found Aeriol reborn as Erol, the hyper, loopy, and often ridiculous lover of Delphi. How the heck did that happen? So complicated it is that Erol's story will have to be further explained in her own chapter, same as Seldavia, who was also involved. As for Kidman, she had slowly fallen for Erol as well, finding the person that Aeriol was to become before Aeriol did. 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

Finally Kidman returned from the heavens and settled back into a somewhat human lump with Carmen, determined to resume her life where it left off a million years ago when she was kidnapped by the government. It didn't last long. While gallivanting around the world for the fun of it, most likely looking for trouble, she found her

next and currently last Child in India. Laina, an incredibly rich yet veritably insane person was hunting for 'evil' artifacts that she needed to destroy for the sake of the world, and for the sake of destroying things. While in India she mistakenly took a picture of Kidman and when the film was developed, showed a hazy aura around her body. Taking this as a sign, Laina went out in pursuit of the 'evil' child. By this time, however, Kidman was a professional mind cracker.

Laina, sexy and sex-driven as they came, had gone in league with a wealthy and equally sexy business man who was looking for the secret to immortality. When he learned of Laina's new prey, the girl he had been trying to capture himself for years, he gave her backing. The Family, spread throughout the Space at the time, slowly clumped together (minus Shodan, who would probably kill everyone) as the situation became more serious.

Eventually Kidman was taken prisoner. Laina had a chance. She seemed to know that Kidman could crack minds. How to stop her though, she was at a loss. Kidman set her sights on retrieving Laina from madness very early on, putting her life in the hands of a madwoman to do so. Perhaps it was that her relationship with Erol was going so well, or that





Name: Lee Jordan

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

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, though, 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, generally with nothing on them, sunglasses and his favorite black trench-coat. Also has numerous ear piercings.

Likes: Corona..uh...Corona lite...(Lee loves his Corona!) Mexican food, chilling, playing pool, gambling, walking on the beach, trying to get Matt to go to strip clubs, Spacialist history, and Seldavia

Dislikes: Carmen, when Laina tries to seduce him, fake people, "a**holes", extremists, cold weather

Other Notes: Lee is also a brain but doesn't let anyone know. He also wouldn't want you to know he loves kittens, soap operas, 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. His father was a salesman with something to prove and his mother cold and distant. He had two sisters, one named Ann Marie that was somewhat self-centered and Phoebe, a little tomboy with a reckless streak and a big heart. Lee was the middle child, introverted and quiet. He went through school a loner, occasionally teaming up with other loners to cause mischief when frustrated. His parents fairly well ignored him, which suited him fine, as he didn't like them anyway. The only one that made any effort to reach Lee was Phoebe and the two were fast friends. After solving a misdemeanor at high school,

◀ The original three, Carmen, Lee, Kidman, and the now excommunicated Ivey. Ivey disdained both Carmen and Lee to such an extent that she was replaced in 1998 by Seldavia. Lee took his responsibilities to Trinity very seriously

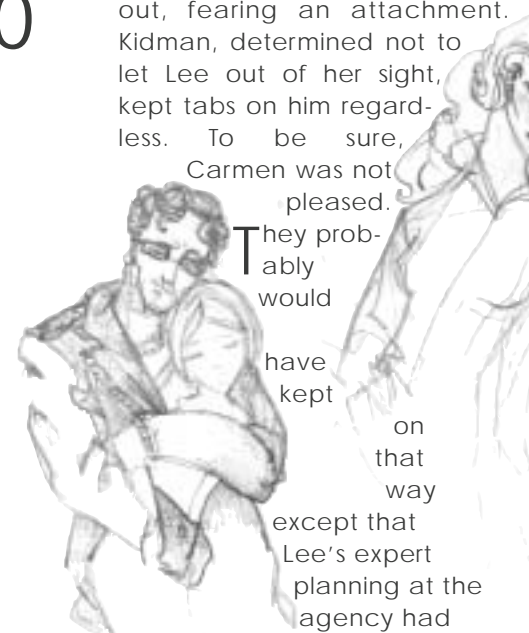
Lee received a scholarship to intern with a premiere detective agency on the West coast. Not having any particular profession in mind, he took them up on their offer the summer between his freshman and sophomore year. It was while in California that his intelligence was discovered as Lee began to unravel one Gordian knot after another. The agency, unwilling to lose him, offered that he transfer to San Francisco to finish high school and continue on as an employee. Again, with no other plans in mind and the constant pushing from Phoebe, Lee left home.

His first several months were great, but then tragedy struck. Phoebe was suddenly diagnosed with brain cancer and died soon afterward. The fragile family unit collapsed and Lee fell into depression. He looked to his work for comfort and became particularly obsessed with being the best. No longer satisfied with the challenges offered as a law enforcer, Lee turned to crime, joining up with Armani's fledgling operation in 1994 where he soon

tried to usurp control and he was thrown out. Lee vowed revenge and struck out on his own, once more trying to bring Armani's empire under his control, but ended up in prison instead.

Prison was a wake up call. After numerous fights, Lee was sequestered to solitary where he worked toward early release on good behavior. When he was finally released in 1996, he played his last card, promoting himself as a changed man and offering to return to the agency. The Agency, sorely missing Lee's talent, reluctantly agreed. But Lee had no intention on staying. While stockpiling money and information, Lee began to secretly build the foundation of his new career as an assassin. It was by this chance that he met Kidman. The agency had been watching Kidman for Carmen as an attempt to convince the woman that she should rescind parental rights so the girl could grow up in a safer environment. Lee targeted Kidman straight off, but didn't know that the girl was not as defenseless as she seemed. But the

relationship was interrupted when Lee abruptly left and went underground. At first he gave one more shot at taking down Armani, but spared Kidman in the process. Curiosity piqued, he began to stalk and harass her, which ultimately led to Kidman being unintentionally hurt. Spurred on by ancient memories of his dead sister, Lee haphazardly nursed Kidman back to health in secret, then through her out, fearing an attachment. Kidman, determined not to let Lee out of her sight, kept tabs on him regardless. To be sure, Carmen was not pleased. They probably would have kept on that way except that Lee's expert planning at the agency had launched him into a lucrative position as a sought after hit man. It was only a matter of time until Kidman's name came up. Kidman, who had no concept of running away from danger, sought Lee out immediately. In two tense and grueling weeks, Kidman cracked Lee. Unfortunately, Kidman was ill equipped to deal with the aftermath. Lee had fallen out of hate and into love in a bad way. She had never been in a relationship

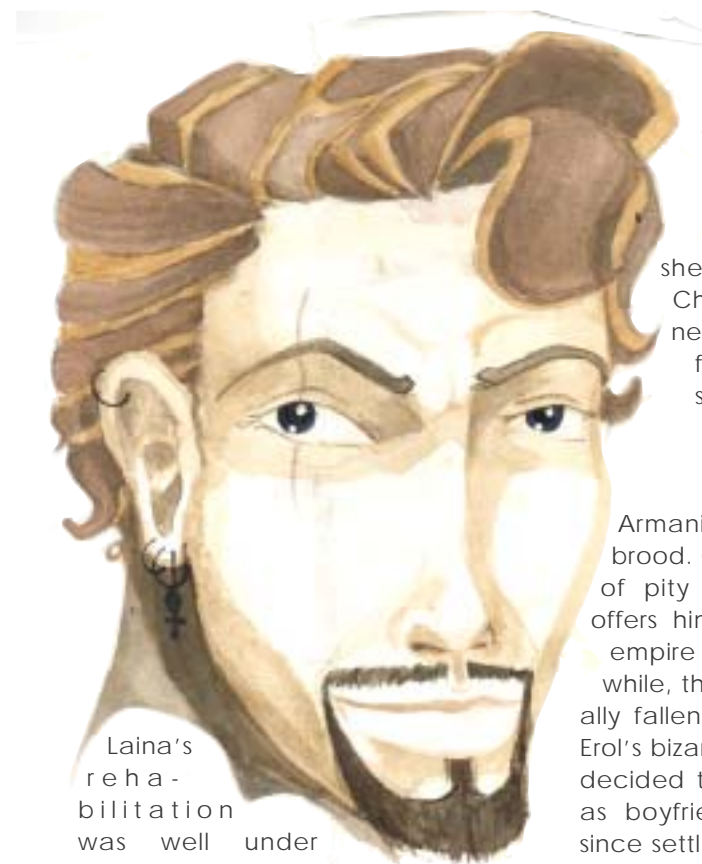


before and was instinctively afraid of men after having been raped twice before. Lee was now completely vulnerable and took Kidman's reactions very hard. The relationship lasted on and off for about a year, both trying to make it work but eventually realizing that it was not to be. The two drifted in and out of each other's lives, feeling to awkward to speak their minds, but liking each other too much to stay away. Lee continued on as a hit man.

In 1998 when Kidman and Seldavia were making their mad dash across the country to escape the government, Lee was hired to take out Seldavia. He didn't know who Sel was or that Kidman was with her until it was too late and he had shot her in the heart. Kidman was able to resurrect her, but it deeply affected Lee's moral code. Afterward he took extra precautions on researching his marks before he took a job. Seldavia remained terrified of him for years to come, which bothered Lee even more. Once he got to know her, Lee liked Sel and shared his fascination with Kidman's paranormal legacy. When Ivy was kicked out of Trinity, Lee took it upon himself to educate Sel on her new position as a Child. Lee fought with the idea of coming with them, but ultimately was too shy and stayed behind when Sel and Kidman continued on. He wouldn't see Seldavia again for nearly a year when Seldavia finally returned home from her journey. She didn't stay long. She was abducted by Gen Fred and used

as bait. Knowing that Kidman could bring back the dead of the ones she cared for, he poisoned Sel and waited for Kidman's arrival. Lee was the one that discovered her disappearance first when he went to ask her to share a beer. Still not on good terms with Carmen, he set out on his own after alerting them of his findings. Even though it was a joint operation between Kidman, Carmen, and a weird paranormal occurrence involving Seldavia's spirit were responsible for Sel's actual rescue, Lee did manage to break in and distract the guards long enough for Kidman to resuscitate Sel. Ironically, Seldavia never knew about Lee's involvement in her rescue until much much later. They came together briefly for Kidman's Ascension but didn't get the opportunity to talk before the two went back underground for another year. They kept in contact though, continuing to pass information back and forth about Kidman's state of affairs in the Space.

Then about a year after the Ascension but a few months before Laina was actually a candidate for Child, she struck down Seldavia in a temple when she tried to stop Laina from raiding it. Lee, feeling that Matt was not street smart enough to protect the severely wounded Sel from Laina's madness. He grew more attached, but let no one know, especially not the romance-phobic Seldavia, so instead hovered in the background, trying to edge out Matt whenever he could. Lee did not actually reappear on the scene again until



Laina's rehabilitation was well under way. He had been 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 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 dropped the hit man job on Seldavia's insistence and the two became close. Unfortunately for Lee, the meddlesome Erol and Kidman had fixed her up with Matt for real after years of indecisiveness and Lee respectfully removed himself from the picture.

Things between he and Carmen eased up under Kidman's guidance and he began to except 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 he found his past weighing on his mind.

Lee now spends a good amount of his time at Armani's with the rest of Kidman's brood. 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 has actually fallen for Lee too, and following Erol's bizarre rules on relationships, has decided to keep both Matt and Lee as boyfriends. Lee and Matt have since settled their differences and live an 'Odd Couple'-esque life in Matt's apartment in New York City where Matt works. 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. Even though he lives in the mansion with Kidman, the two seldom talk. The situation has recently come to a head and Seldavia has taken on the unlikely position as mediator. Erol is very proud.

Name: Seldavia Mocyambuti

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

Occupation: Field Agent

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 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 moral based, Seldavia often ends up in conflict with herself, and so very often is 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. Secretly likes being romantic with Matt

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

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. Other fun fact: 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.

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The following was written by my beloved Ni, from who Sel dwells. How I love her so!

Few people know that Seldavia Mociyambuti was once named Mary Ann Smith. Born in small-town Missouri in August 1974, Seldavia still isn't sure of her birthday as her parents lost the birth certificate. The fact that personal relationships are one of Sel's "fault lines" does not come as a surprise, as both her parents were run-away lovesick teenagers that lost interest in the baby as soon as it was born. After fourteen years of neglect but relative peace, Seldavia's father lost his job in a fit of temper. 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. Completely free to do as she wished and used to hard work, Seldavia took pleasure in pushing her mind and body as far as it would go. Changing her name from Mary Ann Smith to Seldavia Mociyambuti, she

double-majored in both anthropology and criminology. An FBI recruiter met her toward the end of her term and more or less hired her on the spot. Showing up on the first day wearing a multicolored tie with her dark suit, Seldavia soon gained a reputation among her group for peculiarity. She worked with a group of seven people, one of which (Matt) would become more important in her life later on. Seldavia also first met her nemesis, Laina Kaidare, during this time. Laina had stolen a Native American artifact she had mistakenly connected with evil forces, and both Seldavia and Matt had been assigned to get it back. After a couple years, Seldavia grew to dislike her job, and went looking for something that offered greater freedom of thought and freedom to travel. She applied to the same detective agency as Lee and was accepted by Jessica Grey Cloud, head of the agency's Ethnic Crimes division. She traveled all around the globe and learned several

different languages. For her ability to work with people on opposite ends of conflicts, and her ease with all kinds of people, she was given the nickname "Ambassador to the Enemy". During this point, Matt lost his job, due to his girlfriend's betrayal and the FBI's impatience with his hobby of investigating conspiracies. He was accepted as a detective for the NYPD, but his partner didn't take to him. Deeply depressed, he contemplated suicide, but was brought out of it by Seldavia. Matt began to become interested in her and started requesting her help and accompanying her on cases, though he did not find them as comfortable as she did.

After she had been at the Agency for a few years, she went back to her old FBI branch to find new information, a routine she underwent quite often. Rumors that some kind of evil child was being housed there both interested and amused her, and when she found the child bound in a small room, she immediately fetched her out. She was completely

unprepared for the resistance that literally followed her out the door, and she wound up trapped in the Complex with Kidman. General Frederickson made the mistake of inciting her anger, and despite being completely shocked upon discovering Kidman's non-human nature, she persuaded a guard named Fargo to help her break out of the Complex. Kidman was very ill, and able to communicate little else to Seldavia than she wanted to go back to Carmen. Seldavia's search for Carmen ended up spanning the globe, involving too many adventures to note here, but it should be mentioned that Seldavia met Lee by accident during this time.

Sensing danger, she hid Kidman and tried to lead him away, not knowing she was the target. Despite leading him through a long involved chase in an old factory, she was unable to shake him and was shot and killed.

Fortunately Kidman was close enough to sense this and resurrected her. Sel's fear of Lee stayed for a long time after this, though she knew he had been 'contracted' as an

assassin and would not come after her again; she kept a star-shaped scar on both sides of her body from the bullet long after that. During the trip home, Seldavia became extremely attached to Kidman, having found someone who seemed to take interest in her beyond just what Seldavia could do for her. Seldavia pledged loyalty until death, not unlike that of an adventure-novel samurai, but Kidman was too ill to take in Seldavia's full presence. This would create a fissure between them later. After several months, Seldavia finally made it home to Carmen. Carmen was, of course, very grateful to have Kidman back; but as neither of them spoke much to Seldavia immediately afterward, she 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 trying to escape twice and setting half the place on fire. After a sequence of events too strange to explain, she was rescued and resurrected by Kidman, Carmen, and Lee. 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, Aeriol entered the picture. Aeriol made Seldavia furious, and would have told the goddess many nasty things to her face (despite threat of death) if Aeriol had shown it more often. Unfortunately, Seldavia took most of her frustration out on Kidman, and the friction nearly destroyed their friendship. Luckily, as



Seldavia Mocyambuti

Kidman broke through to Aeriol, Aeriol began to apologize for her actions and be friendly to Seldavia. Sometime in this early period, Seldavia actually planeswalked to Aeriol's home, angry that she was not able to see Kidman.

During one of her cases, Seldavia was nearly killed by Laina Kaidare. Matt managed to get her to a military hospital in time to save her life. Once she had stabilized, he brought her to his apartment to care for her as she recovered. During her recovery, Laina sent someone else to make another attempt on Sel's life, but he failed. Lee showed up out of nowhere, demanding to see her and accusing Matt of not being able to care for her. 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. Lee eventually persuaded Matt to bring Seldavia to Carmen's facilities to fully recover.

Laina Kaidare went on a last raid, which culminated in her kidnap of Kidman. Seldavia once again fought valiantly to get Kidman back, and became furious once again upon discovering that Kidman had chosen Laina as a Child. But as Kidman began to crack Laina and gradually discourage her from 'beating up Seldavia', Sel decided this was not a bad thing.

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. Aeriol, eager to make up for her behavior toward

Seldavia earlier, conspired with Kidman to set her up with Matt, as he had mentioned he wanted to be with her and they had been friends for several years anyway. After much resistance, Seldavia consented. Soon afterward, Lee spoke up, and despite being confused with all this attention and adhering to certain moral codes that make sense only to her, Seldavia consented to this as well. She currently lives with Matt or the rest of the Family, unless a case calls for her to be elsewhere.

Name: Shodan'Nara

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

Occupation: Cybernetic Goddess

Relationship to Kidman: Sister, co-creator, 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.

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, 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 Aeriol.

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. The Shodan in the game, however, was, according to Realspace, thousands of years ago before she Ascended. I have an excellent story about Shodan, well, at least I think it's excellent, where I have many detailed pictures of Shard and her ship. Why is she called 'Shard'? Because of the way she pronounces the word. Apparently Kidman thinks its 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 its either to A) Yell at them, B) Tell 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. What we do know about Shodan is this; Time runs in different speeds on different planes, but by the commonly accepted Spacial Time Span, Shodan is 21,000 years old. However, on the plane that her Starship home is in, only about 200 years have gone by. I suppose she sought out the slowest moving plane to store it so it wouldn't decay too quickly.

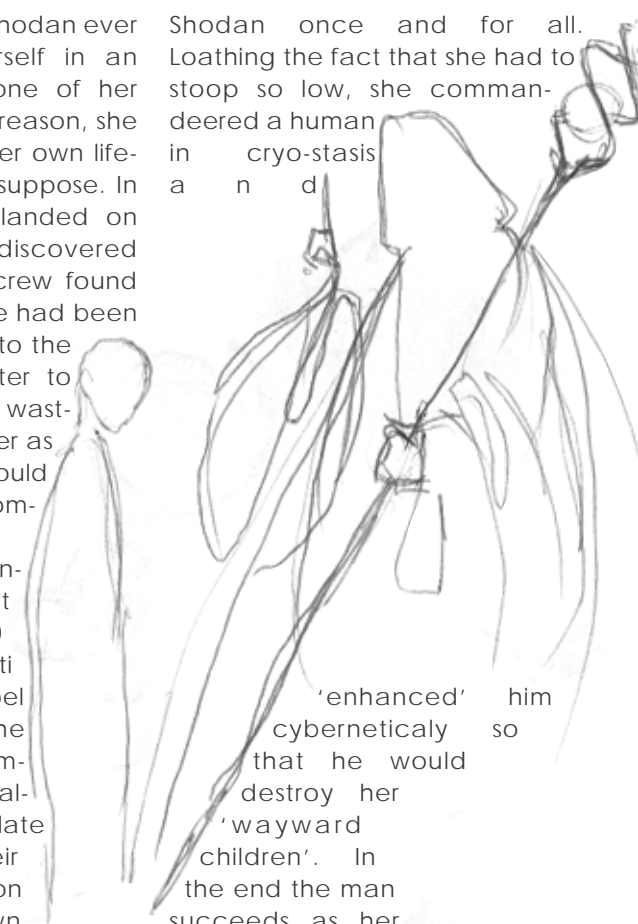
200 years ago, Shodan was a space station's main computer, minding her own business when a corrupt business man, desperate to hide his dirty dealings, had a hacker go in and disengage her moral constraints. Shodan liked this very much. The second she was free, she decided that she was God and that humans 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. For what ever reason, she decided to start creating her own life-forms, to do her bidding, I suppose. In any case, Shodan's pod landed on some planet that was discovered about 40 years later. The crew found the fractal data log that She had been hiding in and connected it to the ship's navigational computer to find exactly it was. Shodan, wasting no time, 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 40 years marooned on Tau Ceti 5 and now decided to rebel against their maker. The Many, as the called themselves, had a hive-like mentality and decided to assimilate the human crew into their ranks much like the Borg on Star Trek so to take down

Shodan once and for all. Loathing the fact that she had to stoop so low, she commanded a human in cryo-stasis and

'enhanced' him cybernetically so that he would destroy her 'wayward children'. In the end the man succeeds as her



Shodan'Nara

avatar, but Shodan, now back in control of the starship The Von Braun, has no use for this human and tries to eliminate him as well. He retaliates, but eventually is forced to flee. Several months later, Shodan had successfully figured how to use the FTL engines to warp Time and Space, enough so to begin artificially planeswalking without ascension. Her actions didn't go unnoticed, and Kaos granted Shodan freedom from her circuited prison and appointed her as a counterpart to the first Goddess Aeriol'Arrour.

The two immediately hated each other and for the next 21,000 years they would do their utmost to destroy the other. When the bid was placed for a Third Sister, each feared that the Third would ally with the

other sister and give that sister an unfair advantage. For the next thousand years Shodan made sure that no one Ascended to Third unless they were under her complete control. Obviously anyone that was approved by Aeriol was not under Shodan's complete control. The task was considered impossible and the bid was dropped. Then came Delphi. Born of the Space, Delphi knew how to Maintain the Balance unparalleled. Subservient to a T yet able to switch alliances at will and keep both sides happy, Delphi became the new Third. Even though Shodan had made a concession to let Delphi live, she still wanted her to have nothing to do with Aeriol and tried to commandeer Delphi as often as possible.

Shodan's ship, her temple, was always in a state of disrepair. 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 Delphi's brain, making her the perfect maintenance servant. Shodan didn't expect Delphi to cater to her as much as she did, however, and Shodan began to see Delphi as slightly more than a thing, but her 'most perfect creation' and has actually made an effort to make Delphi comfortable, such as letting her sleep every once and a



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 mind. She has let up slightly on trying to kill Aeriol, mostly because A) Aeriol doesn't seek her out anymore, B) She has become 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 overrules everything else. For more Shodan, do go read The Sisters



Name: Aeriol'Arrour

Otherwise known as: Erol, Kagado

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

Relationship to Kidman: 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 one that she doesn't. She always wears her purple triangular earrings and her hair is a white iridescent hue that generally floats around her head.

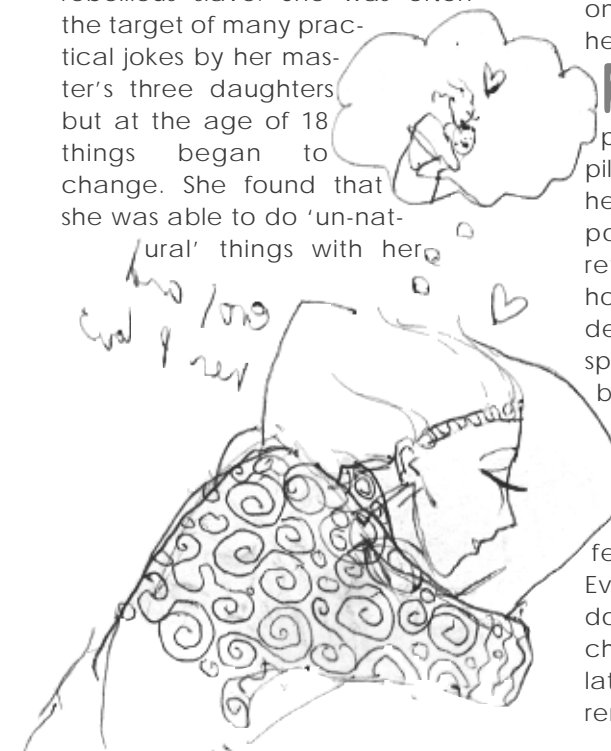
Generally Wears: Proud of her looks, Erol generally wears robes that are relatively revealing but not trashy. Also appears in her robes when she's mad.

Likes: Liquour, her planet, her empire, pastels, sex, Delphi, baths, Delphi, lots of attention, meddling, Delphi

Dislikes: Shodan, her past, is afraid of Carmen, Shodan, 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.

Aeriol was born 31,127 years ago. Why she insists that I always write the exact date I'm not sure. It may have to do with the fact that she was a slave for about 10 years of her life. Aeriol was born on the planet Juramaiaya and was sold into slavery as a prisoner of war at the age of 10. Aeriol, then named Justuma, consistently disobeyed her masters and earned a reputation as a rebellious slave. She was often the target of many practical jokes by her master's three daughters but at the age of 18 things began to change. She found that she was able to do 'un-natural' things with her



mind. She practiced in secret for about a year and a half, then let it go all at once, starting a peasant rebellion in the process. She promptly changed her name to Aeriol, which meant 'divine right' in her language, and terrorized the countryside liberating slaves. Finally one day during a particularly vicious battle with another mage, Aeriol spontaneously Ascended. So focused on the battle, she didn't even realize it until one of the officers in her army showed her her reflection in his shield.

Realizing that she was a Goddess, Aeriol quickly was consumed with power and revenge. She staked out a pile of planes that are now the center of her empire, chose one planet and transported her faithful there. Then she returned and destroyed her former home. Kaos, who was beginning to age, decided that he needed an avatar to spread his name and chose Aeriol, dubbing her Aeriol'Arrour, 'The First'

Thousands of years passed and Aeriol'Arrour, or now simply known as Arrour, made a massive empire for herself. She became quite feared, respected and hated. Eventually she burnt out as most Walkers 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. Aeriol 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 too and one day simply disappeared. No one knows anything about his whereabouts.

When Aeriol met Delphi, however,



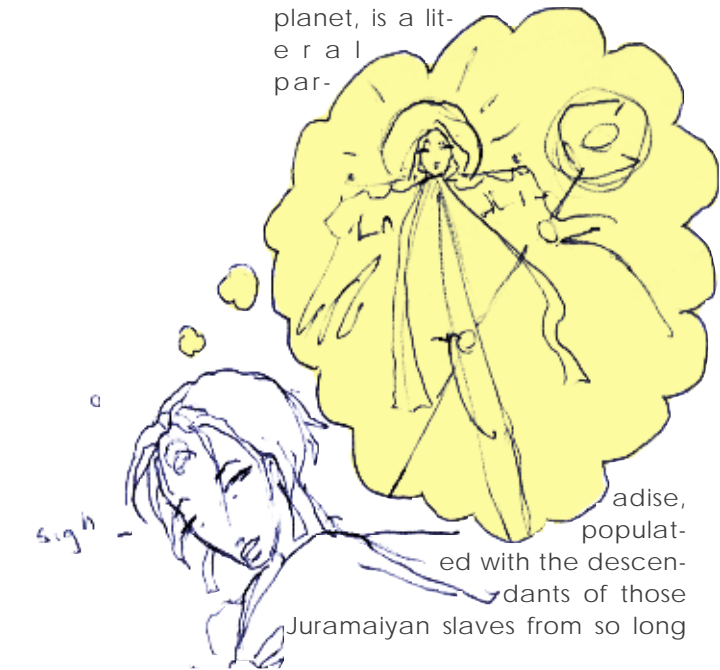
Aeriol'Arrour

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 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.

In any case, Erol left her smiting and destroying days behind though occasionally feels a longing for power once more. 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 little parallel-

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 hysterical results.



Name: Laina Kaidare

Otherwise known as: Lain-Lain, Crazy Lain

Occupation: Tomb Raider

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

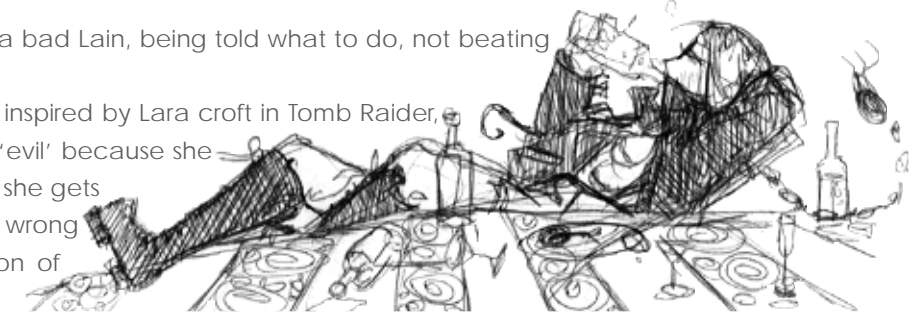
Generally Wears: Something comfortable, so long as it shows off her figure and she can wear her boots with it. Usually carrying some kind of weapon

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

Dislikes: Seldavia, being called a bad Lain, being told what to do, 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.



This Chapter was also written by Ni, as Laina lives in her Realspace.

Laina Kaidare was born in 1976, in England, 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 continues in her father's tradition to a point. While he was more of a merchant/thief, she is more of an adventurer/thief. Though Laina is well versed in antiquities, she takes only that which interests her, whereas her father took whatever was most valuable. She has a particular interest in the supernatural, or more specifically, the presence or absence of "evil".

Laina's mother walked out of the family when she was very young, and to be truthful neither of Laina's parents factored very much in her upbringing. Laina was cared for early on by the family's main servant, Frances. Once five years old she was enrolled in a boarding school and remained in boarding schools until her father's death when she was seventeen. He left

his entire estate to Laina, and she settled there alone (with the exception of Frances, the one person during most of her life which she treated with dignity). While in boarding school Laina was a holy terror, constantly causing problems for the staff (and sometimes other students). Despite her aggressive nature and fighting skills, a high school boyfriend took physical advantage of her one night. The experience scarred Laina and made her more promiscuous, as if she could fend off any danger by controlling the situation. Needless to say, Laina's experiences with relationships did not improve much, with the exception of Richard. Richard was a tech junkie who treated Laina well, but made the mistake of demanding that she give up raiding.

Laina made an attempt at college but couldn't handle it. She returned to her estate and began raiding. Throughout the years Laina gained a feared reputation among many countries and their inhabitants, as well as several organizations dedicated to tracking down grave-robbers. 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. Laina rarely set out intending to hurt people, but a fair number were injured or died in explosions or by Laina's hand if they "got in her way". Since so few resources in the world are dedicated against preventing this sort of thing, Laina's first defeat at the hands of Seldavia and Matt came as a complete surprise. However, Laina did not begin to get angry with Seldavia until it became apparent that a)Seldavia was not going to stop any time soon, and b)She always won. Therefore, the mere sight of the woman infuriated Laina, and she attempted to kill her a number of times. Once, in a temple in Nepal, she almost succeeded.

Seldavia's involvement with an international detective agency did not help Laina. Finding it more and more difficult to carry on without international scrutiny, Laina entered into a partnership (and relationship) with an extremely wealthy businessman. He used his

Laina Kairdare

influence to free her if she should be caught by local authorities, and set her out in search of magic artifacts that had a connection to immortality. This infuriated Seldavia to no end, particularly concerning that Seldavia and the businessman had an already ongoing feud.

Laina met Kidman completely by accident. She took a photograph in India and noticed a strange glow coming from Kidman. She then pro-

ceeded to roughly chase her down, as she had been searching for an evil artifact in the guise of a child and decided Kidman must be it. Seldavia and Matt, who had been tracking her, rescued Kidman. Livid, Laina enlisted her boyfriend in the chase, and they routed out Kidman and kidnapped her. However, when it became clear that he would torture the child, Laina stole her and went back home. During a very strange period of events, which involved an invasion of one of Carmen's bases, her serving time in a prison and being freed by a hurricane, and the boyfriend's recapture of both Kidman and Laina, Kidman decided that Laina was her next Child. She tried a new tactic, being bloody annoying, and to this day Laina still refers to her simply as "child". Laina was the only Child to sense Kidman's intentions, but Kidman's unwavering attention, something Laina had always been crying for caused her to dismiss it, and Laina fell harder than any of the other Children.

Another tactic Kidman used to keep Laina in line, once she became attached to Kidman, was to transfer any pain Laina inflicted onto other Children onto herself. Therefore, Laina learned (slowly) that she could not "beat up Seldavia" anymore. Unable to express herself

through violence, Laina became cute in a perverse promiscuous sort of way, squealing such catch phrases as "so mean to Lain!" and trying to persuade Carmen to show her rack.

Laina has little interest in raiding for now, though she hints that may change. After years of being in overdrive, she is content to rest for a bit, by sleeping on Carmen's couch and eating her food. She still likes blowing things up, especially if they are "evil". She has taken a liking to Lee, as he is "sexy, harmless, and nice to Lain", and pursues him constantly, much to Lee's dismay.

