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JCC Avatar Roles for Apalionesese Tribes

This is the list of all the roles involved for the Apalionesese tribes. Make sure you read through the description of your role carefully and familiarize yourself with the descriptions of those whom you plan to work closely with.

Karmahi:

Chief Kana:

As chief of the Karmahi tribe, you are the leader of the tribe. Your goal is to prevent the colonization of Apalion and also to prevent losing resources to the Rataman. You have the ability to veto any actions that a secretary, Head of Navy, Head Priest and spy want to do. However, you may only do this thrice before risking an insurrection.

Head of Navy (Admiral Eytashan):

Apalion is covered by over 2/3 water (see page 4). Your job is to manage naval troops and also prevent any ongoing naval invasions or attacks by both the GCC and the Rataman. You have the power to move and draft naval troops whenever you please. Currently, you have 2,000 troops, 5 battleships and 400 skiffs.

Head Priest (Dractama Rey):

You are the Karmahi's religious leader and connected to the surrounding ecosystem. Your job is meant to create natural defenses and ward off the GCC from attacking nature, along with keeping your religion strong in the tribe. You also have the power to weaponize 1,000 plants and aquatic animals as troops at a time.

Secretary of Trade (Relio Nar):

You are in charge of trade for the Karmahi Tribe. Your job is to ensure that your people remain afloat economically and have enough spending power to rival the other groups on Apalion. You have the power to trade Malonian, food, and weapons with the GCC and Rataman.

Secretary of Agriculture (Sicrovo Taliv):

You are in charge of the food supply for the Karmahi. Your job is to ensure that your people have enough food to remain a strong nation relative to the GCC and Rataman. After ensuring that your people are well-fed, you also want to get the other groups on Apalion reliant on your

agriculture. Recently, however, it has been harder to find fish, which your tribe is dependent upon. Oddly, this disappearance of seafood seems to coincide with the GCC's arrival.

You have the power to harvest and ration food. You also have the ability to override the Trade Secretary on trades where food is involved, and you can trade food with the GCC and Rataman. You should work closely with the Trade Secretary to prevent disputes.

Spy on GCC (Karmash Rex):

You are in charge of getting information on the GCC's plans. You are the primary form of peaceful contact with the GCC so it is important to maintain good relationships with them.

You will be able to send disguised messages to members of the GCC and you will receive secret information that you may choose to distribute with others you choose.

Spy on Rataman (Narmani Rex):

You are in charge of getting information on the Rataman's plans. You are a primary form of contact with the Rataman, so it is important to not accidentally incite war. You will be able to send disguised messages to members of the Rataman and you will receive secret information that you may choose to distribute with others you choose.

Rataman:

Chief Tsu'Krey:

As chief of the Rataman tribe, you are the leader of the tribe. Your goal is to prevent the colonization of Apalion and also to prevent losing resources to the Karmahi and GCC.

You have the ability to veto any actions that a secretary, Head Priest, or spy might want to take. However, you may only do this thrice before risking an insurrection.

Secretary of War (General Klaw):

You command the ground forces of the Rataman. You can move and order them as you see fit. Your main task is to prevent invasion by the GCC or Karmahi. The weapons of the GCC are far more advanced, however your knowledge of the landscape is greater than any other groups on Apalion. On the ground, you have 1,500 troops at your disposal. For naval combat, you have control over only 5 skiffs.

Head Priest (Invictus Stromius):

You are in charge of the Rataman's relationship with the surrounding ecosystem. Your job is meant to create natural defenses and ward off the GCC from attacking nature. You also have to power to weaponize plants and animals and send them as troops.

Secretary of Trade (Krikov Malimio):

You are in charge of trade for the Rataman Tribe. Your object is to ensure that your people remain economically powerful enough to challenge the other groups on the planet. You have the power to trade Malonian, food, and weapons with the GCC and Rataman.

Secretary of Agriculture (Aligresh Paun)

You are in charge of the food supply for the Rataman. You have the power to harvest and ration food. You also have the ability to override the trade secretary on trades where food is involved and you can trade food with the GCC and Karmahi. You should work closely with the trade Secretary to prevent disputes.

Spy on GCC (Drimoa Octavia):

You are in charge of getting information on the GCC's plans. You are the primary form of peaceful contact with the GCC so it is important to maintain friendly relationships with them, in order to prevent war and bolster trade. You will be able to send disguised messages to members of the GCC and you will receive secret information that you may choose to distribute with others you choose.

Spy on Karmahi (Larunto Octavia):

You are in charge of getting information on the Karmahi's plans. You are a primary form of contact with the Karmahi, so your conduct is key in maintaining peaceful relations. You will be able to send disguised messages to members of the Karmahi and you will receive secret information that you may choose to distribute with others you choose.

Map Of Planet Apalion

