Farmer’s Maze

Character

Alli Leban

The Leban family

General area of expertise: Recruitment and turning , incrimination of enemy personnel through seduction, interrogation
Sexuality and relationships: Strongly extragamous and polygamous

The Leban family is a medium-sized family, 17 members. It has been in existence for several hundred years and lives in Aksellat, the Abaranian central city. The structure of the Leban family is quite unusual, even for Abar that really has no "standard family". The family members are separated in age by 5-7 years, and each family member has just one child. Consequently, there are no generations, but instead a string of sisters and brothers, and a few young children.

They have a huge sprawling home and get on very well with each other – and their many guests. All family members are gregarious, easy-going and extremely charming, and the house is like an ongoing party. In peace time, family members have mostly worked in the entertainment industry.

Kali and Alli are brothers, separated in age by 11 years. Even though the age difference does not prohibit a sexual relationship, they have never been close in that way, since Kali is strictly heterosexual. Kali has a primchild, Arakke at five years old, now at home with the rest of the family, while Alli is still too young for receiving his first primchild.

Junior Contact Agent Alli Leban, 28 years

Brother of Contact Agent Kali Leban, polygamous and extragamous, omnisexual

Easygoing and flirtatious, a bit egocentric and naïve, you ares only serious about one thing: the Abaranian way of life. S

pecial ability: charming people into giving you what you want. Your special ability works when you take the hand of one of your co-players and look them in the eyes. They then have to act out that they have to some degree fallen for you and will try to please you.

Alli is used to the world giving him what he wants. He has never wanted for luxury items or lusted for a person that he couldn't seduce. Growing up was a great adventure, with his loud and flamboyant primfather, all the other fathers and mothers and sisters and brothers, all of different ages, all bringing home bright and interesting people.

And the adventure hasn't stopped: Alli isn't becoming a famous actor, edutainment host or interviewer like the older fathers and mothers. He'll get to be a patriotic hero instead, a real-life spy in the war against the barbarian hereditarians on Aris. The Abaranian way of life is one of the few things, he takes seriously in this world that is otherwise just fun and games to him. The way he lives his life, the family he grew up in, it is hard to imagine it existing in another time or place.

In literature and vids from old days or other worlds, their kind of person, charming, egocentric and outgoing usually was not very capable at establishing and maintaining a family. But their family is so balanced that it is much more fun than work, and they fit so well together that it is worth the occasional bother. Alli does not have his own primchild yet, but he knows that he'll still be able to go off for work or fun when he does have one, since there will always be several of the fathers and mothers around to fill the gap, just like his brother Kali is also going off for war right now, leaving his primdaughter Arakke behind.

Alli has already been on some jobs for the Abaranian secret service. Once he was on Sacki, the decadent and crazy planet where "money" rules. Money are a bit like luxury points, but not really, since they are also used to acquire the necessities of life. Some people on Sacki die of hunger, absolutely ludicrous in a society at their technological level! He'll admit that what he thought of as living in the lap of luxury, the way his family lives, doesn't take a shine to the real thing, but it's not worth it. Abar really has found the right way to live.

Sacki did have its advantages though, among them a very nice young Abaranian man, his local contact and guide. Akkel was studying mnemotechnics and getting a very broad education at one of the Sackian universities with his sister, but he had been found to be more than well-suited for intelligence work by the computer programs and so was heading for a career in the growing intelligence service and was already working for them when needed. Akkel was a darling and made the stay on Sacki and the horrible old woman Alli had to seduce there much more bearable.

He hasn't thought much about Akkel since, it's not his way. Maybe they'll meet again, in the course of their work, and then he would not mind making love to Akkel again. He was so inexperienced, not used to other lovers than his sister, typical of the intragamous, but quick to learn and very sweet. In his war effort, he will be expected to seduce and compromise all kinds of people, so he tries to make the most of his opportunities while he still can.

Abaranian and Arisian Culture

There are two inhabited planets in the Abaris system: Aris, the third planet, and Abar, the fourth planet. This tale takes place on Abar, when the war between the two planets was just beginning.

Abar

On Abar, children are tested at the age of one to map out their innate personality, talents and intelligence. After this they are placed with the family unit, where they will be best able to reach ther full potential. Based on this test and further tests throughout childhood, their educations and careers are also decided by ingenious programs in the gigantic computers, buried deep underground.

Abaranian families are bound together by the love that arises out of their harmony and common interests, while the biological origin is nothing more than that, a coincidence, a random combination of the genes of two different people. The family shares everything with each other, and everything is owned in common. Sisters and brothers are usually lovers and regarded as spouses, since they are obviously not biologically related, and thereby one of the most common human taboos is lifted.

Marriages as such do not exist, but the adult part of any family the equivalent could be seen as such and thus consist not of one woman and one man, but can consist of any combination of people of both sexes. Physical fidelity and sex is not seen as that important, but does take place mostly within the family. Abaranians define sexual relationships on two different axes, the first being monogamous vs. polygamous, the other being introgamous (sex inside the family) vs. extragamous (outside the family), and all variations can be found. The most loving name you can call your beloved is brother or sister, and even extragamous lovers use this endearment. The only taboo is sex between generations, known as out-of-generation, and a generation is generally agreed to be defined as an age difference of 15 years.

Women normally bear children in their twenties, on average three or four, and are then sterilized, but again this can vary widely. Children are conceived as it may happen as the result of sex, since the culture is yet young, and the planet has room for many more people. The children are not given names and are known as "guests" untill their first birthday when they are tested and placed with their real family, who gives them their name. The attitude displayed towards a guest brings to mind the love given to a special pet.

All of society is consequently organized so that everybody is placed in exactly the niche they are best suited for. There are several families whose members are the directors, lawmakers and administrators of the state apparatus, but the Abaranians see themselves as a democracy. The computer chooses only those persons for these families, that are capable of governing, enjoys it, and that the population would have chosen, did they have the full knowledge that the computers have. Other families are involved in research, farming, the arts, industry etc.

Companies and businesses and are often owned and controlled by one or more families. The economy is a mix between capitalism and a planned economy. Each family or business delivers their services or products without payment. Their performance is monitored, as all data are fed into the computers, and the family receives an allocation of luxury points, based on how well they have done (measured by many variables, among them generation of happiness). All normal amenities are freely available to everybody, while luxury goods and services (as defined by the government and the computers) cost luxury points. The computers are not otherwise involved in the running of society, only in family placement, education, career choice and market monitoring. Everyone is happy, because they are in the right place - with the right people. Or are they?

Aris

On Aris, people are also placed in niches, but based on quite different criteria. Arisians believe that everything is determined by blood. You are born into your family and caste, and you belong to it forever, since no one can obviously change who they are. Everyone knows quite clearly what is expected of them and are trained from an early age in their role. The eldest son or daughter inherits the family property, while the younger child is either dependent on their family's goodwill, or have to fend their own way in the world.

How did the societies on Abar and Aris arise?

The many similar and yet remarkably different customs on Abar and Aris are not incidental. Abar was colonized by disaffected individuals from Aris, who felt that their talents and abilities were wasted in Aris' rigid caste system. Raised as they were in a caste system, their thoughts ran on within this framework, and they developed a different caste system - based on talent and skill, rather than inheritance. The early Abaranians built the gigantic computers and fed them with data from Aris. Tests administered to children at different times were compared with how they had performed in their given career together with data from other planets, where choice is free. For the first several generations, the system

was far from flawless, but gradually, as more and more data were gathered, the process was refined.

The Abaranian community has now existed for over 600 years, and eventually it has become clear that their system works somewhat better than the Arisian. Abar was outcompeting Aris before the war, and some historians believe that this is the real reason for the war between Abar and Aris.

The strife over Allera's inheritance

Albak Skeop, an Abaranian merchant from a prestigious family, met and married a very rich arisian, Lera Skasenak, first-born daughter of a family of mine owners from the industrial caste. When they had a daughter, the father expected them to have their child given the standard Abaranian one-year test. The infant girl had after Arisian custom already been named Allera. The test showed to the father's great joy that Allera belonged in one of the best research families, Kareol. Albak and Lera took the child to its "family" for a longer visit. Albaks unvoiced intention was to surrender the child to the Kareols, but under the influence of his wife's Arisian morals, he became reluctant to be parted from his little guest. When it became clear to the mother, what was happening, she insisted furiously that they immediately go home to Aris - with their daughter.

The Kareol family demanded that she be returned to them, and while these demands were still being tried in the judicial system, the controversial couple died in an accident, exploring for and finding axondit in the belt of Eklas, midway between Abar and Aris. The orphan Allera was now the owner of large properties, including this asteroid belt filled with axondit, a rare mineral, which according to Abaranian researchers from the Kareol family could solve all energy problems.

Now began an inheritance dispute, the equal of which has rarely been seen. The Kareol family felt that they had been deprived of a daughter whose abilities would now never reach their full potential, as she would grow up with people who were merely her biological relatives, never knowing the joy and harmony of a true family. Of course they were also interested in the amazing wealth that was her property. Allera's guardians, her aunts and uncles, refused flatly to give her to people they regarded as complete strangers with no claim to the child.

When the importance of the mineral became known to the public, the two planetary governments became involved. Abaranian lawyers ruled that the asteroids belonged to the Kareol family - according to the very own law of the Arisians - while Arisian lawyers ruled that the Kareol family had no legal claim.

The decisive differences between the two planets' way of life, which until now has been tolerated largely by ignoring each other, are now very visible. The contempt they feel for each other's social structure and moral standards, the disagreement on something as basic as what constitutes a family, has added fuel to the fire, and there seems to be a real all-out war brewing. The skirmishes between Abaranian and Arisian forces have been growing ever more frequent and the seize fires ever shorter. Talks about enforcing a seize fire has bogged down. Both societies are gearing up their military forces, including the military intelligence.

The genetic inheritance of the Abarisians

The people of both Abar and Aris closely resemble the human genetic normal standard.

Gender roles

Both on Abar and Aris the sexes are completely equal, and gender is considered to be a relatively unimportant factor in the assessment of a human.

Dress

Both on Abar and Aris, a constant part of the clothing is a braided ribbon with your family's colors. Traditionally, they are worn on Aris as a braided sash around the waist. This is a symbol of how the family is the living expression of their genetic heritage, which they themselves are carrying around and can pass on (in the genitals). On Abar, on the contrary, they tie a braided ribbon around their heads to symbolize that the true community springs from the mind. The clothing have besides these braided colored ribbons no special features.

Names and behavior

The family name is the more important one, and outside their family you will often simply be called by your surname. Abarisian names often contain k, l, a and e, as seen by the names Allera, Albak, Lera, Skasenak and Kareol. In both languages final e is usually transformed into an I and final o intu a u.

Arisians are very conservative and polite in their behavior, while Abaranians are somewhat more relaxed and individualistic.