

# Carrion Crown

Player *Daniel*

Campaign *Boosh Presents the Carrion Crown*

XP

## ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
<b>STR</b>	<u>8</u>		<u>S-1R</u>		<b>STR</b>
<b>DEX</b>	<u>12</u>		<u>D+1K</u>		<b>DEX</b>
<b>CON</b>	<u>10</u>		<u>CON</u>		<b>CON</b>
<b>INT</b>	<u>19</u>		<u>I+4</u>		<b>INT</b>
<b>WIS</b>	<u>15</u>		<u>W+2S</u>		<b>WIS</b>
<b>CHA</b>	<u>10</u>		<u>COA</u>		<b>CHA</b>

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

## FEATS & SPECIAL ABILITIES

Sylph *Breeze-Kissed (+2 AC vs mundane ranged)*

*Darkvision*

*Energy Resistance (electricity 5)*

*Spell-Like Ability (1/day - feather fall)*

*Mostly Human [Creature types:*

*Outsider (native), Humanoid (human)]*

Traits *Arcane Temper (+1 Initiative, +1 Concentr.)*

*Resilience (+1 Fortitude)*

*On the Payroll (+150 starting gold)*

Drawback *Vain (-2 on CHA rolls after opposed fail)*

Feats *Toughness (+3 HP)*

*Airy Step*

**LANGUAGES** *Common* *Aquan*  
*Auran* *Elven*  
*Ignan* *Terran*

## CHARACTER

Name *Jiny Weaver*

Race *Sylph*

Size *medium*

Gender  Male  Female

Age  Size Modifier

## CLASSES

Class	Skill Ranks	Hit Die	Level	Level Adjustment	Effective Character Level
<input checked="checked" type="checkbox"/> <i>1 Psychic</i>	<u>2</u>	d <u>6</u>	<u>3</u>		<u>3</u>
<input type="checkbox"/> <i>2</i>		d			
<input type="checkbox"/> <i>3</i>		d			
<input type="checkbox"/> <i>4</i>		d			
<input type="checkbox"/> <i>5</i>		d			
Favoured class +1 per level		<u>3</u> hp	rks	+ INT per level	+ CON per level

## SKILLS

Skill	Untrained	Skill Bonus	Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	<input type="checkbox"/>		<b>DEX</b>	<input type="checkbox"/>			-
Appraise	<input type="checkbox"/>		<b>INT</b>	<input type="checkbox"/>			-
Bluff	<input type="checkbox"/>		<b>CHA</b>	<input type="checkbox"/>			-
Climb	<input type="checkbox"/>		<b>STR</b>	<input type="checkbox"/>			-
Concentration	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>3</u> <i>Psychic</i>	<u>+1</u>		
Diplomacy	<input type="checkbox"/>		<b>CHA</b>	<input type="checkbox"/>			-
Disable Device	<input type="checkbox"/>		<b>DEX</b>	<input type="checkbox"/>			-
Disguise	<input type="checkbox"/>		<b>CHA</b>	<input type="checkbox"/>			-
Escape Artist	<input type="checkbox"/>		<b>DEX</b>	<input type="checkbox"/>			-
Fly	<input type="checkbox"/>		<b>DEX</b>	<input type="checkbox"/>			-
Handle Animal	<input type="checkbox"/>		<b>CHA</b>	<input type="checkbox"/>			-
Heal	<input type="checkbox"/>		<b>WIS</b>	<input type="checkbox"/>			-
Intimidate	<input type="checkbox"/>		<b>CHA</b>	<input type="checkbox"/>			+4 if larger/ smaller
Linguistics	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Perception	<input type="checkbox"/>	<u>+8</u>	<u>W+2S</u>	<u>3</u>			
Ride	<input type="checkbox"/>		<b>DEX</b>	<input type="checkbox"/>			-
Sense Motive	<input type="checkbox"/>	<u>+6</u>	<u>W+2S</u>	<u>1</u>			
Sleight of Hand	<input type="checkbox"/>		<b>DEX</b>	<input type="checkbox"/>			-
Spellcraft	<input type="checkbox"/>	<u>+10</u>	<u>I+4</u>	<u>3</u>			
Stealth	<input type="checkbox"/>		<b>DEX</b>	<input type="checkbox"/>			-
Survival	<input type="checkbox"/>		<b>WIS</b>	<input type="checkbox"/>			-
Swim	<input type="checkbox"/>		<b>STR</b>	<input type="checkbox"/>			-
Use Magic Device	<input type="checkbox"/>		<b>CHA</b>	<input type="checkbox"/>			-
Knowledge (arcana)	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Knowledge (dungeoneering)	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Knowledge (engineering)	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Knowledge (geography)	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Knowledge (history)	<input type="checkbox"/>		<b>INT</b>	<input type="checkbox"/>			
Knowledge (local)	<input type="checkbox"/>		<b>INT</b>	<input type="checkbox"/>			
Knowledge (nature)	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Knowledge (nobility)	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Knowledge (planes)	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Knowledge (psionics)	<input type="checkbox"/>		<b>INT</b>	<input type="checkbox"/>			
Knowledge (religion)	<input type="checkbox"/>	<u>+8</u>	<u>I+4</u>	<u>1</u>			
Craft (Clothing)	<input type="checkbox"/>	<u>+9</u>	<u>+4</u>	<u>2</u>			

**INITIATIVE**

INITIATIVE BONUS Feats Training Misc

**+2** = **+1** + **+1** + \_\_\_\_\_ + \_\_\_\_\_

**SPEED**

**SPEED** Speed with Armour Temp Speed

**30** ft **6** sq ft sq ft sq

Swim Speed Fly Speed Climb Speed

ft sq ft sq ft sq

**BASE ATTACK**

**BASE ATTACK BONUS** MELEE ATTACK RANGED ATTACK

**+1** **0** **+2**

Temp Attack Bonus Morale Bonus Bufs Nerfs Power Attack

**+** = \_\_\_\_\_ + \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_

Temp Damage Bonus Morale Bonus Bufs Nerfs Power Attack

**+** = \_\_\_\_\_ + \_\_\_\_\_ - \_\_\_\_\_ + \_\_\_\_\_

Conditional Modifiers

**COMBAT MANOEUVRES**

**COMBAT MANOEUVRE BONUS** Base Attack Bonus Size Modifier Misc

**0** = **-1** + **+1** - \_\_\_\_\_ + \_\_\_\_\_

**COMBAT MANOEUVRE DEFENCE** Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

**13** = **10** + **-1** + **+1** + \_\_\_\_\_ + \_\_\_\_\_ + **+1** - \_\_\_\_\_ + **+2**

**FLAT-FOOTED CMD** Deflection Modifier Base Attack Bonus Size Modifier Misc

**12** = **10** + **-1** / / + \_\_\_\_\_ + **+1** - \_\_\_\_\_ + **+2**

Temp CMB Temp CMD Conditional Modifiers

**+ CMB** **+ CMD** *Ignore first 30 ft. of falling damage.*

**HEALTH**

**HIT POINTS** Wounds  Dying  Stable Non-lethal  Unconscious

**22** hp hp hp

**ARMOUR CLASS** Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Misc Size Modifier

**13** = **10** + **+1** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + **+2** + \_\_\_\_\_

**FLAT-FOOTED ARMOUR CLASS** Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Misc Size Modifier

**12** = **10** / / + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + **+2** + \_\_\_\_\_

**TOUCH ARMOUR CLASS** Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Misc Size Modifier

**13** = **10** + **+1** + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + **+2** + \_\_\_\_\_

Temp AC Spell Resistance Conditional Modifiers

**+ AC** *+2 racial to AC vs ranged mundane attacks* *+2 luck to AC vs haunts from prison (Necklace)*

Damage Reduction

**/**

Notes

*Energy Resistance: 5/electricity*

**ATTACKS**

**Crossbow, heavy**

Range Type Attack Bonus Damage Critical

**120**ft **24**sq **+2** **1** d **10** **19** × **2**

Ammo Special Ammo

**Bolts 2** x **10** # #

**Dagger (thrown)**

Range Type Attack Bonus Damage Critical

**(10**ft **2** sq) **0** (+**2**) **1** d **4** **19** × **2**

**Telekinetic Projectile**

Range Type Attack Bonus Damage Critical

**25**ft **5**sq **+2** **1** d **6** **x2**

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Ammo Special Ammo

**Silver bolts** x**12** # # **+1 undead bane**

Ammo Special Ammo

**+1 ghost touch** x**2** # #

**SAVES**

**FORTITUDE SAVE** Base Racial Misc Temp

**+2** = **CON** + **+1** + \_\_\_\_\_ + **+1** **+**

**REFLEX SAVE** Base Racial Misc Temp

**+2** = **DEX** + **+1** + \_\_\_\_\_ + \_\_\_\_\_ **+**

**WILL SAVE** Base Racial Misc Temp

**+5** = **WIS** + **+2** + **+3** + \_\_\_\_\_ + \_\_\_\_\_ **+**

Evasion  Improved Evasion  Endurance  Trap Sense

Conditional Modifiers

*+2 vs air/electricity effects*

*-1 vs divine spells*

*+2 vs haunts and ghosts in the prison*

**EFFECTS**

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INVENTORY		
	Value	Weight
Crossbow, heavy	50	8
Dagger x2	4	2
Spell Component Pouch	5	2
Scarf	1	1/2
Cat (Emilia)	0.03	(8)
Horse, light (Fluffy)	75	(900)
Bit & Bridle	2	1
Saddle, Riding	10	25
Feed	1/4	50
Parasol	2	1
Bedroll & Blanket	0.6	8
Tent, small	10	20
Saddlebags	4	8
Backpack	2	2
Cotton & Wool cloth	14	2
Flint & Steel	1	~
Grooming Kit	1	2
Hot Weather Outfit	8	6
Mess Kit	0.2	1
Waterskin x2	2	8
Belt Pouch x2 (1 carried)	2	1
Artisans's Tools (clothing)	5	5
Sewing Needle x5	2.5	~
String or twine	0.03	1.5
Bolts, crossbow (10) 1 gp #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bolts, crossbow (10) 1 lb #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Special bolts (g)	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Light Load	Carried Items	140 (horse) lb
<input type="text" value="26"/> lb	Weapons, Ammo	11 lb
Medium Load	Armour, Shield	lb
<input type="text" value="53"/> lb	Worn Items	1 lb
Heavy Load	Scrolls, Potions, Wands, Components	2 lb
<input type="text" value="80"/> lb	Total Weight	<input type="text" value="14"/> lb

MONEY	
Copper	<input type="text" value="2"/> cp
Silver	<input type="text" value="4"/> sp
Gold	<input type="text" value="16"/> gp
Platinum	<input type="text" value="0"/> pp
Total	<input type="text" value="1642"/>

WANDS	
CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOUR			
Type	Max Speed	Max AC DEX	
ft	sq	Spell Failure	Armour AC
Check Penalty	Weight	lb	% AC

SHIELD			
Type	Max Speed	Max AC DEX	
ft	sq	Spell Failure	Shield AC
Check Penalty	Weight	lb	% AC



Hands	Properties
Ring	Properties
Ring	Properties
Ring	Properties

SCROLLS	

EQUIPMENT	
Head / Hat / Mask	Properties
Headband	Properties
Eyes	Properties
Neck / Throat	Properties
Hipster Necklace	-1 ST vs divine spells, 10% divine spell fail., +2 luck bonus to AC/ST vs haunts/ghosts
Shoulders	Properties
Chest	Properties
Belts	Properties
Clothes / Body	Properties
Arms / Wrists	Properties
Feet	Properties

POTIONS	
Cure Light Wounds x2	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cure Moderate Wounds	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Remove disease	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	# <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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# PSYCHIC

Caster Level **2**

## PSYCHIC DISCIPLINE

### Self-Perfection

Discipline powers

#### AC Bonus

When wearing no armour, shield and light load, add WIS to AC. (WIS: +2)

Level **1**

#### Physical Push

WIS/day: Add WIS to STR/DEX/CON checks, on success: regain 1 point in phrenic pool. (WIS: +2)

Level **5**

Level **13**

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells	INT -4	INT -8	INT -12
4	14	0					
2	15	1	6	5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2			<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3			<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4			<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		7			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		8			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		9			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Spell Save DC = 10 + INT + Spell Level

## TELEPATHY

### DETECT THOUGHTS

Once a day, or by spending any level spell slot:  Today

Level **2**

1st round Presence of thinking being

2nd round Number of thinking beings and their INT

3rd round Surface thoughts

Level **9**

### TELEPATHIC BOND

Once a day, or by spending a 4th level spell slot,  Today forge a bond between yourself and other willing creatures.

Level **17**

### TELEPATHY

Communicate telepathically with anyone within 100 ft.

## REMADE SELF

Level **20**  
 Arcane Sight  
 Fly  
 Haste

Heroism  
 Nondetection  
 Tongues

## KNOWN SPELLS

Detect Magic

Light

Lullaby

0

Prestidigitation

Telekinetic Projectile

Expeditious Retreat

Bonus Spell

1

Remove Fear

Colour Spray

Ill Omen

Bonus Spell

2

Bonus Spell

3

Bonus Spell

4

Bonus Spell

5

Bonus Spell

6

Bonus Spell

7

Bonus Spell

8

Bonus Spell

9

## PHRENIC AMPLIFICATIONS

POINTS PER DAY

Psychic Level

Stat

Misc

Points Today

3

= ( 3 ÷ 2 ) + +2 +

WIS  
 CHA

Level **1** Will of the dead

Spend 2 phrenic points to overcome an undead creature's immunity to mind-affecting effects for the purposes of the linked spell.

Level **3** Overpowering Mind

Spent 2 phrenic points to increase Will save DC of linked spell by 1. 8th level: 4 points, +2; 15th: 6 points, +3. Mind-affecting spells only.

Level **7**

Level **11**

Level **15**

Level **19**

# SPELL BOOK

Spell Level  
0

Spell Level  
1

Spell Level

School

Detect Magic divination

1 std. act. - 60 ft cone - < 1 min/lv (D)

You detect magical auras. See text.

Components / Focus	Book	Page
T, E	core	

School

Dancing Lights evocation [light]

1 std. act. - medium - 1 min (D)

Creates torches or 4 lights w/in 10ft rad

Components / Focus	Book	Page
T, E	core	

School

Prestidigitation universal

1 std. act. - 1 hour

Perform various small magics. See text.

Components / Focus	Book	Page
T, E	core	

School

Telekinetic Projectile evocation

1 std. act. - close - instant

Fling an object, ranged attack, 1d6 B

Components / Focus	Book	Page
T, E	OA	

School

Components / Focus	Book	Page

School

Components / Focus	Book	Page

School

Components / Focus	Book	Page

School

Components / Focus	Book	Page

School

Components / Focus	Book	Page

School

Components / Focus	Book	Page

School

Expeditious Retreat transmutation

1 std. act. - personal - 1 min/lv (D)

Increase base land speed by 30 ft.

Components / Focus	Book	Page
T, E	core	

School

Colour Spray illusion (pattern) [m-a]

1 std. act. - 15 ft. cone burst - instant

Vivid colours debuff. WILL neg. See text.

Components / Focus	Book	Page
T, E, M (powder/sand)	core	

School

Ill Omen enchant. (comp.) [curse, m-a]

1 std. act. - close - 1 rd/lv or discharged

Target rerolls next d20, takes worse

Components / Focus	Book	Page
T, E, M (hair of black cat)	APG	

School

Remove Fear abjuration

1 std. act. - close - lv/4 +1 creatures

+4 morale vs fear, 10 mins, fear suppress'd

Components / Focus	Book	Page
T, E	core	

School

Feather Fall transmutation

1 immed. act. - close - 1 rd/lv or landing

Slow down 1 falling object or creature/lv

Components / Focus	Book	Page
1/day as Sp-ability	core	

School

Components / Focus	Book	Page

School

Components / Focus	Book	Page

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Components / Focus	Book	Page

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Components / Focus	Book	Page

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Components / Focus	Book	Page

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Components / Focus	Book	Page

School

Components / Focus	Book	Page

T, E - thought and emotion components  
 std./imed. act. - standard/immediate action  
 m-a - mind-affecting, enchant - enchantment  
 comp. - compulsion

# CHARACTER BACKGROUND

Name  
*Jiny Weaver*

Origin  
Born of the union of Amara Weaver and a djinn, Jiny grew up in Azir. Her mother a seamstress, Jiny learned the trade in early life. When her human mother passed on, she took up the trade. After meeting Professor Lorrimer, she started adventuring.

## PORTRAIT



## APPEARANCE

Race  
*Sylphid*  MALE  FEMALE

Age  
*74*

Height  
*5'7" ft*

Weight  
*125 lbs*

Eyes  
*dark blue*

Hair  
*long light blue/turquoise*

Defining Features  
*Blue patterns on the skin, blue hair. Otherwise mostly human.*

Preferred Clothing  
*Simple and sturdy, yet elegant. Blouses and skirts.*

## PERSONALITY

Motivations  
*Her tools are symbols of her past, she carries them to remember her roots.*

Fears  
*Jiny is terribly jealous of people who outshine her and her work.*

Likes  
*Inquiry and free thinking are the pillars of progress*

Dislikes

Quirks  
*Jiny wants to know how things work and what makes people tick*

## ORIGINS

Parents  
*Amara Weaver*

FRIENDLY         
HOSTILE

*Seamstress who had a short affiliation with a djinn from the Eye.*

Country / Region / Town  
*Rahadoum / Azir / Azir*

FRIENDLY         
HOSTILE

## AFFILIATIONS

Religion  
*Atheist*

FRIENDLY         
HOSTILE

Employer

FRIENDLY         
HOSTILE

Current Country / Region / Town  
*Ustalav*

FRIENDLY         
HOSTILE

Affiliation  
*Professor Lorrimer - Somewhat Dead*

FRIENDLY         
HOSTILE

Affiliation

FRIENDLY         
HOSTILE

## FRIENDS AND FOES

*Kendra Lorrimer*

FRIENDLY         
HOSTILE

FRIENDLY         
HOSTILE

FRIENDLY         
HOSTILE

FRIENDLY         
HOSTILE

FRIENDLY         
HOSTILE

FRIENDLY         
HOSTILE

FRIENDLY         
HOSTILE

FRIENDLY         
HOSTILE

# Character Background

Jiny was born as the offspring of her human mother Amara Weaver and a djinni, an air genie from the Eye of Abendego. In Rahadoum's capital and coast town Azir she saw the light of day. Her unknown father had long since left his human companion, but his genes were clearly visible on the young child. Jiny was a geniekin, the pale skin, marked with blue curvy lines and patterns, and the light blueish, turquoise hair left no doubt.

Amara was a seamstress and weaver and so were her parents, the last name and occupation probably going hand in hand for generations. As such Amara was part of the local weaver and dyer guild in Azir. The guild was not particularly powerful, but well respected. Similarly, the members respected Amara who provided quality work. Bearing a half-blood child however was not particularly well received and only due to her previous standing was she allowed to stay a member.

Geniekin tend to have a long childhood and Jiny was no exception. She quickly fell behind the human children of the same age, friendships with human children never lasted longer than a year or two, with those friends outgrowing her. Over time this made her somewhat more reclusive, which she compensated for by picking up stray cats as pets, however always only one at a time. In the meantime, she learned the seamstress craft from her mother.

When Amara died after only 17 years, Jiny was alone. But fortunately, the weavers' guild, who had not expelled Amara, honorably fulfilled the commitment to the offspring of accomplished members. Jiny's education was continued by the guild and ten years later by age 27, Jiny despite biologically not grown up yet, became a regular member of the guild and was able to provide for her own income during the day.

The following years were spent with improving her craft and associating with other middle class youths of Azir. Jiny specialized in stately dresses and was even able to attract customers for court attire every now and then. The customers visiting her mother's little shop that she now proudly ran gave her ample opportunity to pick up gossip about the city's noblesse and "listen to the wind", as her sylphen fellows called it.

Later interested in her heritage, she learned Elven and the elemental tongues that the sylph and other geniekin used. She was a frequent visitor in libraries and book stores, even travelled to Botosani every now and then. This leads to her learning that she can not only manipulate the wind to some degree, but also, when concentrating and in control of her emotions, alter the fabric of reality, that is, cast magic. She ascribes both to her genie heritage, yet also realizes that her magic is neither wizardly arcane and most certainly not divinely given by some god's interference, but rather comes from the depth of her psyche.

One of the Nobles must have recommended her to Professor Lorremor of Ustalav. The Professor, not only looking to get his supply of clothing altered for the hot desert climate, but also interested in getting input on elemental questions, managed to kill to birds with one stone and hired Jiny as an advisor during his trip in Rahadoum. He would return multiple times and make use of her services whenever he did.

Receiving news of Lorremor's death and being invited to his funeral, Jiny decided the time to leave Rahadoum and Azir had come. She sold her shop to a cousin and left the weavers guild. Then she sailed for the continent of Avistan and started her long travel to Ustalav, taking only her current cat, a lazy grey-furred animal called Emilia, with her.