

Carrion Crown

Player *Daniel*

Campaign *Boosh Presents the Carrion Crown*

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR	8		-1R		STR
DEX	12		+1K		DEX
CON	10		CON		CON
INT	20		+5		INT
WIS	15		+2S		WIS
CHA	10		COA		CHA

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*

Size Modifier *0*

CLASSES

1 *Psychic*

2

3

4

5

Favoured class
+1 per level

Skill Ranks *2*

Hit Die *d6*

Level *4*

Level Adjustment

Effective Character Level

4

SKILLS

	Untrained	Skill Bonus	Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Appraise	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Bluff	<input type="checkbox"/>	+4	CHA	1			
Climb	<input type="checkbox"/>		STR	<input type="checkbox"/>			-
Concentration	<input type="checkbox"/>	+8	INT	4	Psychic +1		
Diplomacy	<input type="checkbox"/>		CHA	<input type="checkbox"/>			
Disable Device	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Disguise	<input type="checkbox"/>		CHA	<input type="checkbox"/>			
Escape Artist	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Fly	<input type="checkbox"/>	+5	DEX	1			-
Handle Animal	<input type="checkbox"/>		CHA	<input type="checkbox"/>			
Heal	<input type="checkbox"/>		WIS	<input type="checkbox"/>			
Intimidate	<input type="checkbox"/>		CHA	<input type="checkbox"/>			+4 if larger/smaller
Linguistics	<input type="checkbox"/>	+9	INT	1			
Perception	<input type="checkbox"/>	+9	WIS	4			
Ride	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Sense Motive	<input type="checkbox"/>	+6	WIS	3			
Sleight of Hand	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Spellcraft	<input type="checkbox"/>	+12	INT	4			
Stealth	<input type="checkbox"/>		DEX	<input type="checkbox"/>			-
Survival	<input type="checkbox"/>		WIS	<input type="checkbox"/>			
Swim	<input type="checkbox"/>		STR	<input type="checkbox"/>			-
Use Magic Device	<input type="checkbox"/>		CHA	<input type="checkbox"/>			
Knowledge (arcana)	<input type="checkbox"/>	+11	INT	3			
Knowledge (dungeoneering)	<input type="checkbox"/>	+11	INT	1			
Knowledge (engineering)	<input type="checkbox"/>	+11	INT	1			
Knowledge (geography)	<input type="checkbox"/>	+11	INT	1			
Knowledge (history)	<input type="checkbox"/>	+11	INT	1			
Knowledge (local)	<input type="checkbox"/>	+11	INT	1			
Knowledge (nature)	<input type="checkbox"/>	+11	INT	1			
Knowledge (nobility)	<input type="checkbox"/>	+11	INT	1			
Knowledge (planes)	<input type="checkbox"/>	+11	INT	1			
Knowledge (psionics)	<input type="checkbox"/>		INT	<input type="checkbox"/>			
Knowledge (religion)	<input type="checkbox"/>	+11	INT	1			
Craft (Clothing)	<input type="checkbox"/>	+10	CHA	2			
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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
+2	+1	+3

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = _____ + _____ - _____ - _____

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = _____ + _____ - _____ + _____

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

+1 = **-1** + **+2** - _____ + _____

COMBAT MANOEUVRE DEFENCE

Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

14 = **10** + **-1** + **+1** + _____ + **+2** - _____ + **+2**

FLAT-FOOTED CMD

Deflection Modifier Base Attack Bonus Size Modifier Misc

13 = **10** + **-1** / / + _____ + **+2** - _____ + **+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

12 = **10** / / + _____ + _____ + _____ + **+2** + _____

TOUCH ARMOUR CLASS

13 = **10** + **+1** + _____ + _____ / / **+2** + _____

Temp AC Spell Resistance Conditional Modifiers

+ AC _____ *+2 racial to AC vs ranged mundane attacks*

Damage Reduction /

Notes
Energy Resistance: 5/electricity

ATTACKS

Crossbow, heavy (Masterwork)

Range Type Attack Bonus Damage Critical

120 ft 24 sq **+4** **1 d 10** **19 x 2**

Ammo Bolts 8 x 10 # _____ # _____

Special Ammo _____ # _____

Dagger (thrown)

Range Type Attack Bonus Damage Critical

(10 ft 2 sq) **+1 (+3)** **1 d 4** **19 x 2**

Telekinetic Projectile

Range Type Attack Bonus Damage Critical

25 ft 5 sq **+3** **1 d 6** **x 2**

Range Type Attack Bonus Damage Critical

_____ ft sq _____ **d** _____ **x**

Range Type Attack Bonus Damage Critical

_____ ft sq _____ **d** _____ **x**

Ammo Silver bolts x12 # _____ Special Ammo **+1 undead bane** # _____

Ammo **+1 ghost touch** x2 # _____ Special Ammo _____ # _____

SAVES

FORTITUDE SAVE Base Racial Misc Temp

+2 = **CON** + **+1** + _____ + **+1** **+**

REFLEX SAVE

+2 = **DEX** + **+1** + _____ + _____ **+**

WILL SAVE

+6 = **WIS** + **+2** + **+4** + _____ + _____ **+**

Evasion Improved Evasion Endurance Trap Sense

Conditional Modifiers
+2 vs air/electricity effects

EFFECTS

INVENTORY		
	Value	Weight
Crossbow, heavy	50	8
Crossbow, heavy (Mastwork)		8
Dagger x2	4	2
Spell Component Pouch	5	2
Scarf	1	1/2
Belt Pouch	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	1	1/2
Artisans's Stuff*	7.53	6.5
Bolts, crossbow (78) 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"/>	
Special bolts (9) #	<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"/>	
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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="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2 cp
Silver	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4 sp
Gold	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 16 gp
Platinum	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> pp
Total	<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"/> 16.42

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"/>
	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"/>
	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"/>

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

SHIELD				
Properties				
Check Penalty	Weight	Spell Failure	Shield AC	
	lb	%	AC	



Hands	
Properties	
Ring	
Properties	
Ring	
Properties	

SCROLLS	

EQUIPMENT	
Head / Hat / Mask	
Properties	
Headband	
Properties	
Eyes	
Properties	
Neck / Throat	
Properties	
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"/>
	# <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"/>

PSYCHIC

Caster Level **4**

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
6	15	0					
3	16	1	8	6	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
1	17	2	4	3	<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 checked="" 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		Telekinetic Projectile
Light		
Lullaby	0	
Prestidigitation		
Read Magic		
Expeditious Retreat	Bonus Spell 1	Remove Fear
Shadow Trap	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
Ill Omen	<input type="checkbox"/>	
Bear's Endurance	Bonus Spell 2	
Oneiric Horror	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	Bonus Spell 3	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	Bonus Spell 4	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	Bonus Spell 5	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	Bonus Spell 6	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	Bonus Spell 7	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	Bonus Spell 8	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	Bonus Spell 9	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

PHRENIC AMPLIFICATIONS

POINTS PER DAY	Psychic Level	Stat	Misc	Points Today
3	3	+2	<input checked="" type="checkbox"/> WIS <input type="checkbox"/> CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

2

Detect Magic School
divination
 1 std. act. - 60 ft cone - < 1 min/lv (D)
 You detect magical auras. See text.
 Components / Focus Book | Page
 T, E core

Dancing Lights School
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

Prestidigitation School
universal
 1 std. act. - 1 hour
 Perform various small magics. See text.
 Components / Focus Book | Page
 T, E core

Read Magic School
divination
 1 std. act. - personal - 10 min/lv
 Decipher magic inscriptions on obj.
 Components / Focus Book | Page
 T, E, F (clear crystal) core

Telekinetic Projectile School
evocation
 1 std. act. - close - instant
 Fling an object, ranged attack, 1d6 B
 Components / Focus Book | Page
 T, E OA

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 School
transmutation
 1 std. act. - personal - 1 min/lv (D)
 Increase base land speed by 30 ft.
 Components / Focus Book | Page
 T, E core

Ill Omen School
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

Remove Fear School
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

Shadow Trap School
illusion (shadow)
 1 std. act. - close - 1 rd/lv (D) - 1 creature
 Entangled & tethered > 5ft. WILL neg.
 Components / Focus Book | Page
 T, E OO

Feather Fall School
transmutation
 1 immed. act. - close - 1 rd/lv or landing
 Slow down 1 falling object or creature/lv
 1/day as Sp-ability Book | Page
 core

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

Bear's Endurance School
transmutation
 1 std. act. - touch - 1 min/lv
 Creature touched gains +4 CON
 Components / Focus Book | Page
 T, E OA

Oneiric Horror School
illusion (phant.) [m-a]
 1 std. act. - medium - 1 rd/lv (D)
 1 living attacks nightmare. WILL neg.
 Components / Focus Book | Page
 T, E OA

Components / Focus Book | Page
 School

Components / Focus Book | Page
 School

Components / Focus Book | Page
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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
 School

Components / Focus Book | Page
 School

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

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* ♂ 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

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.