

Jin's Background

This document spells out background information Jin, I will incorporate earlier info, if this story works for the campaign. All of this is subject to revision by our illustrious game master, some of it is nothing more than a draft possibility, where in I am imagining Jin's history and motivations.



Basics of Jin

Jin is a changeling of about 30 years, who was taught at an early age to keep his true nature secret, lest he become an object of curiosity worthy of the attention of one or more dragons. His parents (**Jag** and **Jats** - which was his father and which his mother is something he has never determined. He refers to them as parent(s) unless social circumstance requires a father/mother designation, then he says his father was Jag and Jats was his mother) provided him with a few, shall we say, unusual skills to help hide his true nature and to ease his path into the world.

Jin has pursued a career as a Bard and uses a number of personas to explore different aspects of that pursuit.

Background: Jin's upbringing as a bit of a Charlatan allowed him to develop skills with a Disguise and Forgery Kits, with these skills he has created documentation to support his persona as Jezera/Jeznar and Ginger. He doesn't need those for Faye, who eschews any identifying materials.

Pseudo Alter-Self: His parents taught him to “cast,” that is go through the proper motions and words as if he was casting the spell Alter Self (1 Action V, S) when shifting shapes. They also conditioned him to keep his apparent ability to “cast” a particularly powerful form of that spell secret. He was taught to avoid his natural form, to shift directly from one shape to the next when he must shift. The “power” of his cast, accounts for the differences between his innate ability and the actual spell, in his own mind at least.

Inherited Alter-ego: Jats (mother?) taught him how to access and play her “waif” persona, **Faye** Marsteen¹. Faye is rather darker than Jin's natural personality, a street thief and occasional murderer, though, even she doesn't kill wantonly, simply with no remorse or regret when it is necessary. Faye is practiced at sneaking and has proficiency with Thieves Tools (Divergent Persona, Changeling ability). Faye may have other history / connections that may become significant over time.



Magic Items: Jin has two significant magical items. One, a suit of **Glamoured Studded Leather** which allows him to alter his armor to his purpose from a flashy entertainers outfit to a suit of heavy armor. The second is a small version of a Handy Haversack, his **Practical Portmanteau**. the Portmanteau is a slim leather briefcase or folio that weighs 3 pounds no matter the contents. It has removable straps to allow it to be carried over the shoulder or as a thin backpack. It has three pockets, a small outer pocket that can hold 5 pounds and is restricted by actual volume, a “normal” pocket accessed by opening the top flap that holds larger items up to 10 pounds but is again limited by volume and a third pocket section accessed by laying down the bag, speaking the command phrase, “Jin needs clothes,” and opening like a folding garment bag to reveal a compartment that can hold 40 pounds of materials, keeping things neat and tidy with the desired item always on top, without regard to size of contents.

Natural Appearance: His/her natural form is neither overtly male nor female, 5' 6" tall, painfully thin (90lbs), hairless, grey skinned, with bright sapphire blue eyes. His personality and behaviors carry over to his “bard” form, known as Jez.

Facets of Jin

Jezera/Jeznar: These are Jin's typical forms, traveling, adventurous Bard, with a male (Jeznar) and female (Jezera) variation. Both are of moderate height, Jeznar at 5'10" and Jezera at 5'8" and strikingly attractive. Jezera has dark skin and black hair, Jeznar has a light complexion and medium brown hair. Jez is a bit of a schemer but concerned with making the world a better place for humanity, especially those willing to accept people different from themselves.

Jez is a persona Jag (father?) helped to flesh out for Jin to use as a “base” shape in the world. It was in this form that he was introduced to his family's occasional employer **Radomir “Rad” Childan**², a purveyor of found items, basically a specialized fence and collector of illicit items. Jez enters the world on assignment from



¹ Faye is inspired by the waif from Game of Thrones.

² Have you seen Man in the High Castler? My vision of Rad is inspired by Robert Childan, the shop keeper and dealer in not terribly authentic americana. More on him in the following section about Jez's [employer](#).

Rad to scout some ruins in the Elf Bloom and follow up on a lead in a dusty old tome. More on this in the [current assignment](#) section, following.

Ginger Louise: The entertainer, Ginger is/was a striking and somewhat vain woman who loved nothing more than the adoration of the crowd. She is based on a woman with which Jin was enthralled while growing up and observed as often as allowed. Unfortunately, Ginger caught Faye, literally with blood on her hands and a dagger in the throat of a miscreant with political connections. Faye reflexively voiced some vicious mocking words at Ginger, who was killed instantly by the impact. Ginger's death was unfortunate collateral damage from Faye's intended victim.



Faye proceeded to dispose of both bodies, but not before taking Ginger's clothing and possessions, costume jewelry as it turned out, and gaining an intimate knowledge of Ginger's tattoos and other distinctive markings. Jin then assumed Ginger's shape, dressed in her clothes and briefly stepped into her life.

Jin enjoyed Ginger's life on stage and was able to read correspondence Ginger had saved, even had a dalliance with one of Ginger's paramours. Before realizing that he needed to get on with his mission and that he risked discovery interacting with those who knew Ginger more completely than he did.

Jin had Ginger break off her relationship publicly, staged a loud fight in a popular tavern, packed her bags, talked about hiring men-at-arms, to act as her escort, and headed out of town. Once safely out of sight, she hid beneath her traveling cloak and assumed the shape of Jeznar to return to his task at hand.

As time passed, Jin gathered items to make his persona of Ginger easier for mundane humans to understand if he was ever found out. He acquired a wig that looks like her hair and padding he could wear as Jeznar to fill out Ginger's clothes. While Jin no longer needs these props, he retains them in his portmanteau along with her documents should the need arise to explain his altered appearance.

Mundane Gear: In addition to typical adventuring gear, Jin maintains a number of outfits in his portmanteau appropriate to his favorite personas and a few general purpose items, like a dark grey scholar's robe. He has a large reversible traveler's cloak which is a beautiful shimmering emerald green on one side and a boring field grey on the other.

Employer/sponsor



Jin is employed by a human, **Radomir "Rad" Childan**, a merchant in the city of Freehold, he operates a shop that goes by the name: **Childan's Curated Curiosities** and uses a logo composed of the three C's as shown to right. Radomir is thought to be a retired adventurer of some sort, he appears to be in his mid 30's, but his store house of knowledge and connections suggests that he may be considerably older.



Rad has a reputation for having what his well heeled clients desire either in stock or more often, not very long after they inquire about it. Some of that merchandise is actually fake, high quality forgeries and what not, though he also deals in authentic items as often as possible.

Some of the items are "acquired" through creative means. He maintains a good set of contacts with adventurers, thieves, and others who he uses for these acquisitions.

Jin's parents have done multiple jobs for Rad and it was through them that he met Jezera, their "daughter" and the form Jin uses most frequently when in settlements that he expects he may frequent. Jin suspects that Rad knows of his true nature and that he would expose him as a changeling and spoil at least his Jezera persona should Jin cross him, so Jin treats Rad carefully and always gives his assignments his best efforts.

Jin/Jez has completed a number of jobs for Rad in the past and has been well compensated. Rad even provided two magic items to help in Jin's acquisitions.

Current Assignment

Radomir has tasked Jezera with a scouting/recovery mission, she is expected to gather information at a minimum. Ideally, she will recover her objective and return it to Rad. In the past he has always been willing to pay for information (especially, old arcane knowledge, but to a lesser extent any political rumors and happenings) and other items that aren't what you were looking for but might be worth turning over to discreet buyers.

Her objective is **Corin's Crystal Orb** (after Corin Vath, the academic who rediscovered it). Radomir suspects that the Orb is or was in the Everbloom. Rad arranged passage for Jezera on a fast merchant ship bound for **Cael'Olon** and advanced her some coin to start her search. The advance was both a part of the fee she was to receive and funds to cover expenses she might incur while pursuing the Orb.

Little is known for certain about the orb itself. The oldest texts indicated it was guarded and never used. There was even an entire order of Elven Mage-Knights that guarded the stone. More recent texts, such as there are, are speculation and often include what are surely exaggerated claims. Some claim that it is an Orb of Annihilation (some sort of destructive field of energy), others that proper invocation will allow a competent user to see the futures, and still others that it can be used to transmute the very properties of stone and metals. If it can be found, perhaps some light might be shed on the capabilities of this item.

After arriving in Cael'Alon, Jin in Jezera persona searched for information that might narrow the location of the Orb. She found qualified success in the **Sungaze** library where a dusty manuscript indicated that the most recent location of the Orb was in the Elven city of **Ashameth**. From other materials, it seems that **Ashameth** was located roughly in the location of the ruins now known as The **Sinking City**, an elven city that didn't survive the cataclysmic events, prior to the coming of the dragons.

Radomir's Knowledge of Jin's Secret

Rad has worked with Jin's family for a long time, at least 15 years, which has put the family secret at risk for an extended time. Through that time, they have never admitted to being changelings, but they realize that Rad may know or suspect the truth. He has been known to vindictively burn agents that have betrayed him in significant ways. Because of that, Jin treats him as if he holds a life and death secret over his head. The relationship between his family and Rad has been mutually beneficial, but the threat hanging over Jin's head has on occasion when in his Faye persona tempted him to end Rad through direct action, a temptation that has been suppressed to date.

Ginger's Demise

Before Jin started working for Radomir, he took some work for a thief's guild run by **Boss Hallum** out of **Shmeehold** in his **Faye** persona. Hallam's thieves use the pirate town of Shmeehold as their base, but

respected the pirate lords of the place, pursuing their business opportunities, outside of the pirate's sphere of influence.

In, perhaps, her most significant assignment for Hallum, Faye traveled to **Farplace** with a mission to assassinate a minor functionary who was apparently sympathetic with those in Farplace wanting complete independence from Freehold. As usual, Faye never knew who commissioned the job, she just worked to complete it. The results of this mission were discussed in the [Facets of Jin section](#).

Faye Mischief

Faye has a history that goes back before Jin. She's been a thief and an assassin for quite a few years, much longer than Jin has had the persona, because of that, she has a considerable history. Fortunately, Jin has access to her memories, so he knows what she has been into, which frankly bothers him considerably. He doesn't know that she is "wanted" for any of her escapades, but it is possible.

(I'm thinking her history is something that can come up at the pleasure of the DM in the ongoing story)

Jin's Major Personas at Level 7

With a fair amount of time playing Jin/Jez/Gin/Fay, I've become more comfortable with what the personas are and how they interact. It is hard to more than quickly flash their personalities over Discord. The group has been together long enough for them to know Jin's personas, though not actually know Jin other than through possible inference. I wanted to put down some elements that are not necessarily obvious to the players but have been exposed to the characters over time. I'll comment on each personality in a setting such as the Garden of Mortal Delights.

****Jin**** - The actual person, the changeling, is quite concerned about the possibility of becoming a plaything of a dragon should his nature become known to the creatures. As such, he is very cautious in using his shifting ability. He essentially never shows his natural form, as it is clearly non-human, or any other common race.

My view of Jin's mind is that he is always in charge of his actions, though he tends to pick a persona and let it run with the situation unless there is a need to change forms. The personas are aware of the existence of the others, but generally give them little thought. He has stuck to his female shapes as he met the group as Jezeria and believes that staying the same gender helps with his credibility.

****Jez**** - This persona is closest to Jin's true mind. He/she is a practical adventurer, gatherer of items, and generally fits my vision of a bard. A bit of everything and never above a bit of subterfuge. Physically, this persona can manifest as male or female. Both aware of their attractiveness but without significant vanity. Jez dresses flamboyantly though with concessions towards the practical needs of an adventurer. Jez would be fine visiting a place such as the ****Garden of Mortal Delights**** and playing any role that seemed beneficial but would be uncomfortable with too much inappropriate attention, unless it came from someone he/she felt might be useful to get closer to, in which case, well, he/she is a scoundrel.

Jez is comfortable in any environment, with no particular affinities, as such he/she is Jin's default form.

****Fay**** - This persona is the oldest of Jin's shapes, gifted from her mother who inherited it from one of her parents. Perhaps it goes back even further. The original Fay was a rogue, a thief, an assassin -- overall not a very nice person. In general, she is an ascetic, generally abstaining from the normal pleasures of life, denying herself material satisfaction. She doesn't think of herself as an entertainer in any way, preferring to use her skills more directly to her ends. She dresses conservatively, as inconspicuous as she can manage, generally hiding her form as not to draw attention. Were she to visit a place like the ****Garden****, her hand would never be far from the hilt of her dagger and she would be more than willing to

slip it into anyone she felt was treating her inappropriately, though with an eye to avoiding too much attention.

Fay truly enjoys stealth, misdirection, and blood letting. As such she is a form Jin favors when those things seem likely. She is unconcerned with killing, something that bothers Jin, but allows him to deal with the necessity with little impact to his conscience.

****Gin**** - This persona is Jin's creation based on the entertainer, Ginger Louise, who met an unfortunate, unintended demise at Fay's hands. Ginger is vain and loves the spotlight. She dresses provocatively to attract attention which she welcomes. She bears a number of tattoos, most significantly a stylized serpent, perhaps a dragon, that runs up her right leg from her foot to well above her knee. A second large abstract tattoo adorns her right shoulder, upper arm and upper chest.

Ginger is a hedonist who feeds on adoration and attention. She is quite willing to use any of her assets to further her ends. She would be absolutely in her element at the ****Garden**** seeing so many eyes available for her to attract. [OOO I'm not wanting to RP this in any detail, but I see it as part of her character and the other characters would be aware of this by now.]

Gin loves city life and abhors the wilderness, making her a favored form when time is likely to be spent in the presence of people.

Jin doesn't approve of her morals, but does appreciate her ability to get *close* to people and learn even intimate details which might prove useful to him.

Jin's New Persona at Level 8

****River**** - This persona came to Jin seemingly spontaneously when he reached level 8 and chose to explore magic more directly as a Sorcerer. As it formed in his mind essentially in whole cloth, he suspects that it is a genetic memory, passed through his changeling heritage, a persona used by one of his ancestors.

River is a thin, blonde haired elven woman of average height (5' 6") who has a distinctly elvish flair (perhaps the original River was an elf?) and noticeable facial tattoos around her left eye. She favors drab clothing and is fascinated by magic, especially dark magic.

She is shy around people she doesn't know, tending to be flustered and embarrassed when her striking looks attract attention, preferring the company of shadows to other people.

River loves magic despite the dangers it presents and is willing to take outsized risks in pursuit of magic.

