

FFXIV Player Character Infosheet - Jadeaux Rainger

Condensed/edited from/inspired by the [WoL Character Sheet](#) by @NilNova.



<u>Overview</u>	
Name	Jadeaux Rainger
Race/Clan	Elezen/Duskwight
Age	24 in ARR
Nameday	2nd Sun of the 5th Astral Moon (September 2nd)
Birthplace	The Black Shroud
Guardian Deity	Nophica
Job/s	White Mage
Hand/Land Disciplines	
Grand Company	
Free Company	
Mount/Companion	<i>Chocobo name, personality, etc, and/or info on their typical mount.</i>
Quick Profile	Jadeaux Rainger has heard the whispers of the elementals since he was old enough to walk. As a Duskwight, his people have never been widely accepted in Gridania; until his late teens, his

	<p>family's cavern dwelling in the Twelveswood was the only home he knew. With no one to teach a budding Hearer--no one who could even begin to understand the way in which he experienced the world--Jadeaux learned the ways of basic conjury from the elementals themselves, in fits and starts, over the course of his upbringing. When his family's cave collapsed during the calamity, Jadeaux was the only one spared. As a quiet young man, deeply wary of civilization, this only further enhanced his isolation. He spent several years depending on the generosity of the elementals for food and stealing what he couldn't obtain via natural means. It was fortunate that the first person to catch him mid-theft was a Hearer--who immediately recognized his innate talents, and delivered him to the doorstep of the Conjurer's Guild. Jadeaux is still quiet, wary, and mistrustful: alienated among other Duskwrights for his ties to the elementals, yet jaded by his family's treatment at the hands of Gridanians.</p>
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<u>Who They Are</u>	
Pre-Game Backstory	<i>Assuming they follow ARR's introduction, what happened before they ended up sitting in that wagon/ship?</i>
Personality	<i>A more in-depth summary of how they think, act, and feel.</i>
Original Supporting Characters	<i>Friends, family, retainers, etc. Basic info on the people in their past or present who you also made up.</i>
Motivations	<i>How do they feel about being the WoL, and what else do they strive for in their adventures?</i>
Common Activities	<i>When not slaying primals and saving the world, where can they usually be found and what are they doing? What do their Gold Saucer stats look like, etc?</i>

<u>How They Look</u>	
Character Model Differences?	<i>Is there anything significant about their appearance that their in-game model doesn't reflect?</i>
First Impressions	<i>Demeanor, habits, height, tattoos/paint/piercings, general appearance. At a glance, what do they look like to the people around them?</i>
Second Impressions	<i>What becomes more obvious about them as you get to know them? Quirks in how they express themselves? Physical attributes that aren't highly visible or immediately obvious?</i>
Style of Dress	<i>What do they usually wear? For combat? For formal events? For downtime?</i>
Combat Style	<i>Beyond the norms of their job; what are their physical strengths and weaknesses? Do they incorporate elements of other classes/jobs or past experience into what they do?</i>

<u>What They've Done</u>	
Major Canon Differences?	<i>Does your WoL's story generally follow FFXIV's MSQ, or are there any serious divergences?</i>
A Realm Reborn	<i>Anything notable about their actions and development during ARR; events that affected them, headcanons about their interactions with NPCs, timeline of them picking up jobs</i>

	<i>and sidequests, etc.</i>
Heavensward	<i>Same as above, but for Heavensward.</i>
Stormblood	<i>Same as above, but for Stormblood.</i>
NPC Relationships	<i>Opinions on and relationships with named NPCs, factions, etc, beyond what's laid out in canon. How do they feel about the other Scions? Are they especially friendly with any beast tribes, or loved (or not) by the people of specific towns?</i>
PC Relationships	<i>Do other people's PCs play roles in your WoL's story?</i>
Public Perception	<i>Anything notable about your WoL's relationship with their unwitting(?) fame and glory.</i>
Residence	<i>Where do they live? If you have in-game housing that's "canon", linked pictures are good.</i>
Is Hildibrand Canon?	<i>The most important question on this sheet.</i>

Trivia	
Likes/Dislikes	Likes: Quiet, solitude, alcohol Dislikes: Crowds, people who talk but don't listen, loud noises
Fears	
Virtues/Strengths	
Vices/Flaws	
Habits and Quirks	
Moral Convictions/Alignment	
Regrets	
Languages	<i>What languages do they speak/write/read? How literate are they? How's their handwriting?</i>
Diet and Favorite/Least Favorite Foods	
Voice	<i>Dialect/accent? In-game voice setting, or link to a voice reference? Speech quirks, favorite turns of phrase, impediments?</i>
Zodiac	<i>Western is the easiest to map, but whatever you wanna do</i>
Personality Tests	MBTI: INTP <i>MBTI, enneagram, four temperaments, etc</i>
Secrets	<i>What do they put effort into hiding?</i>
Religion/Spirituality	<i>Why do they have the guardian deity they have? What's their relationship with the Twelve (or the belief system they do have, if they don't worship any of the Twelve)? Are they superstitious?</i>

Education/Academics	<i>What kind of education did they get? Are they book people?</i>
Skills/Talents/Hobbies	<i>Hand/Land or otherwise.</i>
Sexuality and Romance	<i>Orientation, relationship with such, history, etc etc</i>
Fun Facts	<i>Assorted trivia that defies categorization.</i>
External Info	<i>Lodestone link, character journal/other RP venue, etc</i>