

Questionnaire - Introducing

The Introducing profile gives a bite-sized overview of your character's personality based on their experience as a youngster, the rules, judgements and threats they live their lives by, and their approach towards rationality.

Note: If you are unable to complete this document, ask me to provide it in Google Docs instead.

Your Details

Name	
Online Handle	Solar-Paragon [Deviantart or Furaffinity]
Date Completed	8/29/2019

Character Details

Name	Jericho ; Though, he uses the foil name Jewel as a primary designation
Description e.g., Species Sex Age Height + Weight Other details	<p>At first glance, Jewel has the appearance of a large, blue humanoid, with a sapient stance and plantigrade feet. His hair, arms, and lower legs are covered in a layer of plush, magical clouds that cling to him like hair, and buffer him against his environment.</p> <p>He is a male, and has basic secondary male characteristics, including a broad-set chest, muscular abdomen, squared jaw and narrow hips. His bodytype has a vague hourglass shape due to the intentional trimming of his shoulder cuffs, and his metabolism is similar to a mesomorph bodytype in humans.</p> <p>His anatomy is noticeably alien on closer inspection; his abdominal muscles have a musculature wholly unlike that of a human, and his proportions are vastly different than any primate one would find on Earth. His body is flesh, though of a magical sort, which may explain his bizarre anatomical build.</p> <p>He is roughly 18'09" in height, and 1231lbs in weight, though he is average for a member of his species. The world he lives upon is primordial and new, and the inherent magic of the place allows trees and plants to grow to exponential sizes, making him the equivalent of a 6'00" human male in comparison.</p> <p>His 'hair' is styled in a way that gives it the appearance of being bumped up, similar to a certain popular 80's hairstyle, and he is rarely seen without wearing golden bands of mythril on his wrists, ankles, and throat.</p>

	He is a male who wears purple ochre as makeup, most noticeably as eyeshadow, and abuses his magic to cast a 'mirage' on his face to hide his old, weathered scars from a lifetime of living outdoors.
Fictional species?	Jewel is a Raiphelene, a specialized type of Elemental creature, similar to a sylph, though his 'element' is that of Voltaic Clouds. He is sometimes referred to as a Thunder Elemental. When broken down, his proper species name carries this meaning; Rai - Stems from Raiju, a mythical thunder beast in Japanese mythology often depicted as a roaring lion or tiger. They travel in packs, and are said to be emissaries of nature. Phelene - From Nephos/Nephele, the Goddess of clouds, and one of the four nymphs, in Greek mythos.
Story	<i>Drift</i> [A pun on what clouds do, in general, as most characters are clouds of some sort, though it is also the name of the primary protagonist.]
Siblings	Jewel has no living siblings. His mother lost seven children prior to him, and he is the only one to have survived past birth.
Other media available? Images, Video footage, Costumes, etc.?	https://sta.sh/0l8zwd7azaa You have permission to use any work available here, though I'll gather together any remaining artwork I may have and send them to you via a Discord link, if I find any.
What colours would you like me to use?	A mulled, dark grey would be preferable, with white text for contrast.

Please write on the right hand side in the spaces below. If any section doesn't seem relevant you can skip it.

If your character does particularly well in an area, (e.g., if they are rational), by all means include that too! This questionnaire isn't about picking up on all your character's faults, it's about understanding the balance of strengths and weaknesses in their particular personality.

Judgemental Side

This section is about your character's beliefs about how it is right to behave. For humans, most of these beliefs are learned from their parents, teachers and other older people they grew up around.

I look for information about how your character was cared for (and learned to care for others) too, in this section.

Judgemental Side	Your answers
<p>- Who did your character count as elders? These include:</p> <ul style="list-style-type: none"> - mother - father - grandparents - great-grandparents - uncles and aunts - older siblings - teachers - spiritual leaders - other group leaders - any one else? <p>- Who laid the ground rules your character obeyed when they were growing up, and what were those rules?</p> <p>- What were each of those elders' beliefs (about anything and everything that seemed important: who is "good" and who is "bad", what should happen to "good" and "bad" people)?</p> <p>- What labels were given by the elders, e.g., naughty, silly, clever, unfair, unacceptable, stupid, genius, sulky, annoying, show-off, attention-seeker, etc. and who was called these things?</p> <p>- What did your character's primary caregivers do when your character hurt themselves?</p> <p>- What did your character's primary caregivers do when your character acted out/were naughty?</p> <p>- How did your character's primary caregivers react to your character feeling:</p> <ul style="list-style-type: none"> - sad - angry - scared 	<p>From birth, Jewel were regarded as a nuisance in his tribalistic home-group, seen by his father as a failure due to his soft mannerisms</p> <p>His mother offered him some protection, often putting herself in harms way to defend her son, though her own internal conflicts left her unable to defend him in the way a child deserved to be.</p> <p>Once he were able, Jewel fled from his homegroup, by chance finding himself at the mercy of a clade of other elementals know as the Nephelene [Common Cloud Elementals- far more civilized than Jewel's ilk, enough they live in houses like educated sentients and engage in merchantalism.]</p> <p>One such Nephelene, Atlas, took the then-teenaged Jewel into his home, patiently teaching him his civilized way of life. Many of these concepts were difficult for Jewel to understand, due to his wild nature, though he slowly grew to accept and even embrace this lifestyle. Atlas became a father figure to him, despite the Nephelene being incredibly meek in comparison to Jewel, and Jewel lived alongside his mentor for several decades, all the while growing into a young adult.</p> <p>While under Atlas' care, he was introduced to the fact the Nephelene have no specific roles divided between male and female, a sharp contrast to the Raiphelene lifestyle. This realization was the first step in Jewel learning to accept himself for who he was within, as he began to dabble in practices that a normal Raiphelene would be ridiculed for in his society.</p>

- joyful

Life continued at a happy plateau, Jewel becoming accustomed to his Nephelene lifestyle, but just as he thought he'd finally found his place, something horrific happened to him. Jewel is the bearer of a mutation, known as Tyrianism, that causes feral bloodlust, something his species was once feared for in the past. This mutation finally came to light some time in his early adulthood, resulting in an incident that nearly caused the death of his mentor.

Horrified and disgusted with himself for his own uncontrollable behaviour, Jewel turned to divinity for help in keeping himself balanced. He became a devout worshipper of Arche, a Water Goddess of a sort, and used his prayer and meditation as a way of teaching himself self-restraint so as to not let his base nature lead him. However, no amount of kowtowing before an idol would soothe his unrelenting aggression, and he decided, for the safety of others, he would leave the Nephelene settlement he had called home until he'd learned inner balance.

He returned to the wild, joining a tribal pack of Raiphelene as the lowest ranking male, if only so he had a means to survive the unforgiving lands so thoroughly saturated in beasts and monsters. He stayed with them for countless Summers, using his aggressive issues in a somewhat positive way during hunting or territory fights, though in his heart he longed to be with his Nephelene friends, and far from the brutish lifestyle of his kin.

His group began to clash internally over authority when some of the males began to act in a shockingly abusive manner towards their women [the Raiphelene are a harem race by nature, though Jewel doesn't like this fact about his species.]. When the abuse worsened, Jewel was the only male to take defense on behalf of the women, and he was

subsequently attacked by the other six male Raiphelene.

At the end of the fight, Jewel emerged the victor, though just barely. He was left alone with the group of girls, who hid him away and nursed him back to some semblance of health.

Trapped in the wild with a pack of dependents and no den-brother to lean on, Jewel offered to find others groups of Raiphelene for the women to join with. They declined, stating they'd rather stay near him than risk falling into another negative group. Jewel made the collective decision to journey back to the Nephelene settlement, throwing himself at the mercy of the ruling Nephelene, known as an Archtyphoon. The Archtyphoon begrudgingly allowed him back, under the strict command that if he showed any display of aggression within the walls of the settlement he would be removed immediately.

His mentor, overjoyed to see him again [and somewhat shocked to find him with a dozen girls in tow] more than welcomed him back, offering Jewel a job as a means to support himself. It is at this point Jewel found his love of metal working and welding/crafting, putting all his focus into creating beautiful pieces of wearable items made from metals and gemstones he would find himself in the wilds beyond the settlement. [Jewel is one of the few creatures who can survive outside the settlement, due to his strength and agility.]

His women fell in line behind him, all grateful for a place to call home that would be safe for them forever, and they currently help him run his jewelry business. Despite being a technical harem, all the women saw, and still see, Jewel as their friend and guardian, and Jewel sees them the same way.

His metalworking became the much-needed distraction that would help him overcome his mutation-caused Tyrian aggression, and he finally found peace for himself, and his companions.

Eventually, Jewel took on a second male as part of his group, a meek fellow by the name of Bronte, the second son of his mentor. Bronte fell into his home as a wonderful fit; he quickly became the women's favorite, which Jewel was glad for, and his soothing presence helped further Jewel's acceptance of himself.

Currently he continues his operations as a jewelry manufacturer. His devotion to his Goddess is still quite strong, as it has helped him through many trying times, and with age, his Tyrian aggression has subsided to the point he can willingly call up on it when needed.

As is with all walks of life, he's had his ups and downs, sinking so low at times he's physically hurt himself [something he still struggles with] as a means to dispel negative thoughts, but his friends and adopted family are always there to help drag him out of his rough patches

Throughout his long life he's been met with a number of difficult insults, some even from the Nephelene who are known for their accepting nature. Heteroclite, deviant, floozy, heretic, loony, abberant, and *abomination of nature* are some of the most memorable. Nowadays he takes such insults with a grain of salt, writing them off as a lack of understanding on the insulter's part, though during his development phase they dug hard at his psyche.

	<p>If not for his mentor's tireless patience with him as a young teenager, he likely would have turned into a male not unlike the ones he had killed in the wildlands. Atlas' fatherly attitude is what helped shaped Jewel's future, and his words and advice are still golden to Jewel. Atlas was the first to introduce the idea of accepting one's self, rather than being consumed by hate for your own unchangeable nature, and Jewel has adhered to this principal since.</p>
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Objective Side

Objectivity is your capacity to notice here-and-now information. This section is about capturing how your character responds to facts and observations that they make about the world around them.

Here-and-now observation is in contrast to judgements and childhood feelings, so although there aren't any specific questions here, feel free to add your thoughts.

Objective Side	Your answers
<p><u>Rationality</u> - Jewel's alignment is firmly in the camp of Chaotic Good; He is impulsive, but well meaning, and in recent years has tried to temper his reactions.</p>	<p>When confronted with a problem or difficult situation, Jewel can lean towards acting before thinking, which has lead to some rather awkward situations in the past when misunderstandings arose. He's gotten somewhat better at this, learning to hold off his initial judgement of someone, as others have done for him, and he's been able to balance between action and thought. Jewel, beneath his domestication, is still a beast of nature, and sometimes struggles between acting on his first instinct and relying on his rationality.</p>

Childlike Side

This section is about your character's experiences as a child. Usually these are felt experiences – feelings and emotions. Children are often nurtured and controlled by their parents, teachers, etc. so you might find there is a relationship between what you write

here and what you wrote in the Judgemental section.

When I write your character's analysis I will break this down into three headings:

- Free (how your character was as a child, and is in the current day, when no rule-makers are around and they are completely free of rules)
- Compliant (how your character goes about obeying the judgements and rules given by others) and
- Defiant (how your character goes about disobeying the judgements and rules given by others)

Childlike Side	Your answers
<p>- How did your character have fun when they were..</p> <p>- 3?</p> <p>- 7?</p> <p>- 13?</p> <p>- 18?</p> <p>- What were the consequences of disobeying the rules?</p> <p>- Did they feel they had to obey those rules even when the rule-givers weren't around?</p> <p>- What worked best?:</p> <ul style="list-style-type: none"> - doing nothing (so that somebody else had to obey instead/going limp or playing dead) - getting agitated (this probably wasn't done deliberately, but what did the rule-givers do when your character became agitated (e.g., fidgetting, tantrumming, becoming irritable, pacing, talking more than normal) - over-complying with rules - getting aggressive 	<p>Fun wasn't something in the cards for Jewel until his early formulative teenage years, when he came under the care of his mentor. For him, he found joy in creating and crafting small trinkets, much to the amusement of his mentor. [This skill would later turn into a career, of a sort, for him.]</p> <p>His mentor encouraged his creativity wholeheartedly, embracing Jewel as both a son and pupil.</p> <p>There were difficulties at this time, as well, as Jewel had no life experience outside of living as a beast in the wilds. It took months of trial and error for him to learn proper 'civil' etiquette. Atlas was never cruel with him during this time, knowing Jewel were quite young and still learning, though he offered positive reinforcement each time Jewel failed to understand yet another social construct.</p> <p>Like all teens, Jewel did rebel against his authority figure, sometimes huffing up and becoming upset over his mistakes, but the threat of being removed from the settlement by the Archtyphoon was a constant looming threat that helped keep him in place. Other than the aforementioned incident which temporarily severed his ties with the Nephelene settlement, he showed only small</p>

signs of aggression, though he once instinctively bit his mentor on the arm out of reactive fear. [Jewel was quickly forgiven for this small discretion, as Atlas had not realized the extent of Jewel's childhood abuse, which caused him to be 'jumpy' or react oddly to certain stimuli.]

Jewel tends to hold grudges, as a child, a teen and an adult. He also holds favors, too; those who help him when he's down and out will be rewarded by him in the future, if they ever need his assistance. This sense of fairness even allowed for a lifelong repayment of favor/grudge; When he became a competent adult, he tracked down his origin group and found both his mother and father still alive. He killed his abusive father, and took his kindhearted mother home to live out a peaceful life in her old age.

And that's it! Thank you for completing this questionnaire, and please return it to me at thecharacterconsultancy@gmail.com