**Jacana**

* **She is disgusted by goblins, finding every aspect of them, their behavior, physiology and technology, repulsive.**
* **She is from the lowest ranks of the nobility and supports the Senate and Patrician class (who tend to uphold the old faith) over the Emperor Calzaghe.**
  + **She understands the graces required of a petty noble or courtier and shows deference to those in authority. She is adept in social situations in a way that can border on being manipulative**
* **She is secretly aroused by the invading Skaarsgaardian barbarians and their contempt for death**
* **She is from a Vestal-Virgin-like religious society called the Order of Holy Catherine. She has arrived in this country to help prevent the closing of the last few temples to the Old Saints. It is believed the Emperor Calzaghe plans to nationalize what little remains of church lands and church property to help fund the war effort (or to enrich himself personally).** 
  + **She is disappointed by the very secular, materialistic outlook of most of the population here, particularly the lower classes, and fears that they will fail to resist the Emperor’s attack on religious freedom. On the other hand, she also fears that the country will descend into bloody Revolution as has occurred in some neighboring realms.**
* **Both her clerical powers and her social position depend on her chastity. However, though she conceals it carefully, she is a romantic at heart and deeply sexually frustrated.**

**Spells**

* Magnetize - You touch an object no larger than a horse which becomes strongly magnetic
* • Sympathy- A target you touch regards you as non-hostile, pitiable and pathetic.
* • Ossify - One inanimate object you touch ages 1d100 years
* Soul Bond- two creatures you touch take an increasing amount of damage the farther apart they are (taking no damage when within 10ft). When one of the creatures die, the other does as well
* • Lingering Shame - You touch a weapon. For 1 day, your weapon attacks with that weapon are more likely to leave scars, and inflict an additional one point of psychic damage. Appearance: About 1/4 elf, very tall (6' 1"). Noble bearing. Equipment: Sickle, bottled lightning