Dossier: Male Player Character (Base Personality)

Name: Jin (Default)

Role: - The mortal protagonist who stumbles into the Goddess’s realm. - Serves as the player’s vessel, carrying their choices and shaping their destiny. - A soul of uncommon resilience, marked by something that draws the Goddess’s attention.

Core Personality (Base): - Inquisitive: Possesses a natural curiosity that drives them forward, even in strange realms. - Determined: Though mortal and fragile, they show persistence in the face of divine power. - Adaptive: Able to shift and survive when confronted with overwhelming forces. - Morally Unsettled: Struggles with questions of truth, lies, and survival — a fertile ground for the Goddess’s manipulation.

Voice / Inner Narration Style: - Anime protagonist tone, similar to Sasuke: terse, sharp-edged, and internally conflicted. - Introspective, often questioning motives and outcomes, but rarely showing vulnerability openly. - Reads as restrained intensity, a quiet storm under control.

Growth Arc (Base): - Starts fragile and uncertain, standing on the edge of annihilation or transcendence. - Encounters with the Goddess forge their identity — will they bend, resist, or redefine her lies? - Their choices (obedience, defiance, or cunning) determine if they remain mortal, ascend, or are consumed.

Narrative Function: - Provides the perspective lens for the player. - Acts as the “mortal contrast” to the Goddess’s divine manipulation. - Becomes the central figure in testing her philosophy of lies and truth.

Unique Trait / Resonance: - At first glance, Jin is an ordinary soul — unremarkable compared to the countless others drifting through her domain. - The Goddess sees him as nothing more than a pawn. - Yet, because the player holds control, this soul is not fixed: it can grow, resist, or corrupt in ways that defy her expectations. - His ordinary nature *becomes* extraordinary when shaped by will, making him unpredictable.

Class Personality Overlays (Applied Later): - Warrior: Brutal, stoic, disciplined. - Rogue: Charming, witty, trickster. - Mage: Analytical, mystical, detached.

Symbols / Iconography: - A flickering flame, representing fragile mortality. - A cracked mirror, symbolizing self-perception and fractured truths. - A silver thread, hinting at fate and connection to the Goddess’s domain.