

Aurak Zeed is goal-oriented, cunning assassin operating in Agora, spreading out the range of his work to the Fingers, the Cargo Steppes, and the “city proper” to the north. While his family were never outright pursued as criminals, the large group of Aarakocra often got into small skirmishes with law enforcement or became involved with the illicit activities of small gangs, valuing freedom above everything but family ties. This “urban nomadism” of taking trips across the border between Savvaq and Agora taught Aurak about escaping and traversing complex environs from an early age. He developed a minor taste for crime growing up around so many casual law breakers, but started to understand the importance of balancing order and chaos, especially as some of his family tried to straighten out and join security companies and law enforcement agencies—having gotten thoroughly sick of constantly moving around.

Slowly the dispositions of his freedom-loving relatives and his “straight-laced” relatives grew into a schism that drove the entire family into their own places across Taqnia to call home. By this time, Aurak had already been floating around the various trades his family had any claim to, picking up a little bit of each skill set, and secretly applying it to a pursuit Aurak had grown interested in—assassination.

When Aurak was 2 (considering Aarakocra mature at age 3, this is around young-adult age), during one of the family’s “excursions” from southern Savvaq into Agora in the dead of night, he was separated from his uncle, Seerce, and stumbled his way into following a different figure through the darkness. This figure ended up being an elven assassin tracking down an Orcish gang leader that had recently robbed the wrong people. The assassin was well-aware of Aurak’s presence, but was also aware he was not a threat or a skilled tracker, and would likely lose her trail on her way to the target. Showing an unnatural adeptness for moving through the city, Aurak was able to just barely keep up with the assassin, and was just in time

to witness the elf lay waste to the entire gang, stealthily cutting through members in the shadows after sniping a few members of their outer patrol, and finally gunning down the leader with a suppressed hand-cannon.

Rather than fear, a sense of morbid curiosity crept into Aurak's mind. When the assassin had collected an augmented ocular implant as proof of a completed job, she caught Aurak's curious gaze, and threw him the tribal necklace the gang leader was wearing—a symbol of his potential to lead and his willingness to do anything for the gang. The assassin disappeared into the darkness just as Seerce found him, tearing into him for getting lost before they were on their way to catch up with the family. Aurak wears the necklace to this day, updating it over the years with trinkets from confirmed kills and the like.

Aurak built up a series of contacts with his family, never outright choosing a “side” between freedom or law, but reaping the benefits of both whenever he could. While familiar with the underbelly of the world, Aurak generally operates within the law, but never truly hesitates to break rules if it will accomplish the job, although he will feign guilt if caught by any relatives. From the age of 5, he began venturing out to find tasks of a sordid nature to complete, dealing with any small compunctions of guilt in a few cases with relative ease, as “Those in my sights are destined to die. That's just how it is when the world moves this fast. You move faster or you get crushed underneath the money and the tech and the ambition.”

Having established himself well-enough across Agora, Aurak would garner a modicum of respect from others in the business, but still keeps to himself a vast majority of the time, still chasing that feeling of following a murder-machine into the night, and watching her tear up a gang for her own benefit. With that dark curiosity in mind, Aurak will often fill his time with practice stalking some small, orb-like robots of his own funding and build that routinely hide across the area, as well as frequent gun ranges and

gambling dens to pick up info on new tech or potential jobs. Often spends his money on things that are pertinent to the jobs he takes, but treats himself to archaic furnishings, things that seem old fashioned and cheap-looking, like ratty couches or wooden tables and chairs, as they remind him of the cozy times spent running around the world. While he cherishes the feeling he remembers from nomadic life, he absolutely hates to travel if it isn't directly tied to a job.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
12	20	15	13	17	12