[Note: names subject to change]

**OVERVIEW**

Longtooth Shifter, Dueling Fighter, Eldritch Knight, Watcher, Ulfaren Viper, early-30s in age, Lawful Neutral

Background a combo of City Watch and Urban Bounty Hunter. Takes Deception from BH; all else from CW; then swap a language for prof w/disguise kit or forgery tools

Nicknames: On the job, Red Fang -- in reference to her Viper caste and proclivity to get in fights, but that was more a nickname not used much to her face. To those close to and comfortable with her, she was sometimes called Talon, an in-joke from her youth.

STR: 16, DEX: 10, CON: 14, INT: 15, WIS: 8, CHA: 14

Prof in: Perception, Intimidation (via race), Athletics, History (class), Deception, Insight (background)

**Plot points** —> Wolf shifter father, Bear soldier mother; mother exerts more influence and she inherits both mother’s vendetta and penchant for action; father’s influence and contacts gives her a slightly more studious path as well and she mellows a bit; she ends up professionally halfway between the two, working in internal intelligence services; she learns through her access that her grandmother’s unit was intentionally sacrificed for strategic reasons and her fury re-emerges; she finds first opportunity to contact her mother to share this info (disregarding protocol) but her mother goes missing and she’s only told / able to find out that she’s “on assignment” somewhere; sensing her turmoil, she gets re-assigned south away from Xadgnia; she goes, and finds nothing there but busy work. Finally, after much internal wrangling, decides "I'm not getting scooted out of the way" and goes awol; working a bit as a mercenary and learning to cross-apply her skills.

She's a revolutionary personality in a nation state somewhat akin to a Native American tribe. Sort of an amalgamation of Jon Snow, Sterling Archer, and a 1910s-era Soviet agitator. She’s not subtle.

**Personality**: quick to anger, aggressive, fierce, loyal, honorable, ambitious, smart but foolhardy, rash.

**TIBF**:

* I don’t pay attention to the risks in a situation. Never tell me the odds. I face problems head-on. A simple, direct solution is the best path to success. I can stare down a hell hound without flinching.
* Honor, Loyalty, Knowledge, Health, Responsibility, Patriotism.
* I’ll never forget the crushing defeat my (grandmother's) company suffered or the enemies who dealt it. My honor is my life.
* My hatred of my enemies is blind, unreasoning, and unforgiving. Doesn't care a whit for approval unless by superiors. Money and freedom mean little.

**Quirks**:

* finds comfort in tavern settings, where there’s less scrutiny, loose talk, amble gambling. She’s a risk taker for sure.
* Keeps a small alter to Tritheron (or Drew to suggest another), god of liberty and ***retribution***, triskelion symbol
  + ^^ closest thing to a secret that she keeps since it's sometimes viewed as subversive given the realm of liberty as well.

**Upbringing**

Born and raised around the Eastern edges of Ul.

***Key Family***

Father -- Anske Jekobsen, Shifter, Wolf Caste, Eastern district leader of Raven Queen temple. Comes from long lineage of shifting Wolves claiming to trace heritage back to original Ul.

Mother -- Xenga Acadiov, Human, Bear Caste, soldier w/melee specialty

Siblings -- none

Mother's Mother -- Elyra Acadiov, Human, Viper Caste, Deceased

Anske travels regularly to the central authorities on matters of magic in the city. It is through Anske that she drew her knowledge of magic early on and is why the spells she specializes in are drawn more from the realm of necrotic side of things.

However, Anske's work often involved multi-day trips. As a result, Runeklyra's mother played a large role in her martial upbringing and passed on her maternal heritage during their personal training as opposed to the more regimented state history.

Runeklyra's grandmother, Elyra, was also a soldier and was killed during the Xadgnian/Ul conflict by the company led by Kierien Darkiron and, per rumors, by Darkiron himself in a back-handed, dishonorable way. Xenga was angered at the death, and quite peeved at what she perceived to be a lack of appropriate response from Ul in not chasing after the Xadgians in retaliation. Xenga passed these along to Runeklyra.

**Schooling**

Her parents hoped Runeklyra would be a good mix of her father’s intelligence and leadership, and her mother’s strength and skill; that she could have a high ceiling in Ul, especially with her inheriting his shifting traits. Unfortunately, due to his regular trips away, Runeklyra's father made less of an early impression than did her mother Xenga, who at the time of Runeklyra's early childhood was assigned training duty and it was felt that Runeklyra could benefit from her direct tutelage. Unbeknownst to the state, this means that family vendetta is passed on.

Alas, when time came, she was deemed potentially too aggressive, too rash and prone to action over contemplation. Too much her mother’s daughter in disposition, especially when married to her father’s recessive lupine genes. She's very smart and was obedient, so although she had too much passion in her she still ended up marked as a Viper. This was a tad of a disappointment to her parents, but not to Runeklyra - who defiantly preferred her methods of action first. Still, the Viper caste was of no small repute and she did have a leg up in her training thanks to her parents’ connections.

**Adulthood, Recent Events, Lead up to Adventure**

Growing up, she's somewhat groomed for the intelligence/watch service and takes to it well with her unquestioning loyalty and book and martial talents.

Working in internal intelligence services; she learns through her access that her grandmother’s unit was intentionally sacrificed for strategic reasons and her familial fury re-emerges. To that end she carries a massive grudge against Xadgnia and Kierien personally. She's somewhat consumed by a revenge motive and wants Ul to fight back, or at least for Xadgnia to suffer greatly. As such, is out of step with greater Ul politics in wanting Ul to not just maintain status quo. She finds the current Ul leaders a bit milquetoast, all of this from her mother's influence.

She tries to find the first opportunity to contact her mother to share this info (disregarding protocol) but her mother has gone missing and Runeklyra cannot get a straight answer out of her superiors as to where or why, only told / able to find out that she’s “on assignment” somewhere.

This leads her emotionally away from Ul. Her superiors sense her teetering a bit and send her south toward the Free Cities/Catia/wherever on tasks to keep her busy and away from Xadgnia. She gets sent south, goes, and finds nothing there but busy work. Finally, decides "I'm not getting scooted out of the way" and makes the wrenching decision to go AWOL, potentially tossing away a promising career in Ul. She doesn't want to. She's disillusioned with the current leaders in Ul, not the state itself.

**Character Arc**

Her short-term motivations are

* to find her mom
* prolong the battle to weaken Xadgnia as much as possible either by force, supplying or fighting alongside Catia, or by infiltrating Xadgnia and reporting back intelligence.

Long term goals are

* personal revenge against Kierien and perhaps the entire Xadgnian state.

**Development**

Character story arc along the lines of

* finding something to live for beyond her vendetta
* Finding a way back into Ul and then fitting into the structure there better
* coming to an understanding beyond the worldview inherited and colored by her mother's passions