

Saki Lore

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Basic information.

Name: Saki

Age: 22

Occupation: Mercenary (Freerunner class)

Height: 180cm (5'10) (*will most likely be changed*)

Personality: Kuudere

Setting.

A cyberpunk inspired future in the year 2045. While similar, the setting is an alternative universe to our own world, it's almost entirely science fiction with some supernatural elements to it.

It takes place across North America, mostly in a Mega city spanning across most of California. Corporations have great amounts of power and after a war that consumed the continent for 3 years their power is even more solidified in everyday life.

A word about the guilds as well! Being a mercenary has become a more viable way of earning money since MILIMX, one of the big 3 amongst the corporations, started opening their officially backed Mercenary Guilds. At the beginning of course it started as just being an official "gun for hire", but with time the term "mercenary" got diluted, and currently mercs take a wide variety of jobs. From assassinations, scouting missions to even odd jobs, such as cleaning. Mercs became a sort of handyman in this world.

There's 7 official Mercenary Guilds in total as of now, all being called by their number (e.g. 1st Mercenary Guild) that range in prestige and the jobs they get, also working as a ladder for mercs to climb, with the 7th being at the bottom and overall, the easiest to get into.

Backstory.

Saki spent most of her childhood as part of a nomad clan, living in a secluded and small community. This clan has spent years traveling across the continent in search of a place they could stay at, trying to hide from the reach of corporations. They finally settled in the forests of Northwest America. They were all survivors of a Bio-Enhancement program led by one of the major corps "Biomanus", taking place during the war. It aimed at creating enhanced humans without the use of cyberware, just boosting their natural capabilities. But the project ended due to the war ending, lack of funding and general lack of progress when it came to stabilizing the outcomes.

Saki was in the 1st generation of people born in this newly formed community. Never really experiencing city life. She still knew about how modern technology is and works, others often talked about it, in moderation of course to not make her too curious.

For years, the clan was living peacefully, slowly expanding, building and surviving, but in the end, they got discovered again by Biomanus, Saki was 11 years old by that time. The corp sent a task force to get rid of them, and the clan, suddenly attacked and unarmed, didn't stand much chance. A small group of mercenaries stationed nearby noticed the commotion and decided to investigate. The group was led by Anna Rozinska, a polish Medic; Theodore Amare, the Vanguard of the group and a Freerunner who wanted to stay nameless for the gig. When they arrived, all they saw was the aftermath of the raid, with buildings set ablaze and left to burn. Amongst the rubble Anna found little Saki, treated her wounds and decided to take her with them.

Anna ended up taking Saki to the city with them, officially adopting her, thus why Saki has a Polish last name. Anna ended up retiring as a mercenary and opened up her own little clinic and Saki helped her with it.

In her teenage years Saki was learning her new surroundings, getting used to the massive jump that was switching from a small secluded village to a massive and overwhelming city. During that time, she discovered a passion for freerunning and parkour, and that combined with her natural flexibility and agility made her very good at it! She spent a lot of time running across the city, causing a lot of trouble to Anna by breaking stall roofs and railings. With time she got better at gauging where she can jump and where not. Not like she cared if it broke, she just didn't want to see Anna angry at her.

Saki didn't really go to a school, as public schools were basically non-existent and private ones were run by corporations, usually impossible to get into without money or connections. She was lucky enough Anna, as a medic, was a well-educated person. So, in her free time she taught in the fields she was lacking. Her favorite subjects being history, biology and physics. On the other hand, she hated math, she was terrible at it.

There were two more things she really grew to like while living in the city, and that's fashion and sweet foods. Possibly her favorite things. Her love for sweets made her try cooking, and while she was pretty barebones when it came to cooking as a whole, baking pastries was going very well and it became a little hobby of hers.

Joining the Guild and current time.

After Saki turned 18, she started job hunting, with not a lot of success. While helping Anna in the clinic was viable it was more of a pastime than actual work, so after 6 months of trying she decided to go in her mom's footsteps and join a Mercenary Guild for the time being. She joined the lowest guild, The 7th Mercenary Guild, since joining any upper ones required not only experience and recommendations, but also having any cybernetic implants installed.

She was agile and fast, with little to no combat abilities, so she got assigned the "Freerunner" class, specializing mostly in scouting and smuggling commissions. And while not providing a lot, jobs of this type appeared fairly frequently, getting Saki a decent salary.

Her lack of combat skills bothered her, so she asked the former team member and friend of her mom, Theo, to teach her martial arts and sword fighting. Theo was an experienced Vanguard (class focused on melee combat), so his lessons were helpful, sadly Saki's affinity for that was not the best and her sword fighting skills turned out to be mediocre at best. Martial arts were a different story, in a short time she became extremely proficient in Muay Thai.

She trained like this for 3 years, and at the age of 22, with enough money earned, she decided to get her first cyberware, something useful but not intrusive. So, she got a pair of flat horns, slotted into her forehead. They work as perception boosters, almost like little radars, helping her with understanding her surroundings at full 360°. Getting used to them wasn't easy, but after she got proficient at it was impossible to ambush or surprise her. The horns are also detachable, so it makes life easier, but the process has to be done slowly, or else she gets disoriented for a bit. She also got a special sword and sheath made to propel the sword out, resulting in a blink fast unsheathe. It used one-time use batteries that were loaded directly into the sheath, 4 of them maximum. That made her develop a specific way of fighting, trying her best to avoid combat at all and stay in the shadows, sneak her way around and in case she got discovered she could use the quick unsheathe to surprise the enemy and cut them down.

At 22 she has a reputation of being to the point and effective. She completes most of her commissions and does it in a spotless way. While she trained combat the majority of her commissions are still scouting and info gathering. She gets a lot of commissions that require her to travel outside of the city to scout and far away outposts, nomads and illegal mercenary groups, resulting in her traveling a lot. She also, to the displeasure of her mom, took a couple assassination contracts. And while she would like to avoid those, they pay really well.

So far that's what Saki is up to. She's working hard to earn money and maybe, someday in the future, open her own pastry store. But the road for that is long, so for now climbing the ladder as a mercenary is the plan!

Eloise Lore

Overview: Eloise Belrose is a mercenary at the 6th Guild. She's 26 y/o and 165cm tall. She comes from France.

Despite her looks, she has a nice amount of cybernetic enhancements installed, the most prominent ones being her horns (that can adjust up and now to sense better, similar to cat ears) and eyes.

Personality: Elo is very rash and spontaneous. She rarely thinks twice and just jumps into the action, usually putting her in a lot of trouble. For her "high risk, high reward" is the correct approach to most things. Her energy is infectious and overwhelming, people either love being around her or find her exhausting.

She often speaks quickly, gestures wildly, and has zero chill when excited. Adrenaline is her comfort zone.

She can be best described as a 'Tsundere'. Acting high and mighty, and getting seemingly annoyed when complimented. She knows she's good at what she does, and won't let anyone forget it. Her compliments usually sound like backhanded insults. She can be arrogant, especially toward people she sees as too cautious or conventional.

She of course has a cute side to her (her design, in a major way, was based on a cat, so she behaves a lot like them. If she has something she likes she can become very cuddly and sweet).

Her bashfulness is most likely to show around romantic interest, serious praise, or unexpectedly tender moments (like someone being kind to her without expecting anything in return).

She's fluent in French. Interjecting French phrases into her dialogues. Uses a lot of colorful metaphors and grandiose phrases.

She's quick to tease or mock others, but gets very defensive when teased in return.

Might drop into French when emotional or flustered, especially when she gets angry.

Likes:

Dancing and music - it helps her concentrate, stay nimble and focused.

She also really likes Saki! (that's the cat part I mentioned before. Despite being way stronger than her, she sees Saki as her idol, tagging along on missions and causing her trouble).

Duels and personal challenges - Loves one-on-one fights or competitions, not just for the thrill but to prove her superiority.

Explosives or big weapons - Something loud and flashy that fits her energy and boldness.

Old poetry or romantic novels (secretly) - She hides these under her bed and gets very flustered if caught reading them.

Dislikes:

Authority figures (unless she's the one in charge) - Rebels against being ordered around, especially by people she sees as less competent.

Bad coffee - A personal offense to her refined tastes.

Being teased about her soft side - If someone catches her blushing or acting shy, she immediately tries to overcompensate with bravado.

Her main attire is her mercenary outfit. It's an elegant shirt, with one long and wide sleeve and a long black skirt. Her attire is mostly black and white, making sure to look elegant and refined. But the asymmetric design with a lot of bright green accents is meant to show her more energetic, "venomous" side. She complements it with a pair of black and green running shoes, specially made for her so they can withstand her way of moving around.

Her other outfit would be her swimsuit. A black one piece with strings on the sides. And lastly, because of Saki. Elo would also wear a bunny-suit. It's a simple black bunny suit with ribbon like ears on top and white, thigh-high socks.

History: She was born in 2019 in France. She grew up in a district of Paris, split by an seemingly endless struggle between Mega-corporations and resistance fighters. At 17 she became one such fighter herself, acting as a courier and smuggler. Her "mad" approach to her missions earned respect from other members. She was good at her job, and her crazy approach managed to turn the tides on many occasions.

With years of fighting, the resistance got pushed back, and now 22 y/o Elo was forced to run. She forged an ID and smuggled herself into North America.

She learned about the existence of the Mercenary Guilds. Places where people like her can earn good money, and on top of all, do it "legally".

Relationships: Most people she knows are work colleagues, almost fully consisting of other mercs.

She has a lot of rivals, in respectful, competitive ways of course. She often bickers with them, challenging them and exchanging feats. She'd never admit it, but she thrives on their approval.

She has two close friends:

A younger merc she met during her escapades. Elo saw they're lost and decided to help them out. Their relationship formed in a way where Eloise sees them like her younger sibling. She pretends it's annoying but secretly takes pride in mentoring them. They're the only one who gets away with teasing her when she's flustered.

And the other close friend. Saki Rozinska. A quiet, grounded ally who balances out her chaos.

Elo constantly tries to get a rise out of her - jokes, jabs, flirting. But respects her calm demeanor.

Saki is the only person she's truly vulnerable with.