


Cole Drayson – Wiki Entry thinger

Cole Drayson was born on Chandrila in 10 BBY, son of George Drayson a middle class advertising executive. His mother was named Samantha, and she worked as a homemaker, as well as a leader in the community. Both of Drayson's parents were often absent during his childhood years: his mother busying herself with community events and trying to look like a model member of society (while neglecting her child). Drayson's father George spent most of his time working at Sterling, Cooper, Drayson, Pryce on the opposite site of Chandrila, bracketed by time spent being drunk and having a number of affairs with various women. Due to his parents' neglect, Drayson developed a life long desire for solitude and relying only on himself.

Drayson's less than ideal upbringing led to his fleeing home at the age of 14 or 15 (he claims not to remember), and wandering the galaxy – moving from system to system, paying his way on merchant vessels through doing odd jobs and...less than desirable odd jobs. One day, Drayson was servicing a maintenance system on a freighter, and his latent force sensitivity was discovered by a member of the crew.

Sources:

Blaster image - http://sw-advnewrep.wdfiles.com/local--files/q-blast/quad_blaster.gif

	<p>Cole Drayson</p> <p>Force Adept, Elder, Gray Paladin Light Side Path, Order of the Sentinel, Marauder Human Male, Right Handed Height: 1.9 m (6'3"), Weight: 83 kgs (183 lbs), Age: 48</p>	
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Physical Description
<p>Salt and pepper (but really, will be completely grey within a year) hair, cut short. Clean shaven, but an unfortunate resting asshole face (which often led Drayson into uncomfortable and sometimes violent misunderstandings).</p>

Weapon Loadout
<p>Two blasters - Vibroblade - Lightsaber</p>

General Aspects	
<p>Bothans Do It From Behind Cole Drayson will never go into any situation head-on. Whether it be combat or just strolling down the street, he will stick to the shadows or cloak himself in the Force. The less he is seen, the better. If he cannot sneak up on someone, then Cole Grayson will not bother confronting them.</p>	<p>Dirty Rotten Scoundrel Cole Drayson is a master of the 'tricks of the trade' - the cheating and stealing trade, that is. With a certain propensity and natural talent for stealth and thievery, Cole Drayson is a professional when it comes to crimes, from minor to major. Sometimes it is as simple as a few more favorable cards in a hand to a set of sticky fingers to something as big as a heist. Either way, Cole Drayson knows his way around a job. However, everyone is bound to get caught eventually, and reputations have a way of finding a way to bite you in the rear. . . not to mention those looking to extract a little vengeance.</p>

Personality Aspects	
<p>Glass Half Empty Cole Drayson manages to always see the down side to every silver-lining, joyous occasion, or victory. Where some may see a boon, Cole Drayson will often see the curse accompanying it, just around the corner. Cole Drayson's constant pessimism can often lead to conflict and the annoyance of those around him, not to mention the dampening of spirits. However, this mindset is not without its benefits, for a pessimist is far more likely to be prepared for the worst and be left unscathed by it - after all, none are more prepared for the worst case scenario than the ones expecting it all along.</p>	<p>Looking for Trouble Cole Drayson has a very bad attitude. He enjoys picking fights and causing trouble, and as such, he isn't phased by most encounters because, let's face it: he tends to be involved in quite a few of them around here!</p>

Combat Aspects	
<p>He's No Good to me Dead Cole Drayson doesn't like to kill people; instead he chooses to injure his opponent until that person is unable to fight back or is otherwise incapacitated.</p>	<p>Keeping My Distance Cole Drayson vastly prefers ranged combat, taking every opportunity to use skills and Force Powers to disengage from melee and instead fight at range, so much so that he has become competent at staying out of melee in the first place.</p>

Skills (X)			
Sovereign (+6)			
Master (+5)	Endurance	Blaster	
Adept (+4)	Intellect	Investigation	
Proficient (+3)	Intimidation	Perception	Primary Lightsaber Form
Trained (+2)	Survival	Subterfuge	Resolve
Learned (+1)	Slicing	Mechanic	

Force Powers (Y)			
Grand Master (+6)			
Master (+5)	Telekinesis	Amplification	
Adept (+4)	Concealment	Healing	Precognition
Disciple (+3)	Sense	Sight	Deflecting
Studied (+2)	Telepathy	Stasis	Barrier
Initiate (+1)	Battle Meditation	Control Self	

Feats (x)	
#1	Gore III
#2	Battle Fury III
#3	
#4	
#5	
#6	
#7	

Specializations	
Primary Lightsaber Form	Soresu
Secondary Lightsaber Form	Sokan
Primary Martial Art	Broken Gate
Secondary Martial Art	Echani
Languages	Basic
Lore	