**Name:** Valkyrie (real name redacted/unknown)

**Race:** Human (or near Human, true species unknown)

**Gender:** Female

**Archetype:** Assassin/Gun-For-Hire

**Path:** Dark Side

**Order:** Sith

**Discipline**: Assassin

**Rank:** Sith Warrior (EQ1)

**Homeworld:** Bastion

**Year of Birth:** 17 ABY (20 years old)

**Height:** 165 cm (5' 5")

**Weight:** 71 kg (156 lb)

**Eye Color:** Ice blue

**Hair Color:** Auburn-Red

**Cybernetics:** None

**Allegiance:** None

**Affiliation:** Various criminal enterprises, Imperial Remnant

**Allies:** None

**Enemies:** New Republic/Galactic Alliance

**Profession:** Assassin, Imperial Guardsman

**Physical Description:** A petite, relatively plain female, she stands only 165 cm. As such, she is easily overlooked and in combination with her plain complexion and beneign demeanour, she is rarely considered a threat. Her auburn-red hair appears in shades of brunette and amber in the light. Her only stark feature is her ice blue eyes, which are considered to be piercing and often intense.

**Identifying Marks**: None

**Personality:** Straight forward, level-headed, polite, often-times bullheaded, stubborn. Many Imperialistic qualities.

**History:**

 **Early Years:**

Born to a minor Moff on the planet of Bastion, the Imperial Remnant's capital, she immediately found herself in both a high-class and ruthless environment. Even as a toddler, she was expected to learn faster than the 'common people'. She was grilled relentlessly, taught mathematics from age two, and she could converse in several languages by age six. Though she was born with a strong intellectual mind, the constant pressure on her to do her best only spurred her on, breaking the bounds of what she was born to be, recreating her mind and body into what the Imperium needed.

After her primary and secondary education, her father acquired an appointment for her to the Imperial Officer Training Center. Though not especially denied access, the IOTC was rarely attended by women, owing to the rigorous regimen and staunch adherence to discipline and fortitude. She quickly excelled, on par with many of her male counterparts. In her second year, she was personally selected by the commanding officer to be considered for Imperial Guardsmanship. A representative from the Guard met with her, and after extensive question, and surreptitious testing, she was accepted as an initiate.

 **Imperial Guardsman**

Blargh

**Weaponry:**

 **Long Bow**

The bow is unlike any other in existence. Crafted with the Wookiee bowcaster in mind, but with serious nod to lightsaber technology, the bow is unique. Crafted out of high-strength steel, and fiber composites to maintain flexibility, its string has a huge draw, helped by a pulley system which allows the user to hold the draw without straining.

The main difference from 'standard' longbows is the fact that no ammunition is required. At the center of the string there is a small actuator, which the user grips with thumb and finger. The finger activated a lightsaber-style containment field, which in turn causes a beam of lightsaber laser to form within the field. At first it is rather broad and unsettled, and underpowered. As the user pulls the string back, the field slowly narrows until it is a long, thin arrow-shaped beam of energy.

The pulleys allow this user to maintain the draw and aim without much reduction in accuracy. The force field cannot be maintained forever, and drains the power of the weapon slowly through use. Upon loosing the bolt, the forcefield is maintained for a few seconds until dissipating, unless the user employs a very subtle Force Stasis, which can be used to keep the force field together for as long as the user knows where the bolt is, and where it's going. Force Sight and Force Farsight are important for this use.

Bolts are green in nature, and can kill from 1000 meters (depending on user's strength in the Force)

 **Lightsaber:**

Not an especially interesting lightsaber, its little more than an armory lightsaber, with copper and green inlay and a red blade.

**Equipment:**

 **Belt**

 Smoke Grenades

 Combat Knife

 **Light Backpack**

 Flaregun and Flares

 Utlity Knife

 First Aid Kit

 Spare clothing

 Replacement kit for Lightsaber

**Skills (29)**

 Adept (+4)

 - Miscellaneous Weapons - For the use of the Bow

 - Intellect - Extreme intelligence, for hunting, living alone, and outsmarting prey

 **Proficient (+3**)

 - Perception - For being able to see at night/long distances, vantage points, etc.

 - Primary Lightsaber Form - When the bow fails...

 **Trained (+2)**

 - Survival - Being by herself the majority of the time means she has to fend for herself

 - Athletics - Must be physically capable of reaching sniper perches, as well as the use of the bow

 - Subterfuge - Sneaky sneak

 - Linguistics - Knowledge of languages important when travelling so often

 - Resolve - Ability to resist enemy attacks

 **Learned (+1)**

 - Slicing - For use in her hunting

 - Investigation - For use in her hunting

 - Pilot (S) - Self-reliance

 - Astrogation - Self-reliance

 - Endurance - Long nights waiting for a target can be tiresome

**Force Powers (29)**

 **Adept (+4)**

 - Force Cloak

 - Sense

 **Disciple (+3)**

 - Farsight

 - Sight

 - Concealment

 **Studied (+2**)

 - Blinding

 - Concealment

 - Blackness

 - Precognition

 **Initiate (+1)**

 - Healing

 - Stasis

 - Telekinesis

 - Amplification

**Specialization**

 **Lightsaber Forms:**

 **Primary Lightsaber Form** - Soresu

**Feats (5)**

 - **Faceless II** - To help hunting targets or escape enemies/authorities (granted as Assassin)

 - **Ghosting II** - To help conceal herself during missions, stake-outs, sniping, etc (granted as Assassin)

 - **B-b-blinded By The Light** - Last resort to defend herself against close-combat attacks

 - **Different Shades Of Black** - Protection during sniping attacks

 - **Trick Shots** - Sniper's gotta show off somehow

**Aspects**

 **Personality**

 **Straight as an Arrow:**

 Her view of the Galaxy and her approach to dealing with others is straight-forward, no nonsense and without emotion or prejudice. Imperialistic and plain, she can sometimes come off as rude, bull-headed and obstinant. She hasn't let this get in her way.

 **Natural-Born Killer:**

 Killing has never been a problem for her; and she kind of enjoys it now, if she is honest. Killing's what she does, and she likes what she does.

 **Combat**

 **Crouching Tiger**:

 Always preferring to strike the first blow, she takes special care to prepare her surroundings for battle, choosing a sniper nest to create as many opportunities as possible. Her prior preparation gives her a serious leg up over her opponents, but can sometimes limit her with its inflexibility when the tables are turned on her.

 **Hidden Dragon:**

 She prefers to hide in the shadows, striking from afar suddenly and without giving away her position. But when threatened in close quarters, she is known to use flashes of light to dazzle and stun, followed by utter darkness to confuse and misdirect. This can sometimes leave her in a confused state as well, but its work well so far.

 **General**

 **Due Diligence:**

 When she does things, he makes sure everything is done correctly, no matter how long it takes. This means there are frequent delays in her work, but it's usually done right, at least.

 **Lone Wolf:**

 She doesn't like to work in groups or teams and feels most comfortable on her own. She sticks to herself, sets her own pace, and doesn't share feelings or emotions with others. While the Lone Wolf can get things done quietly and efficiently, he tends to be emotionally cut off and has problems relating to her comrades.