

**Before Starting: Go to "File" -> "Make a Copy" and then proceed with making your NPC!**

<p>Headshot/Image</p>	<p><b>Val Kordall</b> Raider, Gray Path, Order of the Mercenary Scoundrel, Human Male, Right Handed Height: 1.88m , Weight: 86.25 kg, 32 years old</p>	
<p><b>Physical Description</b></p> <p>Val is tall with a lean build. His brown hair is just past ear level and is kept groomed whenever possible, while his blue eyes look like they're studying everything and everyone in the room. He has a well groomed and maintained mustache that extends past his lips, but no other facial hair and has no physical scars. His skin is a pale light pigmentation, though the cause for why it is pale is unknown to others. Normally, he favors dressing quite well, but with his own personal flourish added to it, usually a nice dress shirt with a vest, pants and old style boots, as well as a long coat, but if on the job, he will dress more functionally, wearing a simple shirt, a multi pocketed vest, fatigue pants and combat boots and a trenchcoat. He wears his dual LL-30s in cross-draw holsters on his torso, and keeps his Scout Pistol and Boot Knife concealed either at his boots or somewhere else on his person, and is only seen with a rifle when the situation arises.</p>		<p><b>Preferred Weapons</b></p> <ul style="list-style-type: none"> <li>* 2x LL-30 Blaster Pistol (Favored)</li> <li>* 1x Scout Pistol</li> <li>* 1x ACP Array Gun "Shotgun"</li> <li>* 1x Boot Knife</li> </ul>
<p><b>General Aspects</b></p>		
<p><b>Loyalty Is Earned, Not Bought</b></p> <p>While Val Kordall will see a job through to its conclusion and put forward his best effort, it's still just a job. His true loyalties lie to his friends, and through thick and thin, he will stand by them and die for them if he needs to.</p>		<p><b>My Fees Are High For A Reason</b></p> <p>Val Kordall does not charge high because he has to pay for his life of luxury; he charges high because he knows he is the best and will accept nothing less to get a job done. Those who do not know him will feel he is gouging them, but those who have seen him work know that Val Kordall is a man of his word and a man who will get the job done.</p>
<p><b>Personality Aspects</b></p>		
<p><b>A Gentleman Of Refinement</b></p> <p>Despite his line of work, Val Kordall still sees himself as a refined gentleman, and will often put on a show of being haughty and arrogant to those he does not know, only letting the mask slip to show his more laid back nature to those he trusts. To those he dislikes, he will actually become even more insufferable towards them.</p>		<p><b>The Finer Things In Life</b></p> <p>Val Kordall would much rather be behind a hand of good cards or a rare vintage of good alcohol than his blasters or ship. More often than not, he will spend his nights at higher end establishments, gambling, drinking and occasionally womanizing. He can survive without the finer things, but he sure would rather not.</p>
<p><b>Combat Aspects</b></p>		

**I Got Two, One For Each Of You**  
 Val Kordall favors dual wielding his pistols as much as possible, to the point he flaunts it. Unless the situation makes it infeasible or he absolutely cannot, Val Kordall will always resort to using his twin pistols first.

**I'm Your Huckleberry**  
 Through a mix of cockiness, courage and possibly some arrogance thrown in, Val Kordall will not back down when called out. In his mind, while he may not be the one to always start a fight, he will always see one through to its conclusion, even if he should really just walk away or let it go. It generally requires a very dire reason to get Val Kordall to not commit to a fight.

**Additional/Optional Information**

Top Skills	Subterfuge (+4), Blaster (+3), Piloting (+3), Perception (+3), Manipulation (+2), Athletics (+2), Pilot (S) (+2), Bladed Weapons (+2), Blunt Weapons (+2), Intellect (+2), Intimidation (+2), Diplomacy (+2), Resolve (+2), Mechanic (+1), Might (+1), Survival (+1), Empathy (+1), Endurance (+1), Medicine (+1), Interrogation (+1), Linguistics (+1), Astrogation (+1), Beast Riding (+1), Might (+1)
Top Powers	
Feats	Intergalactic II, Fly Casual II, Human: Eye of the Tiger, Human: Just Another Face, Order Feat: Mercenary, I've Got A Bad Feeling About This, No Scope, Ambidexterity, Disarming Smile, Go Ahead Make My Day, I Bet You Have, Pistol-cuffs, Trick Shots
Martial Arts	
Lore	Underworld Contacts, Criminal Organizations of the Galaxy
Languages	Basic, Huttese

Character Reference Art: <http://imageurl.jpg>

Notes/Extra

Creator Notes: Val Kordall is kind of based on being an "SW-ified" version of Doc Holliday, specifically as he was shown in the movie "Tombstone", where he can be quite insufferable and arrogant towards his enemies but is fiercely loyal to his friends. Additionally, this also means he's quite the gunslinger, but he'd much rather be at the gambling tables than in a gunfight.

As such, he's a mercenary, but those who earn his respect and friendship will find there's no better person to have their back. Because of his adherence of being a man of culture and refinement, he's more comfortable to use his words but won't back down from a fight if challenged. Otherwise, the best fight is the one he bluffs his way out of. I actually don't want him to have any direct ties to start, just someone that can be hired on and then let those relationships develop over time. This way, the feeling of camaraderie or disgust with Val can appear more genuine than forced. Right now, the DJB is just a

source of income for him, but he might just develop ties to those within its ranks, just as Han Solo saw Obi-Wan and Luke as a quick way out of his troubles with Jabba, but soon developed a deep friendship with Luke.