

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

<p>Headshot/Image</p>	<p>Yasmeena Doren [Raider, Equite 2] [Scoundrel] [Human][Female], [Left-handed] Height: [5'6 , Weight: [135]lbs</p>	
<p style="text-align: center;">Physical Description</p> <p>Yasmeena is a human female of average height and a slender build. Her large, brown eyes are framed by a short mop of raven black hair that reaches no longer than the tips of her petite ears and the nape of her neck. A scar runs parallel from left-to-right down the entirety of Yasmeena’s oval-shaped face, beginning just above her left eyebrow and ending at her composed jawline.</p> <p>Though she is slender, her body is hardened sinews of strong muscle and sun-soaked, tan skin from years of smuggling and other usually stressful tasks of a less-than-legal nature. Her powerful forearms are usually exposed, the tan sleeves of her collared shirts typically rolled up to her elbows to allow for better mobility.</p> <p>Yasmeena typically prefers wearing tailored clothing suited for life under fire or on the run, wearing a black jacket over her tan collared shirts, both of which are dotted with exposed breast pockets, and smaller pockets at the waist. Her pants are of the same stalk, dotted with large pockets just above the knee and tucked into ankle-high leather boots.</p>		<p style="text-align: center;">Preferred Weapons</p> <ul style="list-style-type: none"> * 1x DL-44 Blaster * 2x Vibroblades * 1x Thermal Detonator
<p>General Aspects</p>		
<p>Dollar, Dollar Bills, Y’all</p> <p>Yasmeena’s second priority, besides being the best and letting everyone know about it, is making money. Her entire life is dedicated to the pursuit of making as much money as possible, whenever possible, and however possible. If the price is good enough, she would be willing to turn loyalties on their head and sell you a bent fusion-coil as a rare artifact. However, her dedication to the craft of acquiring wealth has made her a formidable presence in conversation, as she is willing to gamble or bluff her way into and out of any situation. But at the end of the day, though her business partners go home rich, something always comes up that leaves her back at square one.</p>		<p>The Point of No Return</p> <p>Some people are stubborn, and others are just plain foolish. Yasmeena falls within the latter category. Her stubborn streak will sometimes be a blessing, for when a task needs to be completed at any cost, she will complete the task to the best of her ability, for fear her ego would take a hit if she refused. Though her all-or-nothing approach to everything from a firefight in a dark alley to repairing a starfighter under enemy fire is admirable, commendable, and even valuable, Yasmeena tends to end up in precarious, dangerous, and potentially even deadly circumstances.</p>

Personality Aspects		
<p>I'll Never Be Satisfied</p> <p>Yasmeena is her own worst enemy and biggest critic. Though she constantly strives to prove her worth in overcoming tasks and obstacles in her life, she is wracked with serious confidence issues. To counter this, Yasmeena tends to keep to herself and stay away from most social functions beyond what is necessary, preferring to brood by herself and perform maintenance or other tasks to keep her mind occupied.</p>		<p>Anything You Can Do, I Can Do Better</p> <p>Yasmeena is a severely competitive person, striving to become the best at every task she is given. The benefit of her cutthroat approach to life and work is that she will always give her all, pushing herself to physical or mental limits to overcome any task. However, her overzealous ambition makes her insufferable to all but the most patient of companions, making it difficult to make friends while she either proves without a doubt, or utterly fails, at being the best.</p>
Combat Aspects		
<p>Dirty Fighter</p>		<p>Get to the Damn Ship!</p> <p>Yasmeena has no qualms with running from a fight, and will take every opportunity to avoid direct engagement. Her retreat will tend to lead her in the direction of a nearby starship or starfighter, where she will attempt to use all of their systems necessary to keep her enemies out, and to take her into space and away from the fight as quick as possible.</p>

Additional/Optional Information

Top Skills	Adept: Blaster, Subterfuge, Pilot (S); Proficient: Manipulation, Mechanic, Tactics, Astrogation; Trained: Intellect, Perception, Slicing, Linguistics; Learned: Survival, Diplomacy, Miscellaneous Weapons, Intimidation, Explosives
Top Powers	None
Feats	Fly Casual (II), Intergalactic (II), Active Reload, Do A Barrell Roll!, Elusive Prey, Go Ahead, Make My Day, Linguistic Liar, To the Pain, You Got a Bogey On Your Tail
Martial Arts	None
Lore	None
Languages	Huttese, Binary

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

Notes/Extra

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