

Headshot/Image	<b>Yara Viz</b> [Raider] [Scoundrel] [Mirialan][Female], [Right Handed] Height: [1.8]m / [5'9"]ft. , Weight: [68]kgs / [150]lbs	
<b>Physical Description</b> Yara is of average height and weight, for a Mirialan, with an athletic build. She has the Viz family tattoos in the center of her forehead; a base triangle with flanking triangles at 90 degrees in an alternating pattern up into her hairline. Along her cheekbones under both her eyes, she has a series of crescent moons, three facing to the left, then three facing to the right. She has shoulder length brown hair, that she alternates between pulling it up into a ponytail and leaving it down. She has olive skin and she has hazel eyes, which is uncommon for a Mirialan.		<b>Preferred Weapons</b> * LL-30 Blaster Pistol * S-5 Heavy Blaster Pistol
<b>General Aspects</b>		
<b>Part Of The Ship, Part Of The Crew</b> The character understands the value of a good crew at her back. As such will go out of her way to protect those that work for her, and in turn they keep her safe when she's conducting her business. The crew keeps the ship in working order, and the character makes sure they are well paid for what they do.		<b>Family Ties</b> Having grown up under the legend of Hyló Viz, The character has done her best to live to her family's expectation of what it means to be in the Viz family. While she thinks that has lived up to the family standard, though her family doesn't much approve of her business choices.
<b>Personality Aspects</b>		
<b>Think Through Your Exits</b> The character doesn't do anything without first having a plan, and is constantly overheard advising others to always "think through their exits". Every movement he makes--be it combative, manipulative or otherwise--is premeditated and thought out ahead of time. This foresight often places The character two steps ahead of his peers. However, when plans go awry, The character often has to first backtrack those same two steps to address the present, and that hesitation can often be line between success and failure in the heat of a situation.		<b>A Light Touch</b> The character knows that sometimes a delicate touch is required when dealing with others, and will rely on a combination of flattery, assurance, and boastfulness of getting the job done to convince others to take the deal or give the job. The character can be quite cordial in their dealings with others, and will let you believe that they've given up the upper hand if it means that it'll seal the deal. This has lead The character's reputation to be that of a shrewd customer when it comes to making deals, and can make first meetings rather touchy.
<b>Combat Aspects</b>		

**Dirty Fighter**  
 When it comes to a fight, some like to posture, some like to act tough, some like to dance around and go through all sorts of fancy footwork. The character? The character doesn't bother with exotic battle stances, intricate maneuvers, or super-secret tactics. The character, when cornered into a fight, prefers the ancient technique of a good kick to the nuts. And if that won't work, either because the enemy is a woman or has balls of steel, The character isn't beyond pulling a few more cheap tricks out of the bag. Granted, The character won't be winning any medals for nobility or any prestige for a unique fighting style or a superb maneuver, but The character will still be winning, the best and most dirty way he knows how.

**Dead Sprint**  
 When The character gets in trouble, he finds no fault in bravely turning tail and getting the hell out of dodge. Obviously, this means that he tends to survive even the most deadly encounters... but the same can't always be said for his compatriots. This fact hasn't exactly made him the most popular among his peers, but hey, at least The character isn't dead yet.

**Additional/Optional Information**

Top Skills	Subterfuge, Pilot(s), Blasters, Intellect, Diplomacy, Athletics, Perception
Top Powers	None
Feats	Fly Casual II, Intergalactic II, Classic Misdirection, I Bet You Have, I See What You Did There, Ivory Tower, No Scope, Run And Gun, Your Reputation Precedes You, Shake What Your Mama Gava Ya
Martial Arts	Sliding Hands
Lore	Underworld Contacts, Lore and History of the Brotherhood, The history of the Galactic Civil War including the Alliance to Restore the Republic and the Galactic Empire, The history of the modern era including the New Republic and post-Galactic Concordance conflicts
Languages	Mirialan, Basic,

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

Notes/Extra

