

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

<p>Headshot/Image</p>	<p>Kote Falk Equite 2, Ace [Human][Male], [Right] Height: 6'1" , Weight: 150lbs</p>	
<p>Physical Description</p> <p>Kote Falk is an average human with bright red hair that has formed into dreads, and green eyes. His skin is fair in complexion, but not noticeably so. He can usually be found wearing his signature black jacket that has numerous pockets, sporting a large satchel that is usually slung off his left shoulder. He is lithe and wiry, with long skeletal fingers.</p> <p>He sports a UPC on his wrist from his time in a Galactic Empire labor camp.</p>		<p>Preferred Weapons</p> <ul style="list-style-type: none"> * BlasTech DL-44 * Vibroshiv
<p>General Aspects</p>		
<p>I Don't Care, I'm Still Free</p> <p>Kote was a slave when he was a child, and the experience has instilled with him a strong thirst for freedom. Because of this, Kote will do most anything that ensures he remains free..</p> <p>This has led to some not trusting Kote but he has never abandoned a comrade, or piece of cargo, to get away.</p>		<p>You Can't Take The Sky From Me</p> <p>Kote has no home planet, at least not one that he can remember. As a child, he would spend most of his time on his master's starships and grew accustomed to the coldness of space. Because of this, Kote feels more comfortable on a ship than on any planet. He also prefers colder climates if he has to stay on a planet, refusing to step foot on desert planets.</p>
<p>Personality Aspects</p>		
<p>Dreams In Which I'm Dying Are The Best I've Ever Had</p> <p>Kote has a sick sense of humor, viewing the world through dark colored glasses. He has a biting sense of black humor, often laughing at things that most people would find reprehensible or downright soul crushing. Because of this, people not used to him often find him downright unbearable or overly morbid.</p>		<p>Could Be Worse, Could Be Rainin'</p> <p>Kote is, oddly enough, an eternal optimist. Whenever he finds himself in a bad situation, he immediately tries and looks on the bright side of things. While this can be difficult, Kote finds that staying calm and level headed while looking for the best is a better course of action than panic and stressing out. Because of this, some people may find Kote annoying with his constant upbeat nature.</p>

Combat Aspects

.44 Magnum...Shoots through schools.

Kote has practiced long and hard on how to use his blaster on a wide range of targets, big and small. While he isn't one to boast, Kote believes he was one of the fastest duelists in the Outer Rim before joining up with the Dark Brotherhood.

If I Die, I'm Going My Way

Kote is not afraid of death, and because of this had decided long ago that if he were ever in a situation where someone else could take his life, he would at least try and take everyone else's life in the process. To accomplish this, Kote usually carries a thermal detonator or two in his satchel for emergencies.

Additional/Optional Information

Top Skills	Athletics +1, Interrogation +1, Resolve +2, Slicing +2, Mechanic +2, Survival +1, Explosives +3, Bladed Weapons +2, Perception +3, Astrogation +3, Pilot (L) +3, Intellect +4, Manipulation +4, Pilot (S) +4
Feats	I, Am Not Left Handed
Martial Arts	N/A

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

Notes/Extra

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