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| Headshot | **Bhaelgor Shearseam**  Corsair, Equite 3, Vatali Empire  Grey Path, Mercenary, Infiltrator  Sephi Male, Ambi-Dexterous  Height: 1.37m (4'6"), Weight: 65kgs (145lbs) | | | Saber |
| **Physical Description** | |  | **Preferred Weapons** | |
| Bhaelgor Shearseam is a Sephi male suffering from [nanism](http://starwars.wikia.com/wiki/Nanism). Due to this genetic disorder he is significantly shorter, bulkier, and more muscular than other sephi. His lavender skin is a crisscross of thickened scar tissue from repeated slashes from jagged rocks and underground rockfalls.  His eyes are emerald green and his mid shoulder length hair, jet black. He does not follow the Sephi tradition of ornate designs with his hair and prefers to keep it up with a piece of synthleather that has only a few gems in it. His long fingers are gnarled from breaks and the skin tough from callouses. They are still surprisingly deft and strong enough to pry stone away from another. | | Durasteel mining pick, DL-44 blaster pistol, [Laser Drill](http://starwars.wikia.com/wiki/Laser_drill), vibroblade | |
| **General Aspects** | | | | |
| **There’s ore over there!**  Bhaelgor has always had a sort of sixth sense in finding valuable seams of underground ore during each winter. During his first years he went through several disciplinary periods for going off track in the mines.  After he proved he was not only working safe, but turning a massive profit for the company he was given a team and free range within the mines. This veins bring the company varying ore, gems, and has even yielded some archeological finds. | |  | **What is this creature, a goblin mutant?!**  Shortly after birth his parents left him in the care of the Empire. The only reason that Bhaelgor can fathom is due to his birth defect.  He eschews from associating himself with mainstream Sephi society, and many being at first glimpse think him to be of a complete different species. The only key definition to his Sephi heritage is his long ears, distinct hairline, and skin color | |
| **Personality Aspects** | | | | |
| **A memory for the ages**  Bhaelgor has an eidetic memory. This is a blessing as it has helped both the mines of the Vatali Empire and the various companies that own them. However it has a downside as Bhaelgor remembers each member that he has lost in the mines over the years. He has had many sleepless nights haunted by the screams of the dead.  His memory helps him instantly recall any exits or near exits of the mines along the surface of Kiast, and several shafts leading up the mountain ranges near the cities above the cloud line. | |  | **He’s hot blooded, check it and see!**  Growing up with nanism in a society mostly composed of tall, skinny beings put Bhaelgor in a negative spotlight among his peers. Due to this, and his chosen environment away from others, he is quick to turn temper.  He hates a bully and will quickly go to spill blood over it. Doesn’t quite help that his favorite activity after a hard day’s work is to visit the local tavern in search of the local alcohol to drown in. However, he does show kindness to those he views as outcasts, like himself. | |
| **Combat Aspects** | | | | |
| **Because there’s a pickax in his nervous system!**  Never one to shy away from a fight Bhalgor will instinctively reach for the tool he is most accustomed to for a weapon. His time spent with the pick has given him a unique insight on how to use the tool to cause as much, or as little, damage as he wants it to. It has also caused him to have unerring accuracy with the pick. | |  |

**Skin like leather, bones like stone.**

Over the years in the mines his skin has been torn and cut countless times by jagged rocks and ore veins. This has lead his skin to toughen and harden into a crisscross hardened layer of calloused scar tissue. His bones have been broken during falls and rock collapses and have mended themselves into a harder structure than before. Due to this his body is hardier than most of his species and his pain tolerance his higher than most. As a side effect he is wracked by arthritis on a constant basis.

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| Skills | |  | Force Powers | |
| Sovereign (+6) |  | Grand Master (+6) |  |
| Master (+5) |  | Master (+5) |  |
| Adept (+4) | Blunt Weapons  Might  Resolve | Adept (+4) |  |
| Proficient (+3) | Survival  Intimidation  Perception | Disciple (+3) |  |
| Trained (+2) | Intellect  Dual-Wielding  Endurance | Studied (+2) |  |
| Learned (+1) | Bladed Weapons  Explosives  Blaster  Leadership | Initiate (+1) |  |

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| Feats |  | Specializations | |
| Ambidexterity | Primary Lightsaber Form |  |
| There Are Many Like It, But This One Is Mine | Secondary Lightsaber Form |  |
| I, Am Not Left Handed | Primary Martial Art |  |
| Beast of Burden | Secondary Martial Art |  |
| La Resistance | Languages |  |
| This Is Where We Fight! | Lore |  |

Hey guys, so a few things about this. First there are two hyperlinks, one for Nanism and the other for Laser Drill. Both are considered Legends articles on Wookiepedia, however I felt it had a better context than real world stuff. Laser Drill is pretty self explainatory. Nanism is the SW version of dwarfism. Best way to explain this character is he is a literal Sephi dwarf. Loves mining, drinking, and hates people.

His surname of Shearseam was self chosen, with his talent for finding veins of ore he literally shears seams of ore. His ability to shrug off poisons comes from his many hours after shift in taverns drinking the memories of fallen workers, or the pain of his injuries away.

Oh and I want to point out that he is proficient in blunt weapons due to his choice for using a pickaxe. While the CS lists an axe as a bladed weapon, I see a pickaxe (specifically the pickaxe) as a blunt instrument. This is a bit interchangeable though, just wanted to point the distinction out though. Also **Skin Like Leather, Bones Like Stone** is a combat aspect. The formatting got a bit weird.