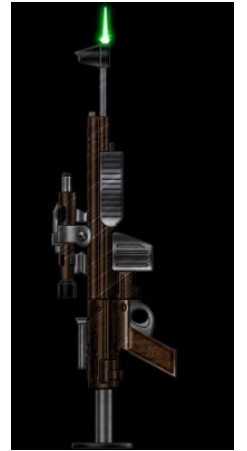




Kos Savren

Colonel, Equite 4, Unaffiliated
Grey Path, Order of the Loyalist, Hunter
Falleen Female, Right Handed

Height: 1.62m / 5'3" **Weight:** 65 kg / 144 lbs **Age:** 51



Physical Description

Appearance

Standing at below average height and with a heavy set build, Savren is a stark contrast to the stereotypical view of Falleen. Bereft of the grace or haughty features which are present among her kind, her years of combat weigh visibly upon her shoulders. With a skin of rough pale green scales which have hardened after decades of braving the elements, and a braided topknot of jet black hair which is becoming streaked with grey, her features retain an often haggard look. What stands out against this are her eyes, which are constantly alert and retain an unnervingly deep purple pigmentation.

Aside from a set of old wounds earned as much from combat as confronting local predators, her most distinguishing mark is a fading SpecForce tattoo on the upper right of her arm; the only signifier which betrays her past loyalties to the New Republic. This is something she takes great effort to keep hidden, and several scars mark efforts made to personally remove it from her body.

Clothing

Always favouring robust and practical clothing over more fashionable options, Savren's wardrobe consists of little more than very basic options. Often favouring well worn jackets and trousers over flowing dresses or skirts, each seems to have been based more upon how well they stand up to damage, and the number of pockets present. The few modifications made often relate more to assisting with concealing items over enhancing their designs, with hidden pockets for blasters or even combat plating.

Loadout: Scout

Cynet:

Tech: Wrist Link

Droid: Recon-PK Droid

Armor: Rebel Pathfinder Armor

Back: Scout Pack

Weapon: Hunting Knife, DC-17m ICWS Sniper Rifle, BlasTech X-8 Night Sniper, Seismic Charge

Equipment: Electrobinoculars, Grappling Hook, Remote Detonator, IM-40 Three-Slot Ammunition and Tool Pouch, Advanced Inquisitor Comlink

Accessory: Family Heirloom, ID Tag

Land:

Space:

<p>Oddly, despite this, her Pathfinder armour has been highly customized to suit her favoured environments. With more earthy tones, colours and more easily reachable pouches, it also has been built for comfort while lying prone. Notably "the risk always survives" has been stenciled in Falleen across the back of her helmet.</p>		
General Aspects		
<p>Lady of the Woods Lady of the Woods A naturally pragmatic woman taught to make use of what little she had, Savren is most at home among the trees. Having ground so accustomed to the day-to-day challenges it presents, she finds life beyond it dull bordering upon tedium. Because of this, she often finds excuses to perform long range recon missions or remain as far from her allies as possible, and little beyond a direct order from a superior Inquisitor will convince her to remain among them for long.</p>		<p>Without a Trace What you leave behind will often come back to kill you. Because of this, Savren habitually limits and hides any trace of her position. Rarely staying in a single location for long, she eschews more traditional housing or anything which might prevent her travelling light. While certainly a useful skill, this can reach a level of near obsession. Sometimes to the point where she will even cut herself off from her allies for weeks at a time.</p>
Personality Aspects		
<p>So That Others May Live Murder is a means to an end, and is at best an unfortunate necessity. Savren has long accepted this, has long accepted this and made her peace with her role in life as a hunter. Carrying too much emotional baggage to ever start her life anew, Savren's goal now is to ensure no one else has to follow her path. So long as she is still standing and fighting, it means no one else has to take her place; and every bullet she puts into an enemy soldier is one less threat to those she protects. If the world she leaves behind has a few less tyrants ruining it, that will be enough.</p>		<p>Worlds Apart Between her constant treks across untamed planets and living in close proximity to deadly creatures, Savren rarely flinches when exposed to nature's savagery. The inherent dangers of worlds like Kashyyyk or Felucia rarely causes her to bat an eye, and the few surprises thrown her way are viewed as more of a challenge than something which could drive her to despair. By comparison she is rarely at ease among civilized society, and if given any choice in the matter she rarely stay allow herself to be confined in a city or starship for long periods of time.</p>
Combat Aspects		
<p>Smile, You son of a-! Having spent her entire adult life wielding a rifle, Savren has learned the hard way that marksmen often have to make do with the situations they are given. Because of this, she has become adept at picking out her enemy's strategic weaknesses and making expert shots from extremely unfavourable positions. Even when forced into these situations she can adapt quickly to her environment, but confidence in her own skills can push her too far. If she fails in her first perfect shot, she will remain for longer than advised, trying to finish her target.</p>		<p>Ghostmaker Savren realised long ago that few weapons are more useful than the very environment you fight in. No matter an enemy's skill at arms, the ability to lead them into ambushes, thin their numbers or run afoul of local predators is often infinitely more dangerous than a blaster. Because of this, she has developed a near preternatural sense of direction and learned to sense and interpret the smallest change in her favoured battlefields. Unfortunately, this does not translate well beyond the wilderness, and the more artificial an environment is the greater difficulty she has in utilising this talent</p>

Skills		Force Powers	
Sovereign (+6)		Grand Master (+6)	
Master (+5)		Master (+5)	
Adept (+4)	Perception, Survival, Resolve, Athletics	Adept (+4)	
Proficient (+3)	Blaster, Endurance, Investigation, Intelligence	Disciple (+3)	
Trained (+2)	Crafting, Explosives, Might, Primary Martial Arts Form,	Studied (+2)	
Learned (+1)	Lore, Bladed Weapons, Mechanic, Medicine	Initiate (+1)	

Feats	Specializations	
Ambidexterity, Beast of Burden, Down Scope, Elusive Prey, I've Got A Bad Feeling About This, Just A Flesh Wound, La Resistance	Primary Lightsaber Form	N/A
	Secondary Lightsaber Form	N/A
Tools Of The Trade II, On The Trail II	Primary Martial Art	Imperial Martial Arts System
	Secondary Martial Art	
Order Feat: Loyalist	Languages	Basic, Falleen
Falleen: Simply Irresistable, Falleen: Superior by Nature	Lore	<ul style="list-style-type: none"> - Lore (Wilderness Survival, ForestsLore - Lore and History of the Brotherhood - History of the Galactic Civil War (Alliance to Restore the Republic and the Galactic Empire) - History of the Modern Era (New Republic and post-Galactic

			Concordance conflicts))
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Full Feats Listings:

Ambidexterity - The character can wield a single weapon fairly in either his left or right hand. While combat applicable, The character still favors one hand over the other. If the primary hand is hindered, he can still fight effectively, but not at peak performance.

Beast of Burden - The character can perform strenuous activities while burdened by a heavy weight, such as swim, run, or perform combat maneuvers, even if he would normally have difficulty doing so given the weight he is carrying.

Down Scope - The character has a knack for lining up their shots when they have their feet firmly planted and can focus, increasing their accuracy when prone or stationary.

Elusive Prey - The character has managed to stay alive by knowing how to watch his own back. The character can use their Survival skill at one Skill point level higher for the purpose of covering their tracks to avoid being followed.

I've Got A Bad Feeling About This - The character has an uncanny ability to avoid danger, able to almost sense it coming. Once per combat, he may replace his Athletics skill with his Perception skill expressly for the purpose of dodging an incoming attack.

Just A Flesh Wound - The character is almost completely self-sufficient, and may use his Survival skill in place of conventional Medicine to treat his injuries by utilizing whatever materials are available.

La Resistance - The character's body has been exposed and conditioned to various toxins and poisons through rigorous training over the years. His body is immune to normal doses of common poisons, but only partially resistant to heavy doses. The character is still susceptible to more advanced or alchemy creations, however.

General Feat Listings:

Tools Of The Trade II - Kos Savren has become proficient with using various gadgets and tools that fall outside the range of conventional weapons training. Kos Savren gains a +1 Skill Point bonus to Miscellaneous Weapons Skill even when improvising on the fly and unprepared (up to a Maximum of +5).

On The Trail II - When tracking or on the trail of a quarry, Kos Savren will pick up on clues to a target's whereabouts or direction that others would miss. This awareness triggers more consistently and without having to rely on her Investigation or Perception Skills.

Falleen: Simply Irresistible - The character can utilize their natural pheromones to make him appear irresistible to any gender of any species. When coupled with his exotic appearance, The character can more easily ply Manipulation on those who are unprepared.

Falleen: Superior by Nature - The Falleen, as a culture, respect discipline and self-control above all else. When coupled with their own demeanor in comparison to that of more openly passionate races, The character considers himself to be unquestionably superior to the other races of the galaxy. In turn, this demeanor will manifest itself as arrogance when interacting with most other species.

Order Feat: Loyalist - The character is counted among the Loyalist Order. Those that wish to serve the Brotherhood, but lack no ability with the Force, are called to serve in the Brotherhood's armed forces. Whether they serve the Iron Throne or the military of their Clan, members of the Loyalist Order make up a variety of callings, from pilot to soldier to mechanic. Despite their lack of Force sensitivity, Loyalists receive considerable training in combating Force users; as such, they are well versed in identifying Force-based attacks, and conditioned to not balk in the face of a Jedi or Sith's powers.