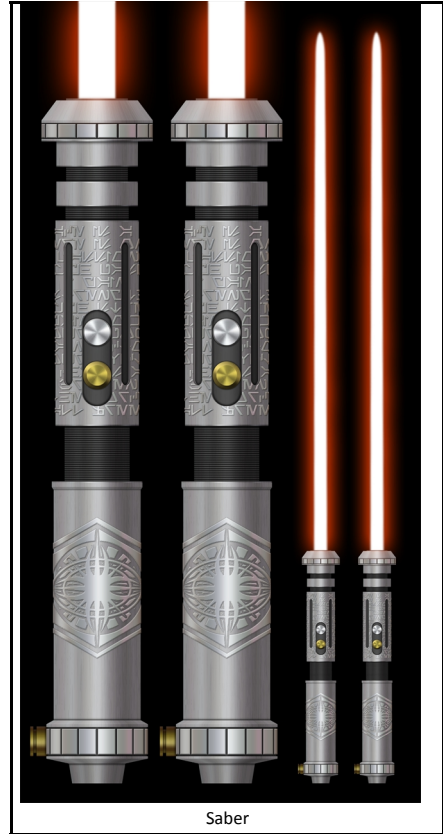


Headshot

## Bahar Vikra

Sith Warlord, Equite, Inquisitorius  
Dark Side Path, Order of the Sith,  
Seeker  
Umbaran Female, Right-handed  
Height: 1.72m, Weight: 63kgs  
(139lbs)



Saber

## Physical Description

Bahar Vikra is a female Umbaran of average height, with a well trained body. Her skin is of a pale white as it is common to those hailing from the world of Umbara as are her ice-blue eyes. She wears her grayish-white hair cut short with a side-cut on the right side of her head. Bahar tends to wear dark make-up to accentuate her ice-blue eyes, but her most distinguish features are two dark tattoos running down from the corners of her mouth to her chin. Vikra proudly wears the robes of a High Inquisitor with her custom dual lightsabers always visibly tucked to her belt like the fangs of a wild predator.

## Preferred Weapons

Custom Dual Lightsabers (fiery)

## General Aspects

### Use 'some' discretion...

Among her peers, little is known about Bahar Vikra, except what she wants others to know about

### Devil in disguise

The seducing blink of an eye, an inviting smile or showing some skin at the right time in the right place... Bahar Vikra is well aware of means of

her. While this might grant her a sense aloofness from those that admire her, it might as well drive others away from working with her as they can't be sure as to where her loyalties lie.

physical attractiveness and has put much time into honing her body to make it a weapon as dangerous as her lightsabers.

### Personality Aspects

#### I can be... pretty cheap.

Over time, Bahar Vikra has become quite good in what she is doing. May it be by applying her physical or mental abilities against her opponents, she is used to always get what she wants and tends to play the good guy for as long as her opponent is giving her what she wants but woe to those who try to resist her.

#### All hail Pravus, huh?

Sides can change within minutes and the person you have just fought might be your ally the next day. For this reason friend or foe are just terms for Bahar Vikra and who ever is in charge will have a trustful servant as long as it wont interfere with the status quo or her long term goals.

### Combat Aspects

#### Come and try

While Bahar Vikra won't probably be the one to start a fight, she will make sure to be the one to end it. From sweet words and physical attractiveness to her skills at using the Force and her lightsabers, every skill at her disposal that will help her to win the fight will do the job.

#### Huh, is that the best you can do?

While there are those that rely on physical prowess to overcome their enemies when engaging an enemy in combat, Bahar Vikra prefers the more subtle nuances of fighting, exploiting her enemies weaknesses and mocking them up to the point where her opponent go for a somewhat risky all-or nothing attempt at a deathblow that she can use against them.

#### Skills

Sovereign (+6)

Master (+5)

Adept (+4)

Proficient (+3)

Trained (+2)

Learned (+1)

- Intimidation
- Interrogation
- Subterfuge
- Dual Wielding
- Primary Lightsaber Form
- Resolve
- Investigation
- Perception
- Intellect
- Athletics
- Endurance

#### Force Powers

Grand Master (+6)

Master (+5)

Adept (+4)

Disciple (+3)

Studied (+2)

Initiate (+1)

- Mind Trick
- Illusion
- Telekinesis
- Precognition
- Amplification
- Barrier
- Sense
- Telepathy
- Terror
- Control Self
- Force Lightning
- Rage

- Tactics
- Empathy
- Primary Martial Arts Form

- Suppression
- Farsight

Feats	Specializations	
Aura of Fear	Primary Lightsaber Form	Jar'kai
Debilitating Fear	Secondary Lightsaber Form	
Puppet Master	Primary Martial Art	Corellian Kickboxing
Dun Moch	Secondary Martial Art	
Plasma Lock	Languages	<ul style="list-style-type: none"> <li>• Basic</li> <li>• Umbaran</li> </ul>
Disarming Smile	Lore	<ul style="list-style-type: none"> <li>• Lore and History of the Brotherhood</li> <li>• The history of the Galactic Civil War including the Alliance to Restore the Republic and the Galactic Empire</li> <li>• The history of the modern era including the New Republic and post-Galactic Concordance conflicts</li> </ul>