

Vanguard Celevon Edraven Erinos (Jedi)/M:HM-Aedile, House Hoth of COU PIN:12004

Andromache Eltaire

Battlelord, Equite, Unaffiliated

Dark Path, Order of the Sith

Marauder, Sephi Female, Right Handed

Height: 1.65 m / 5'5" - **Weight:** 54.0 kg / 118 lbs - **Age:** 74 Years

Physical Description

Though short in stature for her species, Andromache Eltaire possesses a figure of a lifelong athlete. Beneath a pitch-black mockery of the Jedi Armor the Sith wears, the soft curves of her youth have long since been replaced with rippling muscle and almost no fat to speak of. Under messy light brown hair is a face that could only be described as hauntingly beautiful, her pale lavender skin showing signs of little time exposed to the sunlight. The left side of Eltaire's face is marred by a hideous scar that stretches from above the eyebrow to the edge of her lips. Her once amethyst eyes are now a sulfuric yellow, revealing that she has fully embraced her inner darkness. The pair of identical lightsaber hilts are clipped on either side of her belt.

Preferred Weapons



Aspects

General

Vengeance Is Mine

As an adolescent, a Sith posing as a Jedi murdered her entire family. Since witnessing this tragedy, Andromache Eltaire's life has been dedicated to eradicating those she feels have wronged her. All aspects of her life have taken on this pursuit of revenge for her family. The Jedi that tried to prove it was a Sith that committed the crime was cut down without pause. Because of this, the Sephi has no desire for a relationship of any kind and will only be stopped in this quest by the end of her own life.

Warmonger

For Andromache Eltaire, everything from daily activities to strategy games are viewed with impatience and the mindset of a fight for survival. As such, the Sephi comes off as a perfectionist and a highly competitive person. This elitist attitude puts off those who are forced to work with Eltaire.

Personality

Why Wait?

Andromache Eltaire is a generally impatient and angry person. She prefers the blunt approach in many aspects and will quickly grow irritated with someone who chooses the more subtle manners of carrying out a task. Because of this, the Sephi is seen as impulsive and uncaring of who is sacrificed to complete a mission.

It Can Think?!

Whether something Eltaire learned from her family or picked up in her half century of life hunting Jedi, the Sephi is a racist through and through. Sentient species that are not recognizably humanoid in origin are the equivalent to animals in Andromache's mind, which made her an ideal candidate for the Inquisition. Because of this bias, the Sephi won't listen to someone of one of these species, even if they're a recognized genius.

Combat

Glaring Focus

Andromache Eltaire has focused her training and methods toward fighting multiple combatants at once for decades. Due to this focus on her surroundings, the Sephi has difficulties when it comes to a one-on-one duel with an opponent of equal skill.

The Mind Is Your Greatest Weapon

Andromache Eltaire is a long-time believer in the concept of the mind being the greatest weapon at your disposal. In the case of the Sephi, she keeps a mental picture of her surroundings and will draw an unwary opponent into an area where Eltaire would have the advantage or put her opponent into an area where it's hard to maneuver. The downside is that these plans can sometimes backfire or fall through on the Sephi whilst she splits her focus.

Skills

Adept (+4):	Dual Wielding, Primary Lightsaber Form, Resolve
Proficient (+3):	Endurance, Might, Secondary Lightsaber Form
Trained (+2):	Athletics, Intellect, Perception
Learned (+1):	Interrogation, Intimidation, Survival, Tactics

Force Powers

Adept (+4):	Amplification, Precognition, Telekinesis
Proficient (+3):	Control Self, Healing, Sense
Trained (+2):	Mind Trick, Telepathy, Terror
Learned (+1):	Barrier, Beast Trick, Blackness, Blinding

Specialization

Primary Martial Art:	None
Secondary Martial Art:	None
Primary Lightsaber Form:	Shien
Secondary Lightsaber Form:	Djem So

Knowledge

Languages

- Basic

Lore

- 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)

Feats

General

- Sephi: Tinkerer - Sephi are known in the galaxy for their long life and their affinity with droids and machinery. Andromache Eltaire has this same innate affinity when it comes to technology. As a result, she is able to more readily diagnose irregularities within droids others might miss when using his *Mechanic* skill.
- Sephi: Everyone Has A Tell - Sephi are notable for their long tapered ears. Besides her appearance, Andromache Eltaire's ears are known to twitch, swivel, and even flatten in accordance with his emotional state. While an endearing trait to some, it requires her to put forward a more conscious effort to control herself when attempting to disguise her emotions.
- Order Feat: Sith - Andromache Eltaire follows the ways of the ***Sith Order***. The Sith are Force users that seek power, and are willing to do anything to achieve their goals. The Sith are solely dedicated to the dark side, which they see as the ultimate tool with which to succeed. They embrace ancient teachings that promote power and pleasure above all else, which they use to bring power and prestige for themselves across the Brotherhood.

Skill

- Daredevil - Even when blinded or with her vision impaired, Andromache Eltaire is able to rely on her remaining senses and reflexes to defend against direct, incoming attacks from varying angles. Andromache Eltaire can maintain this feat for as long as needed, but remains limited strictly to defensive reactions to incoming attacks, and cannot make any offensive strikes of her own.
- I, Am Not Left Handed - Andromache Eltaire has trained equally with both of her hands and can fight equally with a weapon in one or the other. She no longer has an off-hand, and can fight seamlessly at full effectiveness even if one hand is completely disabled.

Force

- Accelerated Healing - Andromache Eltaire's gift for **Healing** allows her to use **Healing** to quickly and efficiently heal minor wounds in mere moments and with no real concentration needed.
- Battlefield Awareness II - Equite Marauders have further refined their innate connection to the ambient Force of a battlefield, and Andromache Eltaire is able to perceive not only the relative position of nearby enemies, but also track all enemy targets within her immediate vicinity. Once tagged, Andromache Eltaire can better handle attacks from multiple opponents at the same time within her sphere of awareness.

- Battle Haste II - The frenzy of battle drives Andromache Eltaire into a willing fury that she has learned to harness. Her rapid, powerful chains of attacks no longer penalize accuracy, and when there is a lull or end to combat, the crash is minor. Her emotions fuse seamlessly with the Force, allowing her to strike more swiftly and more accurately.
- Double Fisting - Andromache Eltaire can use her **Telekinesis** to Force Choke multiple opponents at a time as long as they are in close proximity. The strength of the choke decreases with each additional target.
- Elementary - Eltaire's *Sense* skill is uniquely tuned to picking up subtle clues left through the Force that even the most critical of eyes could miss. These clues flash across her conscious for fleeting moments that trigger without actively using her *Sense* power. The more practiced Andromache Eltaire is with *Sense*, the stronger the details.
- Lightning Reflexes - Andromache Eltaire's reflexes tend to take over in situations where muscle memory alone can prevent bodily harm. As such, she has a knack for catching or avoiding projectiles aimed at her body, even if focused elsewhere.