

Peacekeeper Ka Tarvitz (Jedi) / Battle Team Wildcards of House Hoth of Clan Odan-Urr

Nikora Sharr

Commander, Equite, Unaffiliated

Dark Path, Order of the Mercenary

Mandalorian

Weapons Specialist: Zabrak Male, Left Handed

Height: 1.91 m / 6'3" - **Weight:** 95.25 kg / 210 lbs - **Age:** 28 Years

Physical Description:

A tall and remarkably thin figure, Sharr has the athletic build of a duellist. Visibly slender even when in full armour, his body language is one of constant control, and is expressed through very precise and oddly graceful movements. Beneath a trimmed and stripped down set of cobalt blue Mandalorian armour, Sharr's skin is almost entirely bereft of scars and lacks the tattoos both his kindred and species are recognised for. The Zabrak's distinctive crown of thirteen horns crowns his shaved head, each one a coal black spike of an inch in length. These clash against his alabaster skin and dark ringed red eyes, which combined with his hollow cheeks, and thin lips only enhances the severe and often cruel quality of his features.

Preferred Weapons:



Aspects

General

Reaper Of Souls

Embodying the most ruthless aspects of Mandalore's bloody legacy, there is little that Sharr will not do in order to attain victory. Having taken his father's place at the head of his small clan during their most desperate hour, Sharr was forced to use any means he had at his disposal in order to ensure their survival against a superior enemy. Disgusted with how their previous leadership had brought them to the brink of ruin, Sharr swore he would use any means at his disposal to return them to greatness. From selling surrendering soldiers into slavery to acting as hired murderers for the Hutts, he will gladly accept any job which might grant him anything to further his cause or inspire fear in his foes. Unfortunately, this reputation has closed as many doors as it has opened, and more honourable or cautious leaders often clash with Sharr's preferred methods.

We Were Born In Order To Die

Utterly unfettered both on the battlefield and when facing a political enemy, Sharr will use any means at his disposal to give himself an edge. From blackmail to acts of mass murder, Sharr is always playing to win no matter the situation. Never ruled by sheer rage or prone to rash actions, his seemingly million-to-one gambles are frequently careful calculated or well formed enough to stand a true chance of victory. There is rarely a moment when he will not be thinking far in advance or adapting to a faltering situation, and the idea of simply accepting total defeat is utterly alien to him. However, each victory only spurs on Sharr's confidence, and he will typically refuse to fully back down from a situation until it is extremely costly to him.

Personality

Chaos Is A Ladder

Regarding only his closest comrades as true people, Sharr sees all others as possible assets or threats. Often judging them almost purely in terms of what they might offer him, Sharr will turn upon someone just as readily as he will align himself with them. This has permitted him to repeatedly emerged from situations in a position of strange and to behead threats long before they emerge, and even to "misinterpret" orders to his personal benefit. Yet, as advantageous as this is to him personally, it makes him a dangerous ally at the best of times. Sharr will need to carefully ensure that he approaches each employer in the right way, usually with something to offer them, in order to survive the encounter.

Oh, The Pain Of It All

Like all mercenaries, Sharr's payment depends heavily upon taking the lives of others. Yet what separates him from many of his ilk is the skill and pleasure he takes in inflicting agony in others. Both those he meets in open battle and those he captures will typically fall afoul of this sadistic aspect of his personality, and those who know of Sharr's reputation pray that he never takes them alive. Unfortunately, while Sharr knows how best to utilise this "addiction" to his advantage in inspiring fear in others, it can work against him in battle. Those who know of his ways will be encouraged to fight harder against him rather than surrendering, or will even commit suicide rather than risk being captured.

Combat

So Long As They Fear

Fear is just as effective a weapon as any sword or blaster when utilised in the correct way. If a foe is too terrified to properly wield their weapon, they can be overcome by even the most unskilled warrior. Over the years Sharr has utilised terror to break his enemy over and over again, shattering any semblance of a well co-ordinated battle plan until the opposing army is little more than a disorganised rabble. In terms of duels, Sharr favours removing any sense of power from his opponent, robbing them of any control they might have over the fight through extreme pain, poisons or putting their loved ones in danger. Naturally, should an enemy overcome his methods, Sharr will be left at a disadvantage and will struggle to retain dominance in the fight.

Cold And Fast

Even the best opponent can be overwhelmed if caught unprepared. Sharr's years hunting foes have proven this to him time and time again, and as a result both his strategies and fighting style have been adapted to favour sheer speed. Hitting an opponent hard and striking over and over again before they can fully recover, when combined with his favoured terror tactics it can allow Sharr to win fights before they start. Having trained himself relentlessly to strike with extreme precision and calculated moves even in the middle of an ongoing battle, he has taught himself to direct the exact movements of troops under his command even while embroiled in the fierce melees. Yet, attrition can still easily take its toll, and the vulnerabilities of Sharr's skills can be exploited if he is forced into a battle of sheer attrition or an enclosed environment which limits his agility.

Skills

Adept (+4):	Bladed Weapons, Resolve, Leadership
Proficient (+3):	Intimidation, Endurance, Tactics, Athletics
Trained (+2):	Pilot (S), Intellect, Perception, Primary Martial Arts
Learned (+1):	Might, Subterfuge, Empathy, Blasters, Interrogation

Specialization

Primary Martial Art	K'thri
Secondary Martial Art	None
Primary Weapon Specialization	Bladed
Secondary Weapon Specialization	Blasters

Knowledge

Languages

- Basic
- Zabrak

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

- Zabrak: Didn't Hurt!: Possessing a second heart, Zabraks are more resistant to physical pain than most species. Even with near-fatal injuries, Nikora Sharr can ignore the worst of the pain to the point that his physiology prevents him from passing out during intense interrogations or torture. However, Nikora Sharr will still feel the effects of fatigue from bodily harm as normal.
- Zabrak: I Always Know Better: Zabraks have a tendency towards self-reliance and are generally quite confident in themselves. Nikora Sharr tends to see himself as superior to his fellows, which borders on arrogance.
- Order Feat: Mercenary: Nikora Sharr belongs to the Mercenary Order. Not all who lack talent with the Force are called to serve others. Utilizing their skills and talents, Mercenaries are always looking to make a profit or earn some fame, and the Brotherhood is full of opportunities for those willing to look. Despite their lack of Force sensitivity, Mercenaries in service to the Brotherhood receive considerable training in combating Force users; as such, they are well versed in identifying Force-based attacks, conditioned to not balk in the face of a Jedi or Sith's powers.

- Familiar Steel: Nikora Sharr has trained vigorously with his specific melee weapon of choice, and suffers no penalty when using this weapon in his offhand. This allows Nikora Sharr to use his Dual Wielding skill at the same level as his Weapon Skill when brandishing a pair of his favored weapons. (This is intended to be for a set of Ryyk Blades).

Skill

- You Killed My Father, Prepare To Die: Nikora Sharr is able to overcome a crippling injury through sheer willpower and toughness to complete his fight or mission. When activated, his focus is locked into finishing the conflict, ignoring his pain from injury conditions without any aid from the Force until success or failure. Even if Nikora Sharr is successful, he will collapse from exhaustion and need medical attention.
- War Hero: The character is a veteran of well known wars or conflicts and can leverage his name, alias, or title alone to convince doubters to follow his vision or strategy. The character can use his Leadership skill at one Skill Point higher when motivating new or doubtful troops to follow orders.
- Poison Weapons: Nikora Sharr is skilled in coating his weapons with poison and has trained to use them effectively in combat without fear of accidentally poisoning himself.
- La Resistance: Nikora Sharr'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. Nikora Sharr is still susceptible to more advanced or alchemy creations, however.
- Pulling. It. Off.: Nikora Sharr has a unique ability to pull off acrobatic stunts and feats of Athletics, without penalty, while wearing clothing that has been designed for style over function, such as tight dresses or robes, high-heeled shoes, corsets, and other apparel that would otherwise inhibit motion.
- Parkour!: When in pursuit of a target or fleeing an adversary, Nikora Sharr is exceptionally talented at acrobatically navigating obstacles that he may encounter with his Athletics skill without the aid of the Force. This can range from vaulting over speeders, jumping off of merchant awnings, or scaling up buildings using seemingly random footholds. Shouting "Parkour!" whenever performing these feats is not required, but permitted.
- Medley II: Nikora Sharr is able to temporarily use any weapon as if they had +2 Skill in that weapon type during combat. This Feat does not grant increased knowledge or experience with that weapon type, just the ability to effectively utilize the weapon.
- Proficiency II: Nikora Sharr has spent years training and honing his skills with his favourite weapons. This allows him to use his chosen Primary and

Secondary Weapon's associated Skills at one Skill Point higher (+1), both to a maximum of +5.