

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

Torin Praxon

Commander, Equite, Unaffiliated

[Grey Path, Order of the Loyalist](#)

Director, Umbaran Male, Right Handed

Height: 1.73 m / 5'8" - **Weight:** 88.90 kg / 196 lbs - **Age:** 67 Years

Physical Description:

An extremely slender man for someone of his height, Torin Praxon is easily recognisable as an Umbaran from a simple glance. Distinguished by his balding head and mottled skin, he gives the impression of someone who has rarely spent time in broad daylight. This has only enhanced the sense of weariness which haunts his features thanks to his age, and the wrinkled corners of his skin makes it clear that his best years are far behind him. However, there is a distinct alertness to his pale eyes which clashes with Praxon's aged features, giving the impression that he is always deep in thought. While his body is largely bereft of scars, the index and central fingers of his left hand have clearly been severed and replaced by cybernetics at some point in his life. Often favouring formal attire for his day-to-day duties, Praxon keeps a single pistol concealed within its inner pocket for personal protection.

Preferred Weapons:



Aspects

General

Veteran of the Great Game

A rare exception among his kind, Praxon is one of the few spies to have worked for both sides of the Galactic Civil War yet lived long enough to reach retirement. Having served both the Imperial Intelligence and later the NRI following his defection, he has witnessed the best and worst the world of espionage has to offer. This experience has served him well since his “retirement” as one of the Vatali Empire’s counter-intelligence operatives, but the ghosts of his past rarely stay dead for long. One way or another, Praxon’s old enemies always seems to come back to haunt him.

Shadowman

While holodramas would have their audiences believe spies fight with an arsenal of clever gadgets, Praxon fights with information. Through investigation and deduction, he can be relied upon to pick out enemy weaknesses, single out infiltrators, and lock down security risks without ever firing a shot. Or, when needed, to make sure that someone else is in the right place and time that they can shoot for him. Unfortunately, this leaves Praxon at a natural disadvantage in conventional stand-offs, especially when faced with a foe unwilling to listen to reason.

Personality

In peace, vigilance. In war, victory.

A long life spent watching the Galactic Civil War from the shadows has left Praxon with a deeply ingrained sense of caution. Often finding it difficult to trust anyone, he views comrades and associates alike all as possible threats, and constantly runs mental simulations with anyone as his enemy. As a result of this, it is almost impossible for Praxon to maintain a long-term relationship outside of his work. Nevertheless, it has ensured that no matter who might turn against Praxon, he will always adapt quickly and be ready to turn the tables on them.

Be polite, Be efficient...

No matter the situation, no matter the subject, Praxon is always polite and forthright. Whether he is brokering a deal or arranging a man’s death, he will never fail to be as openly friendly as he can with others. As with all things, this is a weapon to him, as it permits him to control the direction of the discussion and catch others off guard; as he can easily switch from friendly to threatening at the drop of a hat while still maintaining this mannerism. Unfortunately his typically Umbaran sense of humour

can interfere with this on occasions, giving those he converses with a verbal opening to exploit in conversations.

Combat

Our Man in Nar Shaddaa

As one man in a larger organisation, Praxon typically has the backing of his superiors and other agents in most matters. This allows his words to carry a great deal of weight when he makes both promises and threats, but more importantly it means he is rarely working alone. Those who seek to confront him can often find themselves hindered or countered from unexpected venues, or can even find Praxon himself making a quick getaway thanks to the assistance of someone else. This makes the act of cornering and killing him quite difficult, but Praxon is also beholden to the will of his superiors. Any discovery or retreat will reflect poorly upon him, and his direct orders can easily conflict with his usual approach to problems.

“That would imply I only have twenty-six plans...”

Praxon finds the idea of only having a plan B to any given situation both insulting and utterly insane. To simply trust your life to a single backup plan when there are always so many threats which could emerge is the sort of sloppiness which leads to an early grave. Instead he constantly devises a large web of plans and countermeasures while on the move, taking note of any resources he has on hand and his environment to combat possible threats. While effective, should a situation turn completely against Praxon for too long, desperation can force him to simply try everything in order to survive.

Skills

Adept (+4):	Investigation, Diplomacy, Manipulation,
Proficient (+3):	Subterfuge, Intellect, Resolve, Interrogation
Trained (+2):	Linguistics, Endurance, Empathy, Leadership
Learned (+1):	Blaster, Astrogation, Perception, Tactics, Lore

Specialization

Primary Martial Art	None
Secondary Martial Art	None
Primary Weapon Specialization	None
Secondary Weapon Specialization	None

Knowledge

Languages

- Basic
- Binary
- Huttese
- Umbarese

Lore

- Advanced Espionage Tactics and Counter-Intelligence Methods
- 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

- Paint It Black: Like all Umbaran, Torin Praxon can naturally see into the ultraviolet spectrum. This allows him to see much better in the dark, but causes him to be dazzled and disoriented by flashes of light, even from ordinary objects.
- Devil's Dance: Torin Praxon, as an Umbaran, is naturally very secretive and manipulative, and finds it easier to use his *Manipulation* skill to deceive those around him when not under duress. However, due to this dishonest culture and Torin Praxon's darker sense of humor, he finds it more difficult to relate to other people's emotions and good intentions.
- Order Feat: Loyalist: Torin Praxon 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.

Skill

- Classic Misdirection: Torin Praxon spends a great deal of time observing those under his command. He is capable of motivating those under his command with just the right word or phrase based on his observations as

opposed to simply being charismatic. Torin Praxon can use his *Manipulation* in place of his *Leadership* skill.

- Cry No More: Torin Praxon has an innate ability to understand how individuals react in different situations. When attempting to illicit an emotional response, Torin Praxon may replace his *Manipulation* Skill Level with his *Empathy* Skill Level.
- Eagle Eye: Torin Praxon has been trained to keep an eye on a target even in a crowd. Torin Praxon can use his *Subterfuge* skill in conjunction with his *Perception* of the environment in order to follow a mark from a safe distance without being detected.
- Go Ahead, Make My Day: Torin Praxon is talented in the subtle nuances of acting or putting up a front to bluff or intimidate a target. In these instances, Torin Praxon can use his *Subterfuge* skill in place of his *Intimidation* skill to gain leverage in a compromising situation.
- La Resistance: Torin Praxon'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. Torin Praxon is still susceptible to more advanced or alchemy creations, however.
- Sociopath: While not actually feeling or relating to the emotions of others, The character is able to see and understand them, allowing The character to substitute his *Manipulation* skill for their *Empathy* skill.
- Your Reputation Precedes You: Before entering into negotiations with a new person or party, Torin Praxon's name, alias, or title alone is enough to sway opinions in his favor. To this end, Torin Praxon can use his *Diplomacy* Skill at on skill point higher.