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**Name**: Alash Hiartha

Privateer, Equite, Unaffiliated

Scoundrel, Kaleesh Male, Right Handed

**Height**: 1.61m / 5’3 **Weight**: 47.0 kg / 103.5 lbs **Age**: 36 years

**Physical Description:**

As with most of his species, Alash Hiartha is not a large creature. His skin is the colour of clay and he wears a traditional Kaleesh mask painted bone-white with red geometrical patterns painted across it. His chest is criss-crossed by bandoliers filled with blaster power-packs and other devices. His blaster is low-slung on his right hip in a speed-draw holster. Used to the tropical climate of his home planet, he wears heavy cloaks and layers of clothing to keep warm.

**Preferred Weapons:**



LPA NN-14 Blaster Pistol

**Aspects:**

**General**

*“Didn’t Say Anything About That”* - Be it during a fight or life in general, moral compass means little to Alash Hiartha. If you don’t want a person harmed, you had better specify. General terms mean nothing to him as Alash Hiartha only deals in specifics. If the rules of a duel say you can’t shoot before the count of three? A grenade over the shoulder is fair game, then. Tell Alash Hiartha to stop someone at all costs, well, you better not be concerned if they’re brought back dead or alive.

*“Dirty Rotten Scoundrel”* - Alash Hiartha is a master of the 'tricks of the trade' - the cheating and stealing trade, that is. With a certain propensity and natural talent for stealth and thievery, Alash Hiartha is a professional when it comes to crimes, from minor to major. Sometimes it is as simple as a few more favorable cards in a hand to a set of sticky fingers to something as big as a heist. Either way, Alash Hiartha knows his way around a job. However, everyone is bound to get caught eventually, and reputations have a way of finding a way to bite you in the rear. . . not to mention those looking to extract a little vengeance.

**Personality**

*“Don’t Call Me Small!”* - Alash Hiartha is known for walking tall despite being of below average stature. he is quick to anger when called out for his height, and is not afraid of taking on an opponent regardless of their size or intimidation factor. This same tenacity makes Alash Hiartha easier to rile up, which can be a good or bad thing depending on the situation at hand.

*“Heavy Handed”* - Alash Hiartha is not afraid to exploit any advantage or position of power he has when dealing with others, and relies on a combination of fear, intimidation, manipulation and shows of strength to convince others to compromise and lose. Alash Hiartha can be quite callous in his dealings with others, and never gives up his power. This has earned Alash Hiartha the reputation of a “bully” and can often make negotiations difficult before they even begin.

**Combat**

*“Minister of War”* - Alash Hiartha is utterly devoted to success in combat, no matter the mission, no matter the cost. He has spent his life building himself in the image of war, utilizing a dogmatic regimen that has lead him to a single-minded obsession with military success and requires intense physical and mental training. This training, however, has come at the cost of anything resembling empathy or concern for others - even his superiors and subordinates.

*“Play for Blood”* - Through a mixture of cocksure courage and arrogant swagger, Alash Hiartha will not back down from a challenge when called out, even if the wiser path is to walk away or let it go. Alash Hiartha’s personality does tend to rub a lot of people the wrong way, which generally puts him into situations that escalate quickly to violence. While he may not be the one to always start a fight, he will always see it through to it’s conclusion. Some have tried to play a challenge off as idle banter, but when Alash Hiartha initiates or accepts a challenge, he does not hold back.

**Skills (36 pts)**

**Adept (+4)** Pilot (S), Blasters *8*

**Proficient (+3)** Intimidation, Subterfuge (\*), Tactics, Mechanics *12*

**Trained (+2)** Interrogation, Bladed Weapons, Astrogation, Intellect, Survival *10*

**Learned (+1)** Leadership, Resolve, Blunt Weapons, Manipulation, Perception, Slicing *6*

*\* Gains +1 to Subterfuge as well due to the Fly Casual Feat*

**Specializations:**

None

**Knowledge:**

Languages:

* Basic
* Kaleesh

Lore:

* Lore Topic: Underworld Contacts (from Intergalactic II)

**Feats:**

Species Feat: Warm Reception - Thanks to the thermal pits under his eyes, Alash Hiartha can sense the infrared spectrum, allowing him to ‘see’ in the dark by observing and detecting changes in and the presence of heat.

Species Feat: Rattlesnake - Due to their insular and war-like nature, Kaleesh often do not see eye to eye with the more peaceful species of the galaxy. This makes it more challenging for Alash Hiartha to conduct diplomatic relations and can lead to difficulty in social settings.

Scoundrel Feat: Fly Casual II - Alash Hiartha has gotten a lot of experience wheeling and dealing in everything from small time cons to larger gambits. He gains a +1 Skill Point bonus to his Subterfuge when making or setting up a deal between parties while bluffing, selling, buying, or improvising (to a maximum of +5). Alash Hiartha is more at ease when surrounded by unfamiliar species, cultures, or gangs, and can generally adapt to unseen variables with mixed results.

Scoundrel Feat: Intergalactic II - Alash Hiartha has been around the Galaxy more than a few times, picking up on the trade languages used by different species and droids. He can understand most of (but not speak) alien and droid dialects without the need of Language Skill Points. Alash Hiartha’s journeying and interaction with both legitimate and illegitimate Smugglers and Bounty Hunters grants him an additional Lore topic in dealing with Underworld contacts.

Skill – Active Reload - Alash Hiartha is familiar enough with their ranged weapon that they can reload instinctively without losing focus or skipping a beat. This allows for significantly faster reloading, even when in motion.

Skill – Down Scope - Alash Hiartha has a knack for lining up his shots when he has his feet firmly planted and can focus, increasing his accuracy when prone or stationary.

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

Skill – Fear Will Keep Them In Line - Alash Hiartha has become adept at using fear and threats in diplomatic discussions. He may replace his Diplomacy skill with his Intimidation skill when engaging in the act of a negotiation.

Skill – I Bet You Have - Alash Hiartha is known for shooting first and has a knack for quick-drawing their ranged weapon as quickly and naturally as blinking, often giving them the edge in a conventional standoff.

Skill – Just A Flesh Wound - Alash Hiartha 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.

Skill – Sociopath - While not actually feeling or relating to the emotions of others, Alash Hiartha is able to see and understand them, allowing Alash Hiartha to substitute his Manipulation skill for their Empathy skill.