

Headshot/Image	Kil Xree Colonel Director Rodian Female, Left Handed Height: 1.6 m / 5' 2" ft. , Weight: 50 kgs / 110lbs	
Physical Description Kil Xree is a green skinned Rodian of average height and a bit on the thin side. She always appears to be clean, as if putting on a show of how superior she is. She has several scars across her body.		Loadout Weapons * Holdout Blaster * Vibroblade
General Aspects		
Green Fleet Baroness Nothing matters to Kil more than victory, as victory has gotten her pushed higher and higher in the hierarchy. She has been given the nickname of the Fleet Baroness as a result of her constant pushing for greater and greater victories while minimizing financial loss of ships. This has gotten to her head as she sees it as a compliment instead of the veiled insult that it is, not seeing how she is hated by those she pushes to get her victories.		A Living Enemy Is A Bad One Unlike the Varryn, Kil does her best to make sure every enemy is dead. She sees every living foe as a potential to destroy a good chunk of credits, and would rather have them dead than pose a threat in the future
Personality Aspects		
This Fleet Cost Me Kil is one of Varryn's many workers, possessing a keen mind and a strong grasp on fleet economics. She is often seen as heartless due to her willingness to sacrifice cheaper ships in the same of victory, and is certainly not a favorite among fighter pilots. However, she simply does not care about people's lives, only their cost to the fleet when lost.		For The Greater Glory Nothing Kil does is every kind hearted. She won't give a crying child a hug without knowing there is some kind of gain to be had from it. She aspires to be more than a ship commander, and hopes to either get control of the entire fleet or gain some more political power. Either way, she is always on the lookout for the opportunity to gain something from any action.
Combat Aspects		
Lead From Behind A Shield Despite some good combat training, Kil hates physical violence, and as a result has her own personal guard to protect her if she is caught in a fight. She leads them from behind providing what little fire support she can, only drawing her blade if they go down. Her reliance on others for combat is something others mock, but she views it as being far more civilized. Afterall, she is far more important than her guards.		When In Doubt Kil sees fleeing as a sin in most cases. However she will if there is no other choice. However she knows how to spin it so she looks like a hero, and always tries to make her flight into a story to gain her more support and power.

Additional/Optional Information

Top Skills	+4 Intelligence; Tactics; Manipulation; Slicing +3 Pilot (L); Perception; Diplomacy; Bladed Weapons +2 Blasters; Subterfuge; Interrogation; Empathy +1 Athletics; Might; Endurance; Survival; Explosives
Feats	Order Feat: Loyalist; Diamond Cutter; Force Wielder Awareness; Checkmate II; Silver Tongue II; What's That Smell; Infrared Vision; Alternate Wielding; Classic Misdirection; Droid Whisperer; I Bet You Have; Is That The Best You Got?; Ivory Tower; Lightning Reflexes; No Scope; Poison Weapons
Martial Arts	
Lore	
Languages	Rodese, Basic, Binary

Character Reference Art:

Notes/Extra