

***Before Starting: Go to “File” -> “Make a Copy” and then proceed with making your NPC!***

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| Headshot/Image  | <b>Ussi Nhawn</b><br>Reaver Director<br>Sullustan Female, Ambidextrous<br>Height: 1.2m / [X'X"]ft. , Weight: 42kgs / [xxx]lbs |   |
| <b>Physical Description</b><br><p>Short and often appearing as stocky, she nevertheless has a frame of sinewy muscle and gentle, well-proportioned curves. Her dark eyes hold a keen intelligence and her skin, though marked by time, carries a surprising youthfulness to it.</p> <p>A stubborn scar resides upon her left jowl, though it is often muted by clever make-up, while both her ears are pierced and studded with gold and gems. Her always impeccably manicured hands carry only a single, simple and bare ring upon the left ringfinger with the emblem of the Capital Enterprises upon it.</p> <p>Her attire consists of rich fabrics in purple and scarlet, interwoven with gold and silver thread. Despite the ostensibly heavy appearance, the clothes themselves are light to carry and afford her both unexpected speed and a modicum of protection thanks to cleverly incorporated strands of armorweave.</p> <p>Were one to look, and live to tell the tale, they would find a small, crude tattoo upon her right ankle, burned deep into her skin. A bitter reminder that freedom, does not come for free.</p> |   | <b>Loadout Weapons</b><br><ul style="list-style-type: none"> <li>* 1x Repulsor Dart Shooter</li> <li>* 1x Vial of Poison (Tranquilizer)</li> <li>* 1x A/KT stun gun</li> <li>* 1x Personal Energy Shield Generator</li> </ul>   |
| <b>General Aspects</b>  |   |   |
| <b>Larger Than Life</b><br>Despite her diminutive appearance, {{member}} commands authority and obedience by {{gender:his,her}} presence alone. Whenever {{member}} speaks, their words are heard, if not always heeded and even the most cynical of opponents finds it hard to sideline {{gender:him,her}}   |   | <b>Mistress of Coin</b><br>{{member}} handles the coffers of the Capital Enterprises as the paymaster of Collective forces. All troopers’ salaries from the lowest grunt to the highest admiral must get her seal of approval. Even those who do not answer to her, feel a need to kowtow and with the lack of physical presence from the Capital Enterprises’ actual leader, many see {{gender:him,her}} as the face of the operation. |
| <b>Personality Aspects</b>  |   |   |
| <b>It’s Not Arrogance, If I’m Never Wrong</b><br>{{member}} is arrogant and thinks they are always right, but do so with good reason. Beyond intelligence and keen instincts, {{member}} is often   |   | <b>Everything for a Price, Mr.Goldenfold</b><br>{{member}} knows that everyone has a price. It may not be cold credits or hard drugs, but everyone has something that they desire and would sell anything,  |

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| the last one to speak in any given exchange of ideas and does so with genuine reflection of the points presented by {{gender:his,her}} peers. When {{gender:he,she}} does, however, {{gender:his,her}} council is as unyielding as durasteel and logic sharper than a vibroblade. Despite the undeniable efficacy of {{gender:his,her}} work, many still consider them an arrogant bastard that should be taken down a peg, or two. |  | including their freedom, to acquire. {{member}} is a master of sniffing that something out and twisting those desires to play others around her like puppets. |
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### Combat Aspects

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| <b>Crowdsourcing Human Resources</b><br>{{member}} hates getting {{gender:his,her}} hands dirty and would rather see others do the fighting on their behalf. As a result, {{member}} has honed the ancient art of throwing grunts at problems until the weight of corpses buries them. {{member}} can easily incite mobs and gangs, even random passers-by, into aggression against their foe with a combination of suave words and flashed credits. |  | <b>Hostile Takeover</b><br>{{member}} does not kill by their own hand and seeks to perform non-lethal takedowns whenever possible. This is not out of mercy or fear of blood, but rather to torment and torture the ones who defied her and finally, break them into obedient pets to be thrown right back at their friends. |
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### Additional/Optional Information

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| Top Skills   | Intelligence, Manipulation, Interrogation, Lore, Primary Martial Arts,      |
| Top Powers   | <del>Force Power 1, Force Power 2, Force Power 3, Force Power 4, etc.</del> |
| Feats        | Sleeping Rancor, Ivory Tower, Checkmate, Sociopath                          |
| Martial Arts | Shadow Step   |
| Lore         | Galactic Finance, Galactic Military Campaigns, Psychology                   |
| Languages    | Sullustese, Basic, Huttese  |

Character Reference Art:

Notes/Extra

