

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

Headshot/Image	Pil Lar’Box Corsair Director Human Male, Right Handed Height: 1.73m / 5’ 8”, Weight: 58 kg / 127¼lb	
Physical Description Short black hair, dark blue eyes. Usually found wearing a sharp business suit. Keeps himself completely clean shaven and free of blemishes.		Loadout Weapons * 1x Scout Pistol
General Aspects		
That’s The Job Plucked from the financial sector on Corellia, Pil Lar’Box now works for Capital Enterprises. His head for figures and dubious business ethics make him a perfect candidate for obtaining the finances needed for the Collective’s extensive goals		Swindle Swindle! Years of work in honest markets left Pil unsatisfied. Over time he has picked up additional skills, which the Collective desperately needed. What they are not aware of, however, is just how much Pil Lar’Box is prepared to go to boost his own wealth.
Personality Aspects		
You May Wish To Double Check Your Figures Pil Lar’Box is so adept with figures that he is able to calculate even complex interest rates in his head. His head is always so full of figures that he often ignores other things happening around him, even when in danger.		Cold Hard Feel of Credits Pil Lar’Box is the ultimate capitalist. He prizes the acquisition of credits above anything else, to the point that even friends and family come a very distant second.
Combat Aspects		
Don’t Try Me; I Am Armed Pil Lar’Box is not a combat minded individual. He carries only a single weapon. However, he has trained himself to the point that he is deadly accurate with his blaster pistol. Without it, though, he is largely useless in a fight.		Always Knowing The Odds Being a precise mathematician allows Pil Lar’Box to calculate the odds of any given combat situation. Unless things are greatly in his favour, he will attempt to flee potential combat situations as quickly as possible.

Additional/Optional Information

Skills	<div><div>Severign (+6)</div><div>Master (+5)</div><div>Adept (+4)<div>Lore</div><div>Slicing</div><div>Resolve</div></div><div>Proficient (+3)<div>Diplomacy</div><div>Linguistics</div><div>Manipulation</div><div>Intellect</div></div><div>Trained (+2)<div>Blasters</div><div>Athletics</div><div>Perception</div><div>Investigation</div><div>Endurance</div></div><div>Learned (+1)<div>Leadership</div><div>Subterfuge</div><div>Survival</div><div>Pilot (S)</div><div>Interrogation</div></div></div> <div>Lore, Slicer, Resolve (all +4)</div>
Top Powers	Force Power 1, Force Power 2, Force Power 3, Force Power 4, etc.
Feats	<div><div>Feat 1</div><div>You Can't Stop The Signal</div></div> <div><div>Bonus Feat 1</div><div>Disarming Smile</div></div> <div><div>Feat 2</div><div>Go Ahead, Make My Day</div></div> <div><div>Bonus Feat 2</div><div>Linguistic Liar</div></div> <div><div>Feat 3</div><div>This Is Where We Fight!</div></div> <div><div>Feat 4</div><div>Your Reputation Precedes You</div></div> <div><div>Feat 5</div><div>Droid Whisperer</div></div> <div><div>Bonus Feat 3</div><div>Sociopath</div></div> <div><div>Feat 6</div><div>The System, Is Down</div></div>

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Character Reference Art:

Notes/Extra