


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

	<p><b>Jayda Malek 34Y</b>  <b>Reaver Marauder</b>  <b>Aleena Male, Left</b>  <b>Height: [3'1"]ft. , Weight: [125]lbs</b></p>	
Physical Description		Loadout Weapons
<p>Jayda’s is a short reptilian bipedal with average eye size and a standard reptilian mouth full of sharpened teeth. His skin is of a sky-blue, light in color around the center of the body while there is darkened blue colors on the outer more lateral parts of the body. His eyes are of a darkened brown color with a golden-ring.</p> <p>He possess no hair as most reptilians of his species do not. His body shape is rather lean and flat with little muscle. Small amounts of scars litter Jayda’s body, which he wears long sleeved shirts and pants in order to keep these scars hidden.</p>		<ul style="list-style-type: none"> <li>* <b>Fragment Grenade</b></li> <li>* <b>Ion Grenade</b></li> <li>* <b>DC-17m ICWS Anti-Armor Rifle</b></li> <li>* <b>BioTech Implant</b></li> </ul>
General Aspects		
<p><b>Loyalty Is Earned, Not Bought</b>  While The character will see a job through to its conclusion and put forward his best effort, it’s still just a job. The character's true loyalties lie to his friends, and through thick and thin,he will stand by them and die for them if needed. This loyalty is reserved for those who have earned The character's trust, putting him at odds with other Mercenaries that are only doing a job for the money. This also makes it harder for employers to trust his motives, often times creating extra competition and difficulty finding work. None of it matters to The character, though, because loyalty to his friends is not something credits can buy.</p>		<p><b>On the Run</b>  The character is no greenhorn when it comes to dealing with those who wish him ill. At some point, he managed to cross the wrong people, and now they've got a mark on his hide for it. While such experiences have hardened him for adrenaline-filled moments of evading those who seek to make him their quarry, he can never be quite sure if he is truly safe, for promises of wealth or power can turn even the most seemingly stalwart of allies to enemies with knives poised at his back.</p>
Personality Aspects		

<b>Addictive Personality</b> The character has a tendency to get addicted to things, even if those things aren't addictive.	<b>I Need a Drink!</b> The character is often confused and heavily saddened by the amount of idiocy that constantly surrounds him. It is often much easier for The character to cope with people by ensuring he stays inebriated and dulling his senses. When unable to find alcohol for an extended period of time, The character will devolve into a ravenous, hate-filled monster that is nigh impossible to be around. In other words, The character is an addict.
<b>Combat Aspects</b>	
<b>Dirty Fighter</b> When it comes to a fight, some like to posture, some like to act tough, some like to dance around and go through all sorts of fancy footwork. The character? The character doesn't bother with exotic battle stances, intricate maneuvers, or super-secret tactics. The character, when cornered into a fight, prefers the ancient technique of a good kick to the nuts. And if that won't work, either because the enemy is a woman or has balls of steel, The character isn't beyond pulling a few more cheap tricks out of the bag. Granted, The character won't be winning any medals for nobility or any prestige for a unique fighting style or a superb maneuver, but The character will still be winning, the best and most dirty way he knows how.	<b>Always Prepared</b>

### Additional/Optional Information

<b>Top Skills</b>	<b>Astrogation +3, Diplomacy + 3, Intimidation +4, Manipulation+3, Investigation + 3, Linguistics +2, Primary Martial Arts Form + 2, Subterfuge + 3, Blasters + 3, Explosives +2, Pilot (L) +1, Pilot (S) +1</b>
<b>Top Powers</b>	<b><del>Force Power 1, Force Power 2, Force Power 3, Force Power 4, etc.</del></b>
<b>Feats</b>	<b>Aleena: Bite Size, Aleena: Nine Lives, Assess the Situation, Do A Barrel Roll!, I Bet You Have, Go Ahead, Make My Day.</b>
<b>Martial Arts</b>	<b>Teras Kasi</b>

<b>Lore</b>	<b>Basic Lore of the Brotherhood, History of Modern Era.</b>
<b>Languages</b>	<b>Binary, Twi'lek, Basic, Aleena</b>

**Character Reference Art:**



**Notes/Extra**

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