

CLASSIFIED.

EETH HAL

Raider, Ace, Order of the Mercenary Ace, Zabrak Male, Right Handed

Height: 2.0m / 6'6"ft., Weight: 90 kgs / 200 lbs Age: 28 Years Old

Physical Description

Eeth's pale skin is complemented by the facial tattoos and scars that line his face. His head remains hairless, mostly out of genetics. Short, hard horns grow out of his bald head, typical of many Zabrak males.

He wears battle attire most of the time, and stands tall and prepared.

Loadout Weapons

- * DC-17m ICWS Blaster Rifle
- * BlasTech DL-44 Heavy Blaster Pistol
- * 1x Thermal Imploder
- * 1x Impact Grenade

General Aspects

Prideful

Despite whatever all his other characteristics may convey, Eeth retains the air of a person that is confident, if not arrogant. Minor (and often, major) things in his body language - his walk, his stance, his expressions - reveal these feelings. At times, it seems he borders upon narcissism, especially judging from how much he enjoys his own company.

Strategist

Through a combination of preparing, studying, and analyzing, Eeth creates detailed battle plans and tries to think two steps ahead of the enemy. At times, however, this can lead to Eeth creating complicated schemes that can baffle less intelligent subordinates.

Personality Aspects

Universal Soldier

Eeth has a military background, and draws upon his experience to tackle the obstacles in his life. This makes him decisive, efficient, and fearless; provides him with a strong sense of duty and strength; which tends to influence his ability to fight and lead. However, a rigid mind is less compassionate towards individuals and less imaginative, and Eeth sometimes risks appearing callous, relatable, or incapable of compromising.

False Idol

People tend to reverently follow Eeth's lead and look up to him in difficult situations. Whether through inspirational behaviour, fear and manipulation, or belief and hope for a better future, they think that Eeth genuinely believes what he does. This is all a clever facade, however, as Eeth is not always as upstanding and respectable as his followers believe. He is no idol, but an opportunist who knows how to manipulate a crowd into bettering his own machinations.



Combat Aspects

Minister of War

Eeth 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.

Always Prepared

Sometimes the only way to prepare for the worst is to always expect it. Eeth takes this philosophy one step further by never leaving home without accounting for every possible scenario he might expect to encounter. Eeth tends to always have the right tool or item for a situation and has a habit of quietly and almost smugly presenting solutions before anyone even recognizes there is a problem. This foresight is far from infallible, however, and he often finds himself at a loss in situations that go beyond what he could have imagined. While incredibly practical and often a life-saver in a pinch, his perpetually pessimistic outlook on daily life can be a bit draining on more optimistic-inclined companions.

Additional/Optional Information

Top Skills	Adept (+4) - Pilot (L), Tactics Proficient (+3) - Leadership, Blasters, Mechanic, Intimidation Trained (+2) - Pilot (S), Perception, Manipulation, Astrogation, Explosives Learned (+1) - Athletics, Intellect, Might, Bladed Weapons, Survival, Slicing
Top Powers	Force Power 1, Force Power 2, Force Power 3, Force Power 4, etc.
Feats	War Hero, This Is Where We Fight!, Let Them Hate, So Long as They Fear, Droid Whisperer, Sociopath, You Killed My Father, Prepare to Die, Alternate Wielding, Beast of Burden
Martial Arts	N/A
Lore	N/A
Languages	Basic, Zabraki

Notes/Extra

Eeth is an overzealous tank commander who believes that battles are won on the ground, through direct conflict. While he doesn't necessarily agree with the cause, he goes where the money and freedom are. He would rather be a ground commander with the Technocrats than a slave soldier for the Iron Throne.

Despite aligning with the Technocratic Guild, Eeth refuses to undergo any genetic or cybernetic mutation, as he believes his body is in peak condition, but a loss of a limb in battle might change that.

