

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

Headshot/Image	Olum Tar’wei EQ2, Director Bothan Male, Right Handed Height: 1.51m, Weight: 51.9 kgs	
Physical Description Physical Description of character. Can include: Olum Tar’wei looks like your run of the mill Bothan. His body is covered mostly in long brown fur with areas of shorter, lighter brown fur on his hands and face. Also like most of his species he has long, pointed ears and a face that protrudes into a snout as opposed to the flat face of many other humanoid species. His one defining feature is a set of crystal blue eyes. Olum is a fairly average build, neither over- or under-sized nor over- or under-weight. He can generally be found in the clothing that fits his audience. For example, when dealing with the CEO he would wear formal attire but when instead negotiating with your average underworld trader he would be found in much more non-descript traveler’s clothing.		Loadout Weapons * 1x WESTAR-35 Blaster Pistol
General Aspects		
Resourceful Researcher Pre-written aspect		Strategist Pre-written aspect
Personality Aspects		
You Assume Too Much Pre-written aspect		Cowardly Lion Pre-written aspect
Combat Aspects		
Dead Sprint Pre-written aspect		Always Prepared Pre-written aspect

Additional/Optional Information

Top Skills	Diplomacy, Manipulation, Perception +4, Subterfuge, Resolve, Intellect, Athletic
------------	--

	+3, Linguistics, Primary Martial Arts, Endurance, Blaster, Might +2, Pilot (S), Interrogation, Tactics, Intimidation, Leadership, +1
Top Powers	Force Power 1, Force Power 2, Force Power 3, Force Power 4, etc.
Feats	I See What You Did There; I've Got A Bad Feeling About This; Let Them Hate, So Long As They Fear; Run and Gun; You May Have Heard of Me; To The Pain; Lightning Reflexes; No Scope; La Resistance; Go Ahead, Make My Day;
Martial Arts	Sliding Hands
Lore	None beyond baseline
Languages	Basic, Bothese, Huttese, Bocce

Character Reference Art:

Notes/Extra

Olum Tar'wei is one of Capital Enterprises best negotiators. When the need arises to work with organization that The Collective needs to acquire supplies from, whether legitimate or otherwise, Olum is sent to negotiate with the most stubborn among them. Able to speak the common trade language, on top of being skilled with his words, Olum can stand toe to toe with the fiercest crime lord or the most shrewd CEO.

Although not defenseless, Olum is not combat master and is frequently shadowed by other, more combat efficient agents. His focus in combat is always to live to fight another day.