

	<b>Arrick Midnight</b> Raider, Infiltrator Twi'lek, Male, Left Height: 1.75m / 5'9" , Weight: 68 kgs / 150 lbs	
<b>Physical Description</b> Blue is Arrick's favorite color, so it is fortunate that he was born with sky blue skin and blue eyes. He is slender and wiry, the perfect build for sneaking through small space. Due to the nature of his work, and his vanity, he prefers form fitting clothing that shows off his trim physique.		<b>Loadout Weapons</b> <ul style="list-style-type: none"> <li>* BAW E-5 Sniper Rifle</li> <li>* DX-13 Blaster Pistol</li> <li>* Hunting Knife</li> </ul>
<b>General Aspects</b>		
<b>I'm Sexy and I Know It</b> There are a few people who have been blessed with superior good looks, and Arrick is one of those people. He is aware of his good looks, and knows how to flaunt them in just the right manner to get the attention of the target in question. However, his vanity requires him to stop in front of any reflective surface he finds in order to ensure that he still looks as good as when he set out that morning.		<b>You Get What You Pay For</b> Arrick prides himself on a job well done, and does not consider a particular job complete until he has exceeded the expectations of his employers. This might result in his work being delayed, but his employers quickly find that it is well worth the wait.
<b>Personality Aspects</b>		
<b>The Finer Things in Life</b> Arrick would much rather be behind a hand of good sabacc cards or a rare vintage of aged liquor than with his blasters or ship. More often than not, he will spend nights at high-end establishments gambling, drinking and "socializing". Arrick can survive without the finer things, but he sure would rather not. This preference follows him onto the job, so it is not uncommon for Arrick to insult a client or potential partner by commenting on their choice of beverage or recreation.		<b>Just Plain Selfish</b> Arrick rarely acts without an alternate motive when it comes to lending aid or acting in a situation. Be it greed, power, or something else, almost undoubtedly Arrick is after something more than what he says - though sometimes Imaginary F(r)iend is even blunt enough to admit to it. While his self-serving attitude comes as a boon, usually, to his survival and pocketbook, his relationships are often strained by his outright selfish attitude.
<b>Combat Aspects</b>		
<b>Combat Slicer</b> While Arrick avoids combat whenever possible, he has no qualms working with technology under the stress and pressure of combat. Arrick has trained himself to keep calm and focus intently on <i>Slicing</i>		<b>Always Prepared</b> Sometimes the only way to prepare for the worst is to always expect it. Arrick takes this philosophy one step further by never leaving home without accounting for every possible scenario he might

even while taking blaster fire from cover or when placed under time constraints. In truth, Arrick almost works <b>better</b> when under duress, and actually needs motivation, typically, when <i>Slicing</i> .	expect to encounter. Arrick 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.
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### Additional/Optional Information

Top Skills	Slicing, Subterfuge, Perception
Top Powers	<del>Force Power 1, Force Power 2, Force Power 3, Force Power 4, etc.</del>
Feats	Assess the Situation; Droid Whisperer; I See What You Did There; Jury-Rig; The System, Is Down; You Can't Stop the Signal; Shake What Your Mama Gave You; Elusive
Martial Arts	Shadow Step
Lore	N/A
Languages	N/A

Character Reference Art:

### Notes/Extra

When it comes to corporate spies, Arrick Midnight is the best. He approaches each job with a high level of skill and a dubious moral code that allows him to take a wide variety of missions. He is willing to do anything from slicing his way in to a competing company's mainframe, to stealing a top secret prototype to kidnapping an important information source. His work for Capital Enterprises has made him infamous in certain circles, a fact which he views with a certain degree of pride.