

HEADSHOT
IMAGE

Jiq Morvit

EQ3, Weapons Specialist

Dark Side, Loyalist

Age	32 Coruscant Years	Species	Human
Height	1.85m	Discipline	Weapons Specialist
Weight	99.3 kg	Handedness	Left Handed

Description & Loadout	
Physical Description	Equipment/Loadout
<p>Morvit has olive hued skin that is marked all over his body with tattoos of varying meaning and quality. He keeps his hair in a short buzz cut. Morvit’s face is crisscrossed by scars and pockmarks from wounds that did not receive proper treatment. His bulbous nose is bracketed top and bottom by his green eyes and thin lips respectively.</p> <p>Morvit is a fairly average build, neither over- or under-sized nor over- or under-weight. He can generally be found in either his service uniform or body armor. While off-duty, Morvit is most likely to be found in loose fitting athletic style clothing.</p>	<p>* 2x Synergy WLD-5 Peacekeeper (favorite) * 1x ZX Miniature Flame Projector * 1x Thermal Detonator</p> <p>Also more explosives if allowed by loadout.</p> <p>Also wears full body armor, including a helmet, that identifies him as a member of local law enforcement. His specific armor is only available to members of the “Advanced Enforcement” unit. (OOC: Akin to SWAT)</p>

General Aspects	
<p>Former Slave</p> <p>The character grew up never knowing his family. He was sold into slavery very young, and was put to work almost immediately. However, due to his age, The character bounced from owner to owner until he became a teenager. Having to endure horrible treatment during this time in his life, The character has lingering trust issues while carrying an absolute hatred toward slavers. If confronted with acts of slavery, he will most likely lash out in some way, regardless of it compromises his objective.</p>	<p>They’re Animals and I Slaughtered Them Like Animal</p> <p>The character has a legendary and virulent need for vengeance. Once crossed, he will make it his life’s work to ensure that whatever slight was received is repaid tenfold. This need for vengeance can be all-consuming, and can often lead to short-sighted decisions.</p>

Personality Aspects	
Looking for Trouble The character has a very bad attitude. He enjoys picking fights and causing trouble, and as such, he isn't phased by most encounters because, let's face it: he tends to be involved in quite a few of them around here!	Just Plain Selfish The character 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 The character is after something more than what he says - though sometimes The character 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.

Combat Aspects	
Dirty Fighter 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.	Berzerker Where most err on the side of caution in a confrontation, The character prefers to charge in head-first. While others may skirt a battlefield or keep their careful distance, The character rushes in with devastating attacks with seemingly no regard for safety, relying upon instinct and possibly armor to protect him from dismemberment and death during his all-out attacks. The character is a force to be feared on the battlefield, leaving a trail of death and destruction. However, The character's blood-hungry ways put him in far more danger than the normal combatant, often resulting in needless injury and suffering, trading safety for pure offensive ability.

Skills & Force Powers			
Skills [Points Spent]		Force Powers [Points Spent]	
Sovereign (+6)		Grand Master (+6)	
Master (+5)		Master (+5)	
Adept (+4)	Athletics, Blasters, Explosives	Adept (+4)	
Proficient (+3)	Endurance, Primary Martial Arts, Resolve, Survival	Disciple (+3)	
Trained (+2)	Intellect, Secondary Martial Arts, Misc Weapons, Tactics	Studied (+2)	

Learned (+1)	Pilot (S), Perception, Medicine, Might, Slicing, Intimidation, Interrogation, Dual Wielding	Initiate (+1)	
Mediocre (+0)	[Beast Riding] [Bladed Weapons] [Blunt Weapons] [Pilot (S)] [Resolve] [Primary LS Form] [Blasters] [Might] [Primary MA Form] [Crafting] [Mechanic] [Linguistics] [Lore] [Intellect] [Athletics] [Endurance] [Astrogation] [Diplomacy] [Dual Wielding] [Empathy] [Explosives] [Leadership] [Medicine] [Interrogation] [Intimidation] [Investigation] [Manipulation] [Misc. Weapons] [Slugthrowers] [Subterfuge] [Survival] [Tactics] [Pilot (L)] [Tactics] [Perception]	[Slow] [Concealment] [Telekinesis] [Beast Control] [Force Lightning] [Amplification] [Control Self] [Suppression] [Farsight] [Barrier] [Sense] [Precognition] [Healing] [Telepathy] [Terror] [Rage] [Battle Meditation] [Illusion] [Blackness] [Force Cloak] [Mind Trick] [Blinding]	

Feats	
Skill Feats	Force Feats
I Bet You Have; Lighting Reflexes; Parkour!; La Resistance; Run and Gun; Pistol-cuffs; The Hand is Quicker; ‘Two Hands’; Pentranaki	N/A
General Feats	
Not sure what the difference between skill and general is. He has the traits that belong to a Weapons Specialist.	

Knowledge	
Languages	Basic, Species Language
Lore Topics	- Lore and History of the Brotherhood - History of the Galactic Civil War & Factions - Hlstory of the Modern Era & Factions

Specialization	
Primary Martial Art	K'Thiri
Secondary Martial Art	IMAS
Primary Lightsaber Form or Primary Weapon Specialization	Blasters

Secondary Lightsaber Form or Secondary Weapon Specialization	Explosives
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