



Nawera

Warlord, The Collective, Liberation Front
Dark Path, Order of the Sith
Imperial

Age	87 Coruscant Years	Species	Falleen
Height	1.71m / 5'7"	Discipline	Arcanist
Weight	71.00kg / 155 lbs	Handedness	Right Handed

Description & Loadout

Physical Description

Though not the most imposing person by his state, the tower of well defined muscle that defines Nawera easily exceeds the average height akin to the Falleen species. His head is bald with a prominent spine runs from his forehead to his back as do smaller lateral spines starting at his temples, forming a striking headshape. His eyes emanate in a pericing icy blue while his greenish-brown skin is adorned with various piercings.

(Usually the following would be displayed through the loadout depiction)

While on a mission, Nawera is always seen wearing a Combat Suit based on the Pilot Suit utilized by the First Order adorning armorplates in a highly reflective red color scheme with black accents and a black body suit underneath.

Equipment/Loadout

Based on the design of the First Order Pilot Suit, Nawera is known to keep his suit at all times blistering with all sorts of Weapons and Equipment relevant to the mission profile for which he and his squadron of elite Soldiers get deployed for by the leaders of the Liberation Front:

While a set of Shockboxing Gloves is counted as part of the actual Combat Suit, a set of two Vibro-arbir Blades can be found in a holster attached to the suit's back with a single holster holding a Blurr-1120 Holdout blaster located on his right thigh and his various tools can be found in the pouches of his utility belt.

Following is a list of the tools and other equipment Nawera is known to carry at his side at all times:

- C1 Personal Comlink
- Scan Pulse
- Grappling Hook

General Aspects

[Didn't Say Anything About That]

[You've Failed Me For the Last Time]

<p>Be it during a fight or life in general, moral compass means little to The character. If you don't want a person harmed, you had better specify. General terms mean nothing to him as The character only deals in specifics. If the rules of a duel say you can't shoot before the count of three? A grenade over the shoulder is fair game, then. Tell The character to stop someone at all costs, well, you better not be concerned if they're brought back dead or alive.</p>	<p>Nawera possesses a cold and completely uncaring demeanour. This will manifest itself in the fact that when push comes to shove, Nawera will just as soon leave a struggling ally behind rather than put themselves in danger. While this may ensure his survival, it often leaves him as an outcast amongst his peers.</p>
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Personality Aspects

[You Assume Too Much]	[Think Through Your Exits]
<p>Nawera has a tendency to be secretive and keeps to himself, relying on deception to conceal his motives and intentions. He is a schemer, and plots and plans against others carefully. When dealing with a confrontation, he will try and bluff his way out of trouble, or overcome obstacles with deliberate, covert actions.</p>	<p>The character doesn't do anything without first having a plan, and is constantly overheard advising others to always "think through their exits". Every movement he makes--be it combative, manipulative or otherwise--is premeditated and thought out ahead of time. This foresight often places The character two steps ahead of his peers. However, when plans go awry, The character often has to first backtrack those same two steps to address the present, and that hesitation can often be line between success and failure in the heat of a situation.</p>

Combat Aspects

[Always Prepared]	[Minister of War]
<p>Sometimes the only way to prepare for the worst is to always expect it. Nawera takes this philosophy one step further by never leaving home without accounting for every possible scenario he might expect to encounter. Nawera 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.</p>	<p>Nawera 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.</p>

Skills & Force Powers

Skills [Points Spent]		Force Powers [Points Spent]	
Sovereign (+6)		Grand Master (+6)	
Master (+5)		Master (+5)	
Adept (+4)	[Bladed Weapons] [Dual Wielding]	Adept (+4)	[Barrier] [Sense] [Amplification]
Proficient (+3)	[Might] [Endurance] [Primary MA Form] [Athletics]	Disciple (+3)	[Control Self] [Precognition] [Concealment]

Trained (+2)	[Resolve] [Subterfuge] [Perception] [Intimidation]	Studied (+2)	[Telekinesis] [Telepathy] [Farsight]
Learned (+1)	[Pilot (S)] [Interrogation] [Intellect] [Survival]	Initiate (+1)	[Healing] [Rage] [Mind Trick]
Mediocre (+0)	[Beast Riding] [Blunt Weapons] [Primary LS Form] [Blasters] [Crafting] [Mechanic] [Linguistics] [Lore] [Astrogation] [Diplomacy] [Empathy] [Explosives] [Leadership] [Medicine] [Investigation] [Manipulation] [Misc. Weapons] [Slugthrowers] [Tactics] [Pilot (L)] [Tactics]		[Slow] [Beast Control] [Force Lightning] [Amplification] [Suppression] [Precognition] [Terror] [Battle Meditation] [Illusion] [Blackness] [Force Cloak] [Blinding]

Feats	
Skill Feats	Force Feats
<ul style="list-style-type: none"> - Elusive Prey - Alternate Wielding - Lightning Reflexes - Shock Boxing 	<ul style="list-style-type: none"> - Psychometry - Leaf on the Wind -
General Feats	
List of General Feats (if Applicable)	

Knowledge	
Languages	Basic, Falleen
Lore Topics	<ul style="list-style-type: none"> - Lore and History of the Brotherhood - History of the Galactic Civil War & Factions - History of the Modern Era & Factions

Specialization	
Primary Martial Art	Imperial Martial Arts System (IMAS)
Secondary Martial Art	None
Primary Lightsaber Form or Primary Weapon Specialization	Bladed
Secondary Lightsaber Form or Secondary Weapon Specialization	Explosives