



Rozz'ados'aerke (Zadosa)		
Colonel	Equite	Plagueis
Dark Path	Order of the Loyalist	Imperial
Infiltrator	Chiss Female	Left Handed
Height: 1.67 m	Weight: 43.09 kg	Age: 28 years

# Physical Description

Zadosa is a lithe buxom Chiss female. She possesses the identifying blue skin and hair, along with the red, pupil-less eyes of her people. She wears her hair in a messy style, usually tied back in a loose ponytail. Her body is in a very good condition, a profit of her original training as an exotic dancer combined with her military training.

She is a master of physical manipulation and carries herself as such. Often walking and moving with an elegance and grace that catches many off-guard. She wears heavy black eyeliner to accentuate her bright red eyes. She meticulously maintains her body, affording her flawless skin and an un-marred beauty.

## Loadout: Black Ops

Armor	Iron Legion Special Forces Armor
Back	Armorweave Cloak
Weapon	Nightsister Energy Bow
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	Electro-sword
Land	BARC Speeder
Space	None

General Aspects	
Quickest Way To The Heart	An Ambiguous Nature
Zadosa's various forms of training have taught her many ways to take down a person. Whether it is through deception and seduction, or by a knife to the chest or a blaster shot to the head. Whatever the method she has learned the quickest way to eliminate an adversary.	As an exotic dancer, Zadosa is capable of drawing the attention and attraction of anyone. She is capable of adjusting her actions and mannerisms to convey whatever nature or orientation is needed. And she is able to pull off these changes at the drop of a hat. One moment she is an innocent girl looking for a man to sweep her off her feet, and the next she is a flirtatious temptress with no reservations.

Personality Aspects	
I Can Finally Relax	Unshakable

<p>Zadosa is best described as a busy-body. She often tries to remain active, and rarely lowers her guard. But in truth she seeks out people and places where she can relax. And it's at these times when her natural personality comes out. In truth Zadosa is a friendly energetic person, who loves simple pleasures like spending time with family and friends, having a cold drink and just talking.</p>	<p>No matter the situation, the problem or obstacle, Zadosa never loses her confidence. She is always able to keep a level head and often able to pull the craziest plans off with the greatest of ease.</p>
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Combat Aspects	
Bothans Do It From Behind	Tiny, But Fierce
<p>Zadosa will never go into any situation head-on. Whether it be combat or just strolling down the street, she will stick to the shadows or cloak themselves in the Force. The less they are seen the better. If they cannot sneak up on someone, then Zadosa will not bother confronting them.</p>	<p>Zadosa works hard to maintain an image of fierce tenacity despite being of a smaller stature. To that extent, Zadosa has learned to not take jabs about her stature offensively, but to instead burn them quietly as fuel for her inner spirit. The flame that is sparked as a result is controlled by Zadosa's discipline of never overestimating her own abilities or those of her opponents. She has trained to fully utilize her size as an advantage when fighting larger opponents. She knows exactly how to leverage her weight to deliver the most effective takedowns or maneuvers. The effort to maintain this image can be draining at times, and when outmatched or overwhelmed, Zadosa becomes susceptible to a loss of spirit.</p>

## Skills

- Adept (+4)
  - Primary Martial Arts Form
  - Leadership
  - Intellect
  - Manipulation
- Proficient (+3)
  - Subterfuge
  - Athletics
  - Miscellaneous Weapons
  - Might
- Trained (+2)
  - Resolve
  - Bladed Weapons
  - Endurance
  - Perception

- Learned (+1)
  - Medicine
  - Survival
  - Tactics
  - Interrogation

## Feats

### Daredevil

Even when blinded or with her vision impaired, Zadosa is able to rely on her remaining senses and reflexes to defend against direct, incoming attacks from varying angles. Zadosa can maintain this feat for as long as needed, but remains limited strictly to defensive reactions to incoming attacks, and cannot make any offensive strikes of her own.

### Elusive Prey

Zadosa has managed to stay alive by knowing how to watch her own back. Zadosa can use their Survival skill at one Skill point level higher for the purpose of covering their tracks to avoid being followed.

### Lightning Reflexes

Zadosa's reflexes tend to take over in situations where muscle memory alone can prevent bodily harm. As such, Zadosa has a knack for catching or avoiding projectiles aimed at their body, even if focused elsewhere.

### Parkour!

When in pursuit of a target or fleeing an adversary, Zadosa is exceptionally talented at acrobatically navigating obstacles that she may encounter with her Athletics skill without the aid of the Force. This can range from vaulting over speeders, jumping off of merchant awnings, or scaling up buildings using seemingly random footholds. Shouting "Parkour!" whenever performing these feats is not required, but permitted.

### Disarming Smile

Zadosa is capable of flashing a disarming smile while appearing completely at ease and nonthreatening. She can use her Subterfuge skill at one Skill Point higher prior to engaging in combat.

## Shake What Your Mama Gave Ya

Zadosa employs many tactics when trying to get what she wants, but her favorite tool is her body. When specifically using seduction tactics to coerce someone, Zadosa gains a one skill level boost to Manipulation while attempting to leverage her 'figure' as an advantage.

## Active Reload

Zadosa is familiar enough with their ranged weapon that they can reload instinctively without losing focus or skipping a beat. This allows for significantly faster reloading, even when in motion.

## To The Pain

Zadosa has the ability to, even while crippled or fatigued, use her Subterfuge skill to mask her injuries for a short period of time and deliver an appropriate bluff, hiding her injured or debilitated area.

## I See What You Did There

Zadosa is accustomed to relying on their Perception to catch the little tells that reveal what's real and what isn't. When appraising an Illusion, Zadosa can reject the fabrication by focusing on these giveaways.

## Chiss: Wise Beyond Years

Members of the Chiss species mature at a faster rate in their society. Disciplined under a well-structured upbringing, The character recognizes the value of propriety and self-control better than most species. As a result of intense schooling, The character has a habit of simply knowing things about the galaxy and its occupants that others might have overlooked, and can adapt to new concepts outside of the norm at a quicker rate.

## Chiss: Sore Thumbs

As the Chiss are fairly isolationist in nature, the sighting of one is a fairly rare occurrence. The character's telltale blue skin and red eyes are seen as exotic qualities to most other species. Thus, The character finds increased difficulty with blending into crowds.

## Order Feat: Loyalist

The character is counted among the Loyalist Order. Those that wish to serve the Brotherhood, but lack no ability with the Force, are called to serve in the Brotherhood's armed forces. Whether they serve the Iron Throne or the military of their Clan, members of the Loyalist Order make up a variety of callings, from pilot to

soldier to mechanic. Despite their lack of Force sensitivity, Loyalists receive considerable training in combating Force users; as such, they are well versed in identifying Force-based attacks, and conditioned to not balk in the face of a Jedi or Sith's powers.

## Keen Eye II

When breaking into someplace they don't belong, Infiltrators have developed an eye for detail that functions like a sixth-sense and allows them to pick up on clues or details that others would overlook. When infiltrating an objective, The character can spot patterns or oddities he comes across such as patrol routes, door-key sequences, or potential traps. This awareness triggers more consistently and without having to rely on his Investigation or Perception Skills.

## Chameleon II

The character has learned to be more subtle when becoming one with his environment. He can change the way he walks and talks while making use of wardrobe, lighting, and demeanor. The character gets a +1 Skill point bonus to his Subterfuge Skill when blending into a crowd or environment, even when not prepared or ready for a mission (to a maximum of +5).

## Knowledge

- Languages
  - Basic
  - Cheunh
- Lore
  - Lore and History of the Brotherhood
  - The history of the Galactic Civil War including the Alliance to Restore the Republic and the Galactic Empire
  - The history of the modern era including the New Republic and post-Galactic Concordance conflicts

Specialization	
Primary Martial Art	Teras Kasi
Primary Weapon Specialization	Blasters
Secondary Weapon Specialization	Bladed Weapons



