

Name: *Russul "Rusty" Araso*

Race: *Human*

Age: 63

Height: 1.5 m

Weight: 94 kg

Right-Handed

Rank: *Corsair*

Discipline: *Scavenger*

Primary Weapon Specialization: *Blasters*

Secondary Weapon Specialization: *Slugthrowers*

Hotfix II, Junker II

Physical Description:

Rusty has had a long life with countless adventures, and his body shows it. Dark tan from a hundred different suns covers most of his body, but where it doesn't shows a stark contrast. Likewise his face is nearly hidden behind a mask scars and wrinkles. His teeth are jagged where they still exist, but that doesn't stop him from flashing his sly grin. While already short, Rusty walks with a bit of a slouch, making him appear far shorter.

Skills:

Adept(+4) - Mechanic, Blasters

Proficient(+3) - Pilot(s), Crafting, Leadership, Linguistics, Slugthrowers

Trained(+2) - Investigation, Intellect, Slicing, Might, Tactics

Learned(+1) - Perception, Pilot(L), Explosives, Medicine, Interrogation

Feats:

Droid Whisperer

Russul Araso can communicate with Droids through having a learned understanding of the Binary language without the need of a corresponding additional *Linguistics* skill.

I Bet You Have

Russul Araso is known for shooting first and has a knack for quick-drawing their ranged weapon as quickly and naturally as blinking, often giving them the edge in a *conventional* standoff.

Jury-rig

Russul Araso is such an able *Mechanic* he can make use of some very unusual materials to get systems up and running again, often using parts of completely different machines or simple objects to replace typically complicated parts. These jury rigs don't last long, but come in handy in a pinch.

Stay A While And Listen

Russul Araso is skillful at divining how to use, manipulate, and/or identify ancient artifacts he encounters and can use his *Investigation* skill instead of requiring a relevant *Lore Topic*.

General Aspects:

Been There, Done That

Russul Araso has been running around the galaxy since he was just a teen. He understands a important fact about life: things can get crazy. Very little will surprise Russul, but it has left him a little jaded and pessimistic in his old age.

Circuit-Brained

Russul Araso loves to play with computers and enjoys interacting with them more than he does with people. Some may call him antisocial - and they'd be right.

Personality Aspects:

That's A Good Plan, Except It Sucks, Let's Do My Plan, And Then It Will Be Good

Russul Araso is the top mechanic on Pharos, so he's certainly comfortable in charge. Generally his policy is "My way or the highway" whereas the highway is another job, far, far away from him. Obviously, this is a problem for his superiors.

All Work, No Play

Russul Araso considers his work to be the most important aspect of his life. This borderline obsessions with the "job" leaves little room for any kind of personal or social life, making it difficult for Russul to relax and enjoy spending time with others. he excels in activities that relate to his work, but the idea of work-life balance is an altogether abstract concept.

Combat Aspects:

I Told You He'd Do That

Russul Araso is always the sceptic, and he'll always be wise to your play. If someone intends to betray him, they just might find the end of his blaster. Likewise, those close to him can often trigger his paranoia.

Tiny, But Fierce

Russul Araso works hard to maintain an image of fierce tenacity despite being of a smaller stature. To that extent, Russul has learned to not take jabs about his stature offensively, but to instead burn them quietly as fuel for his inner spirit. The flame that is sparked as a result is controlled by Russul discipline of never overestimating his own abilities or those of his opponents. He has trained to fully utilize his size as an advantage when fighting larger opponents. He knows exactly how to leverage his 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, Russul becomes susceptible to a loss of spirit.

Peacekeeper Droveth Kathera Vectivi (Jedi) / Battle Team Wildcards of House Hoth of Clan Odan-Urr [SA: VI] [SYN: V] [ACC: Q] [INQ: VIII]
ACx4 / DC / Cr:3R-7A-10S-21E-1T-5Q / CFx6 / Clx56 / CGx55 / DSSx2 / LS / SoL / S:1D-5Rv-16Wr
{SA: MVHL - MVLD - MVPH - MVW - DPE - DPV - SVWP}