

	<p>Vairya Muktiba General, Director Human, Female, Left-Handed Height: 1.68m / 5'5"ft. , Weight: 55kgs / 122lbs</p>	
<p align="center">Physical Description</p> <p>Vairya’s soft, almond-shaped eyes maintain the same rich, earthy browns of her hair and skin, but shimmer with a depth of nuanced hues along the spectrum. Her face, always untouched by cosmetics, boasts soft but clear lines and typically frames a smile on bow-shaped lips. Somewhat shorter than most human women, the Chalactan maintains a slender form that belies her true strength.</p> <p>Left to herself, Vairya wears simple clothing and will leave her straight, dark brown hair free to fall its full length to her upper thighs or draw it in a single, long braid over her left shoulder. In combat, she twists and wraps the braid high on her head for safety.</p> <p>In her interactions with people of other cultures and races, Vairya will often change the way she styles her hair, her clothing and even her demeanor to better reflect the people with whom she is engaging.</p>		<p align="center">Loadout Weapons</p> <ul style="list-style-type: none"> * Monk’s Staff * Crushguants
<p>General Aspects</p>		
<p>The Leader They Chose</p> <p>Despite her renown and usefulness in the field of Social Administration, Vairya did not ascend to the Triumvirate through the usual course. Preferring to work directly with the people the Principate’s policies affected, Vairya would have avoided the role, but the systems cried out for change when her predecessor allowed the Collective to manipulate their worlds. Vairya had been the lone voice warning the Triumvirate of the Collective’s true intentions, but she was ignored at the cost of innocent lives. When the coup was finally revealed, the people demanded that Vairya ascend and her predecessor’s fate be decided by the representatives of the seven systems. Vairya accepted the role to ensure she would never again be powerless to help her people, though she knows the move has earned her new and often unseen enemies.</p>		<p>“Mama Bear”</p> <p>Vairya joined the ranks of the Principate against the wishes of her family and the typical pacifist stance of her people for one reason only - to protect them and worlds like theirs from the tyranny of the First Order and the opportunistic designs of Warlords and factions like the Collective. Though she typically exudes a warmth, empathy and compassion for those under her charge, she can become fiercely protective when the same are threatened. Turning to violence only as a last resort, Vairya is quite capable of turning her greatest gift into a weapon and willing to use it to destroy people by exploiting their fears and turning others against them. Though some part of that darker nature terrifies her, she finds herself almost incapable of resisting the instinct - even if it means putting herself or others unduly in harm’s way to achieve her ends.</p>

Personality Aspects	
<p>Give Me Some Space Vairya’s ability to connect with, genuinely understand and influence people from every sphere of life comes naturally, but it does not come without a price. Lengthy or emotionally demanding situations can drain Vairya, as well as large crowds, though she is skilled at hiding her exhaustion. Given the choice, Vairya will opt for one-on-one interactions or small groups over the crowds she must often endure in her role. If she did not feel compelled to protect or felt that all under her charge could rest in peace, Vairya would choose to spend most of her time alone on her family’s farm.</p>	<p>Winning Friends and Influencing People Marked by the peaceful and spiritual nature of her people, the Chalactans, Vairya’s greatest gift is her ability to understand and connect with people on a level that seems to transcend species, culture and politics. She has few enemies, and those she has rarely remain so for long. This quality in one of its chief directors has won the Principate many allies it may have otherwise lost and helped to ensure peace, order and productivity among its systems without the need for the less desirable tactics of the former Empire. Though her gifts have served her and the Principate well, Vairya fears that they could one day be manipulated in the wrong hands.</p>
Combat Aspects	
<p>Why Can’t We Be Friends? If Vairya can avoid combat, she will. If diplomacy fails, her first move is often an attempt to disarm or otherwise incapacitate her opponent. Unless she senses that her opponent simply cannot be reached with words, Vairya will often continue to attempt to “win over” her opponent throughout combat. Such attempts to disengage can prove distracting and costly with an aggressive combatant.</p>	<p>When Words Fail If pressed into physical combat, Vairya prefers the unarmed style of the Echani in primarily defensive roles, though she will employ the use of a good staff to aid in her defense and knock opponents off their feet. Her goal in combat remains reconciliation. She is slow to strike a killing blow and will typically seek to incapacitate her opponent instead - leaving her vulnerable to feigns or strikes made during a hesitation.</p>

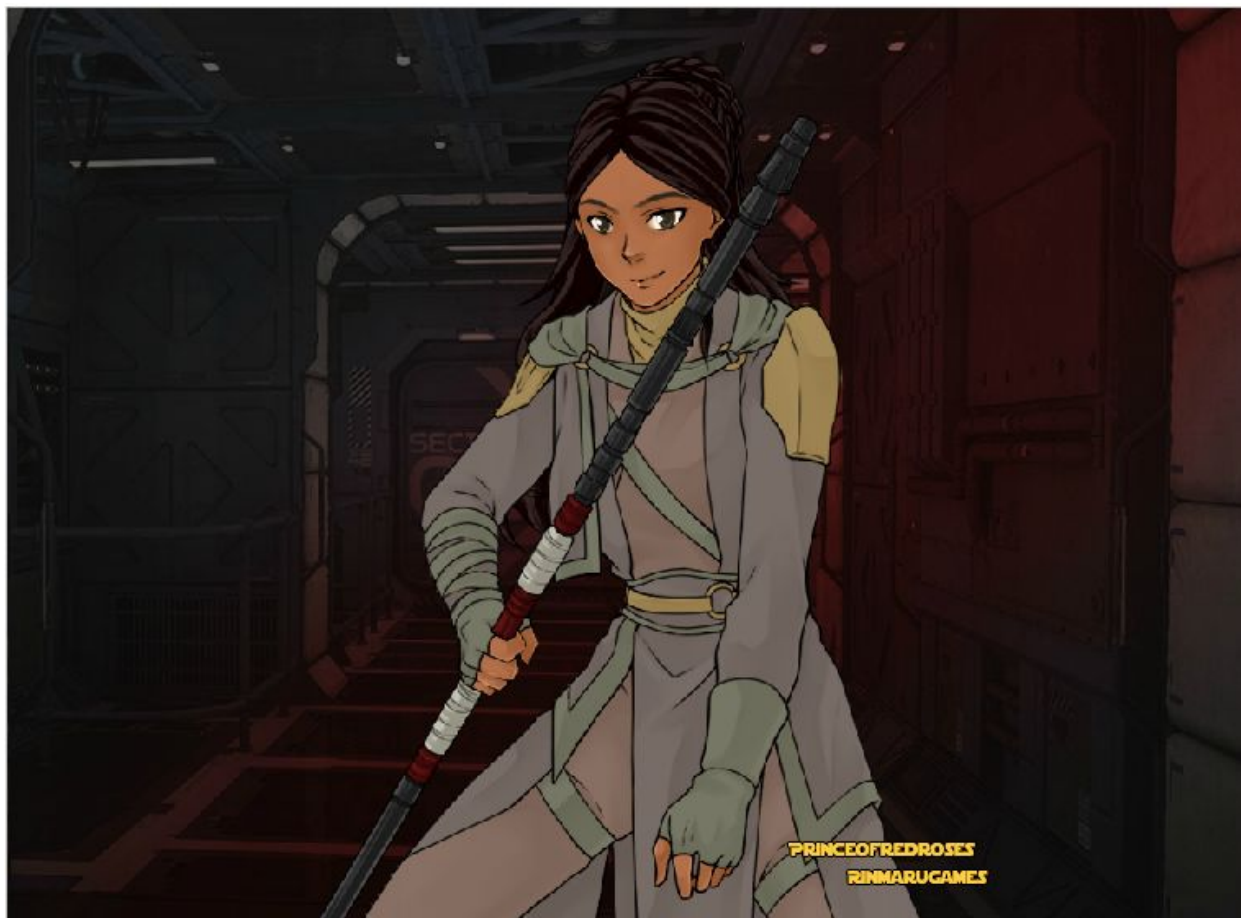
Additional/Optional Information

Top Skills	(+5) Empathy, Resolve (+4) Diplomacy, Primary Martial Arts, Athletics (+3) Stamina, Might, Blunt Weapons, Investigation (+2) Intellect, Perception, Creature Handling, Medicine (+1) Leadership, Tactics, Subterfuge, Survival, Pilot (S)
Feats	Cry No More, True Colors, This Is Where We Fight!, Stay A While And Listen, Just The Two OF Us, The Force Is With Me, The Hand Is Quicker, Daredevil, Alternate Wielding, Lightning Reflexes
Martial Arts	Echani

... See next page!

Reference Art

(Note: this would be a pretty young Vairya, but the avatar styles are limited! :P)



Notes/Extra

**Some of the history is interwoven in her aspects, so just adding a few notes here.*

Vairya was raised on a farm on Chalacta and taught the ways of peace and simplicity. She embraced these teachings when it came to her own defense, but she could never find it in herself to stand still when others were threatened. Vairya married young to her childhood best friend, but her husband died suddenly of an illness before the couple could have children. Her sister was expecting a child when she was murdered by members of the Collective for attempting to hide peaceful Jedi in her home. That tragedy not only solidified her view that the Collective was a threat to people everywhere, but it also reinforced her protective nature and pushed her to the edge of the moral lines she was willing to cross to ensure that such people could not harm another innocent.

Vairya has formed a bond with an Arx Wolf that she discovered abandoned as a pup when she went to her

sister's home to collect her body. She named the wolf Mythri - the name her sister told her she had chosen for her unborn daughter. If Mythri is not at her side, she can be sure she is never far away - a silent guardian and trusted friend.