


**Before Starting: Go to "File" -> "Make a Copy" and then proceed with making your NPC!**

	<p><b>Telaris "Mav" Cantor</b>                  Grand Master                  [Sith] []                  Male Human, Right Handed                  Height: 1.9 m / 6'3" - Weight: 90.0 kg / 198 lbs</p>
<p><b>Physical Description</b></p> <p>Mav looks like that kid from Stranger Things. No, not the one that is missing his teeth. The one that got possessed by the mind flayer. Mullet, wispy mustache, with a wiry but strong build. He does have a bit of a uni-brow, but that just makes his lazy eye a little less noticeable.<sup>31</sup></p>	<p><b>Loadout Equipment / Weapons</b></p> <ul style="list-style-type: none"> <li>* 1x Dual Finger Guns</li> <li>* 1x Bug Zapper</li> <li>* 1x Red Custom Mav Lightsaber</li> <li>* 1x Westar Blaster Pistol</li> </ul>
<p style="text-align: center;"><b>General Aspects</b></p>	
<p><b>Dude, Nobody Plays That But You</b></p> <p>While the rest of the DJB focuses on well-known training programs, Mav chooses to be the lone wolf. He, and only he, plays a holonet game known as "Ancient Holocons: Online" in order to hone his skills in battle.</p>	<p><b>Well, Akchuwally...</b></p> <p>Mav is a scholar and knows the ancient Sith texts backwards and forwards. He knows them better than you, and he'll definitely let you know it. He prefers to draw on those lessons of yesteryear rather than newer, modern knowledge.</p>
<p style="text-align: center;"><b>Personality Aspects</b></p>	
<p><b>Put it in the Details</b></p> <p>Mav is extremely thorough, requiring detailed explanations and descriptions for everything people do. Much to the Chagrin of Howlader Taldrya, Mav is known to never change his stance on this, even when detailed explanations are not necessary.</p>	<p><b>Are Mommy and Daddy Fighting Again?</b></p> <p>Mav has a penchant for argument. Once he has his mind made up, there is absolutely no changing it. This can cause some consternation with his subordinates, most notably Howlader Taldrya and whatever poor soul is currently serving as Fist.</p>
<p style="text-align: center;"><b>Combat Aspects</b></p>	
<p><b>Send in the Peasants!</b></p> <p>Mav chooses an indirect approach to combat, using the rivalries of the clans to his benefit. He will send hundreds of minions to die rather than enter the fray himself, and hey, why should he? He's the GM for crying out loud!</p>	<p><b>Aspect Name</b></p> <p>Aspect text, 250 Words Max.</p>

**Additional Information**

<p style="text-align: center;"><b>Skills</b></p>	
<p>Sovereign (+6)</p>	<p>Primary Lightsaber Form; Primary Martial Arts Form</p>
<p>Master (+5)</p>	<p>Secondary Lightsaber Form; Dual Wielding, Misc. Weapons</p>

Adept (+4)	Intellect, Secondary Martial Arts Form, Perception
Proficient (+3)	Diplomacy, Leadership, Manipulation, Intimidation
Trained (+2)	Stamina, Investigation, Empathy, Tactics
Learned (+1)	Astrogation, Blunt Weapons, Bladed Weapons, Interrogation, Subterfuge, Linguistics, Resolve

Force Powers	
Sovereign (+6)	Force Lightning, Illusion
Master (+5)	Terror, Concealment, Battle Meditation
Adept (+4)	Amplification, Precognition, Telekinesis
Proficient (+3)	Barrier, Suppression, Mind Trick
Trained (+2)	Healing, Force Cloak, Farsight, Control Self
Learned (+1)	Sense, Rage, Creature Control, Telepathy, Blinding, Slow

Feats	
Skill Feats	Force Feats
	Aura of Fear Chain It Bounce It Different Shades of Black Dominate Mind Enhanced Sight Accelerated Healing Dampen B-B-Blinded By the Light
General Feats	

Knowledge	
<b>Languages</b>	Basic, Huttese
<b>Lore Topics</b>	

Specialization

<b>Primary Martial Art</b>	Broken Gate
<b>Secondary Martial Art</b>	Shadow Step
<b>Primary Lightsaber Form</b> <u>or</u> <b>Primary Weapon Specialization</b>	Djem So
<b>Secondary Lightsaber Form</b> <u>or</u> <b>Secondary Weapon Specialization</b>	Ataru

Notes/Extra (Include any backstory here)