

Current Character Sheet for Telaris "Mav" Taldrya Cantor



Prophet Telaris "Mav" Taldrya Cantor

Elder, Clan Taldryan
Male Human, Sith, Seeker
Height: 1.9 m / 6'3" - Weight: 90.0 kg / 198 lbs
Right Handed

Physical Description

Tall and athletic, Telaris would be considered to be reasonably handsome for a human, if rather non-descript. Lacking the characteristic perfection that many of his fellows from the Hapan world of Terephon, some have entertained the idea that his bloodline is a little less pure. His hair and eyes are both a rich brown.



Loadout: Primary

A Tale of Three Cities (General Aspect)

Before stepping up to the Iron Throne, Telaris worked hard to balance his reputation between two competing loyalties: the Cantors and the Taldrya. Since devoting himself to the Brotherhood entire, he has found that his name was tarnished in both groups by his ascension. While his work ethic and skills were never in question, they questioned the man's loyalty to their respective groups, an obvious side effect of having to maintain control over several clans at any point in time. It was a price Telaris paid gladly for power, but on some level he is anxious to return home, viewing his time on the throne as the best of times and the worst...

Perhaps the Archives are Incomplete (General Aspect)

There is very little information available about the Grand Master. What little bits that exist in the archives are either incomplete or so out of date so as to be useless. One might attribute this to the fact that Telaris is always seeking his next goal, driving his Dark Council to achievement to the point where no one near the man has a spare moment to keep up on the Archives. Others suggest that the archives have been carefully edited, sanitized or outright deleted in an effort to keep information...and his secrets safe.

You Can Never Go Home Again (Personality Aspect)

A man such as Telaris has spent a lifetime building contacts, connections, assembling good will and leverage at the same time. His one failure on his home planet in the Hapes Cluster has cut him off from ever returning there, cutting him off from any blood relatives that he may have had. Perhaps as a result of the mysterious happenings where he came from, Telaris often seems distant to those around him. This distance, be it intentional or otherwise, has made it easy to work with the man professionally, but has left indelible marks on his personal life and relationships.

Grey is a Hazy Shade (Personality Aspect)

Returning from his homeworld with a calmer perspective made Telaris an obvious asset to the Dark Council, but was found to be something of a liability on the Iron Throne. Leading the Sith without fear is a difficult proposition, and one that challenges him on many occasions, irritating his understanding of the Sith Code. Using his formidable capacities to make people see exactly what they want to see has led people to sometimes have wildly different perspectives of the man, and the chaos that results creates opportunity for Telaris to operate as he desires.

Learn to Become Invisible (Combat Aspect)

Telaris long knew the dangers of serving in the Brotherhood. Sith are well-known throughout history for their treachery and violence, and Telaris is very much a fan of continuing to survive. Blessed with a lack of major distinguishing features, Telaris further cultivated skills learned in the Inquisitorius to become as unremarkable as possible. Using proxies, skills and the Force alike, the Grand Master tends to remain as anonymous...and out of danger... as much as he can.

Callsign "Maverick" (Combat Aspect)

With several years of flight training under the Prophet, Keirdagh Cantor, Telaris joined his former master on many sorties throughout his career, using the callsign 'Maverick'. Often shortened to 'Mav', Telaris's skill was decent, but his attentions drew him elsewhere. The intrigue remained, and 'Mav' still has a romanticized idea of flying in combat, although these days it manifests mostly in his hobby of studying holos of space combat. as opposed to strapping into the cockpit himself.

Skills

Sovereign (+6)	Resolve	Subterfuge	Primary Lightsaber Form		
Master (+5)	Pilot (S)	Leadership	Diplomacy		
Adept (+4)	Manipulation	Athletics	Investigation		
Proficient (+3)	Stamina	Intellect	Blasters		
Trained (+2)	Tactics	Intimidation	Empathy	Bladed Weapons	
Learned (+1)	Dual Wielding	Medicine	Survival	Secondary Lightsaber Form	
Mediocre (+0)	Astrogation	Blunt Weapons	Crafting	Creature Handling	
	Explosives	Interrogation	Linguistics	Lore	Mechanic
	Might	Miscellaneous Weapons	Perception	Pilot (L)	Slicing
	Slugthrowers				

Force Powers

Grand Master (+6)	Sense	Illusion	Mind Trick	
Master (+5)	Concealment	Suppression	Precognition	
Adept (+4)	Terror	Farsight	Control Self	
Disciple (+3)	Amplification	Telekinesis	Barrier	
Studied (+2)	Telepathy	Force Cloak	Creature Control	Slow
Initiate (+1)	Blinding	Battle Meditation	Force Lightning	Healing

Skill Feats

Assess The Situation Stay A While And Listen Do A Barrel Roll!

Force Feats

Your Weapons... You Will Not Need Them Seeking III Moving The Masses
Pay No Attention To The Man Behind The Curtain Force Interrogation III
Elementary Force Projection

General Feats

The Force is With Me Human: Just Another Face Human: Eye Of The Tiger
Order Feat: Force Disciple (Dark) Steel Curtain

Specialization

Primary Martial Art	None
Secondary Martial Art	None
Primary Lightsaber Form	Ataru
Secondary Lightsaber Form	Soresu

Knowledge

Languages • Basic

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