

Telaris "Mav" Cantor Grand Master **Sith Seeker** Male Human, Right Handed

Height: 1.9 m / 6'3" - Weight: 90.0 kg / 198 lbs

Physical Description

Telaris "Mav" Cantor is a handsome, middle-aged man of human stock. Lacking any noteworthy scarring across his fit build, he stands out as well for his broad shoulders as the general handsomeness of his features. His lively brown eyes are framed by the clean cut of his brown hair. He normally keeps his face clean-shaven, giving him the appearance of a clean-cut executive type.

Loadout Equipment / Weapons

- * 1 Golden Lightsaber
- * Inquisitorius Stilleto
- * Sith Sword
- * DL-44 Blaster
- * Dodecagon Holocron
- * Code Cylinder
- * Shadow Academy Datapad

General Aspects

History is the Best Instructor

Of all the fields of study, Telaris most prizes the observation of history. By studying the histories of republics or empires, of Jedi or Sith, of wars and battles he gleans wisdom. By parsing this knowledge he has amassed, he is able to choose the path of sentients and worlds with confidence. He does everything he is able to avoid the mistakes of the path, and every decision is tempered by considering the path of history.

A Diplomat and a Scholar

When dealing with those who are not under the thumb of the Brotherhood, Telaris "Mav" Cantor is the very image of polite and agreeable, at least at first. He will spiritedly debate points and back up his assertions with facts and figures. He is more than willing to give advice or even to instruct on a variety of subjects. His conscientious manner will quickly dissolve, however, if the subjects of his lessons or lectures prove to be a bore or a fool.

Personality Aspects

My Word is Law

Telaris is a man for whom the ends reached by actions will always justify the means used to reach them. This is more than just a personal creed as the Grand Master expects the same of all under his command. Those who willfully disobey his will can expect to face the same wrath as those who oppose the Brotherhood or the Grand Master by force.

Might Makes Right

Weakness is an unforgivable character flaw for Telaris. His experiences both in and under the Iron Throne have cemented the ideal that if you have the power to inflict your worldview upon others, that all other questions fall to the wayside. By virtue of having the Brotherhood, the Iron Legion and the Iron Navy under his control, all plans that he sets forth into motion are vindicated. Failure is the only condemnation that matters.

Combat Aspects

He Who Pulls the Strings

Telaris prefers to engage in combat from a distance whenever possible. He accomplishes this by sending others to fight in his stead. It is not that the Sith is

Spare the Dying

When conflict is inevitable, Telaris would much rather to wound an opponent and move on, rather than to kill them outright. This is not an act of

unwilling to fight on his own behalf. It is rather than he treats his subordinates like an extension of his own will. This tends to leave him overextended when he is forced to take to the field for himself.

kindness on the Sith's part. When engaged in acts of violence where he is forced to take matters into his own hands, he would much rather to end the conflict quickly and move on to the next hostile combatant.

Additional Information

| Skills | | |
|-----------------|---|--|
| Sovereign (+6) | Leadership, Primary Lightsaber Form | |
| Master (+5) | Diplomacy, Tactics, Lore | |
| Adept (+4) | Interrogation, Resolve, Intellect | |
| Proficient (+3) | Blasters, Lore, Perception, Intimidation | |
| Trained (+2) | Empathy, Manipulation, Investigation, Athletics, Linguistics, Secondary Lightsaber Form | |
| Learned (+1) | Stamina, Survival, Might, Bladed Weapons, Mechanic, Subterfuge | |

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

| Feats | | | | |
|---|--|--|--|--|
| Skill Feats | Force Feats | | | |
| Your Reputation Precedes You, You May Have Heard of Me | Puppet Master, Nullify, Double Fisting, Dampen, Dominate Mind, Your WeaponsYou Will Not Need Them, Enhanced Sight, Force Interrogation III, Seeking III | | | |
| General Feats | | | | |

| Human: Just Another Face, Human: Eye of the Tiger, Order Feat: Sith, | |
|--|--|
| | |
| | |

| Knowledge | | |
|-------------|--|--|
| Languages | Basic, Cheunh, Hapan | |
| Lore Topics | - Lore and History of the Brotherhood - History of the Galactic Civil War & Factions - History of the Modern Era & Factions - History of the Galactic Civil War - History of the Cold War - History of the Great Hyperspace War - History and Philosophies of the Force - History and Culture of the Sith and Jedi | |

| 9 | Specialization | |
|---|----------------|--|
| Primary Martial Art | | |
| Secondary Martial Art | | |
| Primary Lightsaber Form <u>or</u> Primary Weapon Specialization | Soresu | |
| Secondary Lightsaber Form <u>or</u> Secondary Weapon Specialization | Niman | |

Notes/Extra (Include any backstory here)

