

HEADSHOT IMAGE	TOLLUM ULDOCH Equite II, Clan Plagueis, House Tyranus Dark, Mercenary
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Age	36 Coruscant Years	Species	Weequay
Height	1.75m / 5'9"	Discipline	Scavenger
Weight	84.82 kg / 187 lbs	Handedness	Left Handed

Description & Loadout

Physical Description	Equipment/Loadout
<p>Tollum is a Weequay nearing middle-age, his already bumpy and ridged gray skin having grown even more weathered and tough thanks to years of exposure to the elements and minor injuries. His gray eyes are deeply set into darkened sockets and his teeth are beginning to rot. His head is nearly completely hairless, save for a few wisps of dark black framing his ears. He is heavy-set, with a thick frame and barrel-like torso, giving him the appearance that he is shorter than his actual height. He has a bit of a gut, but it is also clear he is not out of shape thanks to the hints of a strong musculature in his arms and legs.</p>	<ul style="list-style-type: none"> TBD

General Aspects

Anything You Can Do, I Can Do Better	Didn't Say Anything About That
<p>The character is extremely competitive and strives to become the best at every task they are given. The benefit of this cutthroat approach to life and work is that they will always give 100%, pushing themselves to their physical or mental limits to overcome any task. However, The character's overzealous ambition makes her insufferable to all but the most patient of companions, making it difficult to make friends while they either proves successful or utterly fails at being the best.</p>	<p>Be it during a fight or life in general, moral compass means little to The character. If you don't want a person harmed, you had better specify. General terms mean nothing to them as The character only deals in specifics. If the rules of a duel say you can't shoot before the count of three? A grenade over the shoulder is fair game, then. Tell The character to stop someone at all costs, well, you better not be concerned if they're brought back dead or alive.</p>

Personality Aspects

Heavy Handed	Just Plain Selfish
<p>The character is not afraid to exploit any advantage or position of power they have when dealing with others, and relies on a combination of fear, intimidation, manipulation and shows of strength to convince others to compromise and lose. The character can be quite callous in their dealings with others, and never gives up their power. This has earned The</p>	<p>The character rarely acts without an alternate motive when it comes to lending aid or acting in a situation. Be it greed, power, or something else, almost undoubtedly The character is after something more than what they say - though sometimes The character is even blunt enough to admit to it. While their self-serving attitude comes as a boon, usually, to their survival</p>

character with the reputation of a “bully” and can often make negotiations difficult before they even begin.	and pocketbook, their relationships are often strained by their outright selfish attitude.
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Combat Aspects

<p>Dead Sprint</p> <p>When The character gets in trouble, they find no fault in bravely turning tail and getting the hell out of dodge. Obviously, this means that they tend to survive even the most deadly encounters... but the same can't always be said for their compatriots. This fact hasn't exactly made them the most popular among their peers, but hey, at least The character isn't dead yet.</p>	<p>Dirty Fighter</p> <p>When it comes to a fight, some like to posture, some like to act tough, some like to dance around and go through all sorts of fancy footwork. The character? The character doesn't bother with exotic battle stances, intricate maneuvers, or super-secret tactics. The character, when cornered into a fight, prefers the ancient technique of a good kick to the nuts. And if that won't work, either because the enemy is a woman or has balls of steel, The character isn't beyond pulling a few more cheap tricks out of the bag. Granted, The character won't be winning any medals for nobility or any prestige for a unique fighting style or a superb maneuver, but The character will still be winning, the best and most dirty way they know how.</p>
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Skills & Force Powers

Skills [Points Spent]		Force Powers [Points Spent]	
Sovereign (+6)		Grand Master (+6)	
Master (+5)		Master (+5)	
Adept (+4)	[Subterfuge] [Survival]	Adept (+4)	
Proficient (+3)	[Intellect] [Endurance][Intimidation]	Disciple (+3)	
Trained (+2)	[Blasters] [Resolve] [Linguistics] [Athletics] [Misc. Weapons] [Investigation]	Studied (+2)	
Learned (+1)	[Primary MA Form] [Pilot (S)] [Blunt Weapons] [Explosives] [Tactics] [Mechanic] [Slugthrowers] [Crafting]	Initiate (+1)	
Mediocre (+0)	[Beast Riding] [Bladed Weapons] [Might] [Lore][Astrogation] [Diplomacy] [Dual Wielding] [Empathy] [Leadership] [Medicine] [Interrogation] [Manipulation] [Pilot (L)][Perception]	[Slow] [Concealment] [Telekinesis] [Beast Control] [Force Lightning] [Amplification] [Control Self] [Suppression] [Farsight] [Barrier] [Sense] [Precognition] [Healing] [Telepathy] [Terror] [Rage] [Battle Meditation] [Illusion] [Blackness] [Force Cloak] [Mind Trick] [Blinding]	

Feats

Skill Feats	Force Feats
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Droid Whisperer, Elusive Prey, Fear Will Keep Them in Line, Jury-rig, Just a Flesh Wound, Parkour!, To The Pain	N/A
General Feats	
Unsavoury Reputation, Stop Resisting, Disarming Smile	

Knowledge	
Languages	Basic, Huttese, Dosh
Lore Topics	<ul style="list-style-type: none"> - Lore and History of the Brotherhood - History of the Galactic Civil War & Factions - History of the Modern Era & Factions

Specialization	
Primary Martial Art	Corellian Kickboxing
Secondary Martial Art	None
Primary Lightsaber Form or Primary Weapon Specialization	Misc. Weapons
Secondary Lightsaber Form or Secondary Weapon Specialization	Blaster Pistol

Tollum was raised on the streets of Sriluur in a Hutt-controlled city, never knowing for sure who his parents or family was. He moved through a few different gangs before finding a mentor in the form of a professional thief. It soon became clear Tollum had a gift for mathematics, so Tollum was able to foster that skill and started to learn about finance through his mentor.

When a big job went bad and Tollum ended up in the clutches of the local Hutt crime boss, he quickly turned on his mentor to save himself. The crime boss, seeing potential in Tollum, then took the Weequay under his wing. Tollum quickly worked his way up the ranks of the Hutt's soldiers, finding himself in a lucrative position in control of lots of credits after a few years. Through this position, he finally got the opportunity to leave his homeworld. This was how he came into contact with the Trandoshan slave trade.

Seeing the opportunity to fully cut ties with the Hutts and make a name for himself, Tollum decided to jump ship, taking some of the Hutts' money with him. He became a broker in the Trandoshan slave trade. Of course, the Hutts weren't too fond of this, so they subtly handed over some information on

Tollum and his crimes to the New Republic, forcing Tollum to go on the run for several years. After years of evading the New Republic, Tollum's contacts linked him up with the Saraask'ar, who would help him to finally get the Republic off of his back.

Through the Saraask'ar, Tollum discovered the Dark Brotherhood and Clan Plagueis. Deciding he wanted to lay low for a while until the heat from the Hutts and the New Republic wore off, Tollum became a part of the Clan and began to work under the Dread Lord. For the past several years, he worked diligently to secure a place of safety amongst the Clan until recently, when he was transferred to House Tyranus to assist in running the Clan's financial operations.