



FROM: OFFICE OF THE INQUISITORIUS

TO: NAGA SADOW PROCONSUL

SUBJECT: DOSSIER 3588/6252

<p>PHOTO NOT ON FILE</p>	<p>NAME: Ria'd Stesca PHYSICAL DESCRIPTION HEIGHT/WEIGHT: 1.92m/92.07kg AGE: 28 (Approx) EYE COLOR: Grey HAIR COLOR: N/A SKIN TONE: Pale/Light PIERCINGS/TATTOOS: None MISC: Seven small Cornial horns</p>
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ARREST RECORD: N/A

PHYSICOLOGICAL PROFILE: Orphaned as a child on Dathomir. Calm, peaceful demeanor. Avoids conflict, uses empathy as a weapon. Accepts the existence of Dark side practitioners with no prejudice. Adept in Sliding Hands and Form III Soresu. Adept in Control Self, Healing and Barrier.

ENGAGEMENT PLAN:

Stealth, timing and manipulation will be the keys to mission success. Subject will avoid engagement at all cost using his charming personality and empathy. Subject currently engrossed in Sabacc tournament on Canto Bight. Mission parameters will not permit a public engagement. Need to recon the casino, where he sits, locate closet entrances and exits. Paying off local drunkards to "interrupt" the subject's table is a viable option. This should draw him away from the table and force him to make his way out of the casino.

Once outside, cornering him in the back alley's will be optimal, a few covert shots with the Nightsister bow should lure him into the path I have chosen. This will allow me to use Force Cloak to approach undetected and dart him with one of the toxin darts from the vambraces. The engagement needs to be quick, minimizing his chances to heal or use any weapons. Rendering his arms useless will be the primary objective. Severing the ulnar-collateral ligament and lateral collateral ligament in both arms will be target one. Secondary being the jugular, and finally a blade to the medulla oblongata will be the killing stroke. Utilizing my Force cloak will be attributed to softening him up for the bigger blows. Going to the ground may also be advantageous to overpower him. Targeting one of his two hearts with blows and finally blade strikes will turn the tables in my favor.

Timing needs to be essential to give me the window needed to terminate the subject. Subject will deploy empathy tactics to talk his way out of the fight. If that does not work, removing himself from the situation will be the subject's primary purpose. Leading him into a "One way in, one way out" locale is the best option to draw the fight out of him.

THE BEST DEFENSE IS A GOOD OFFENSE:

Considering the fact that the subject is adept at Sliding Hands, I must control my own movements more closely. Avoiding his joint locks and counter attacks. Attacking his lower extremities to take away his balance will be the best offense and defense. Taking his balance leaves him vulnerable to upper body blows and a permanent takedown. If he cannot stand he cannot attempt to counter my strikes or will most likely try to use his stamina to his advantage, solidifying why this engagement needs to be quick and brutal. Subject will use his Telekinesis as a distraction, which can be countered with my own TK.

Using the elements of the environment to attack him followed by Force lightning will be sufficient enough to take away the initial edge. His barrier will be problematic if I cannot disable his arms. The arms are definitely a key to this exchange. However, if and when the exchange does go to close quarters, then my size and strength will be both an advantage and disadvantage. Subject will be looking to use my size and strength advantage against me and look to take me off balance. Keeping him close and making my movements and strikes as short as possible should counter that tactic.

If sabers are drawn, he will use his defensive skills of Form III to counter everything effectively. The Ranger will be precise in his execution of quick spins and displacements of my attacks. Will need to note his foot positioning during his movements. The quick defensive actions of Soreso aides in his ability to retreat without surrendering ground or positioning to me. I will have to look for openings through his parries and deflections that may transition into any openings for the killing stroke.

I will need to keep him occupied until the toxin sets in and my conversion saber can be used to my advantage. He will be looking to wear me down, tire me out. As long as he can maintain his defense, it makes my mass work and move more than him. Combining multiple saber attacks with martial strikes to flood his Form III defenses will also serve as my own line of defense. Switching between dual wielding and the saber staff should offset his defensive moves and keeping him at close range will lessen his reaction time to my attacks.

COMBAT ASSESSMENT

Given the fact that the Ranger is adept in multiple areas, his prowess is not to be underestimated. He will be a formidable opponent to most Equites. His reluctance to engage in battle is both a gift and a curse. The Ranger is fully committed to the Jedi code, avoiding the battle at all cost. Only as a last resort will he engage whether it be by blade or by martial aptitude.

Although with the skillset of the Warlord and his specialty as an assassin, this may be a brawl the Ranger definitely wants to avoid. The Proconsul is also very adept in multiple areas. The one advantage the Warlord has right out of the gate is underestimation. Adversaries see the Shaevalian's size and stature and immediately think of him as a brute and unathletic. They quickly learn that this is simply not the case and find out in a most egregious manner what that underestimation has cost them.

Forcing the Ranger to partake in the engagement when his tendency is to avoid is advantage to the Warlord. On the other side of that coin, the Ranger will put forth a solid engagement. His saber defense is solid and one miscue from the Warlord gives the Ranger a window to strike back from one of those defensive positions. In a close-quarters-combat scenario, the Ranger's stamina has the upper hand. His mindset would be to use his defensive skill to wear down the Warlord. Strikes to the face and body would be used as a distraction for his real purpose, that would be to use the Warlord's size and momentum against him. The Warlord on the other hand, will use that very mindset against the Ranger. Keeping the Ranger's body close during the exchanges and taking away his room to grapple or execute any offensive/defensive throws.

Equite confrontations in most cases are very exciting and very brutal. An Equite four versus a Equite two, by the numbers, one may have a tendency to favor the higher rank. That is not always the case, anyone can have an off day and be defeated. Although in this scenario, the Warlord has the upper hand with his ability to stay hidden in the shadows and attack with a very aggressive mission plan. With his ability to draw the Ranger into a fight, Cloak and attack, and with a precision shot of a toxin dart the Ranger falls in this combat scenario.

Strike hard, Strike fast...