



## Wilhuff Tarkin

Grand General, Galactic Empire

Male Human, [Loyalist](#), Director, Imperial

**Height:** 1.85m / 6'1" - **Weight:** 72.5kg / 160lbs - **Age:** 64 Years

### Description & Loadout

#### Physical Description

Wilhuff Tarkin has striking and gaunt features. He has a pronounced angular jawline, pronounced high cheekbones, and recessed temples. He has thin lips and his nose is quite large and sharp. Combined with his tall, thin physique, he appears somewhat skeletal. Although aged, Tarkin does not appear frail in any capacity.

His hair is silvered gray and is slicked back. His hairline is receding and he has a prominent widow's peak. His face is clean shaven at all times. Wilhuff Tarkin has cold blue eyes which add to his haunting appearance.

His skin complexion is fair. His body bears many scars, earned from a tough youth on Eriadu. Tarkin has no tattoos.

### General Aspects

#### Prideful

Despite whatever all their other characteristics may convey, Wilhuff Tarkin retains the air of a person that is confident, if not arrogant. Minor (and often, major) things in their body language - their walk, their stance, their expressions - reveal these feelings. At times, it seems they border upon narcissism, especially judging from how much they enjoy their own company.

#### You've Failed Me For the Last Time

Wilhuff Tarkin possesses a cold and completely uncaring demeanour. This will manifest itself in the fact that when push comes to shove, Wilhuff Tarkin will just as soon leave a struggling ally behind rather than put themselves in danger. While this may ensure their survival, it often leaves them as an outcast amongst their peers.

### Personality Aspects

#### You Assume Too Much

Wilhuff Tarkin has a tendency to be secretive and keeps to himself, relying on deception to conceal their motives and intentions. They are a schemer, and plot and plan against others carefully. When dealing with a confrontation, they will try and bluff their way out of trouble, or overcome obstacles with deliberate, covert actions.

#### All Who Gain Power...

All who gain power are afraid to lose it, and Wilhuff Tarkin is no exception. Some use their power for good, some for evil; Wilhuff Tarkin, however, knows that these are just points of view. They are on a quest for greater power, and uses all their skills and abilities to ensure their supremacy, regardless of the consequences.

## Combat Aspects

### Always Prepared

Sometimes the only way to prepare for the worst is to always expect it. Wilhuff Tarkin takes this philosophy one step further by never leaving home without accounting for every possible scenario they might expect to encounter. Wilhuff Tarkin tends to always have the right tool or item for a situation and has a habit of quietly and almost smugly presenting solutions before anyone even recognizes there is a problem. This foresight is far from infallible, however, and they often find themselves at a loss in situations that go beyond what they could have imagined. While incredibly practical and often a life-saver in a pinch, their perpetually pessimistic outlook on daily life can be a bit draining on more optimistic-inclined companions.

### Minister of War

Wilhuff Tarkin is utterly devoted to success in combat, no matter the mission, no matter the cost. They have spent their life building themselves in the image of war, utilizing a dogmatic regimen that has led them to a single-minded obsession with military success and requires intense physical and mental training. This training, however, has come at the cost of anything resembling empathy or concern for others - even their superiors and subordinates.

## Skills & Force Powers

### Skills [51/51]

### Force Powers[0/0]

Sovereign (+6)		Grand Master (+6)	
Master (+5)	Resolve, Leadership, Intimidation	Master (+5)	
Adept (+4)	Intellect, Manipulation, Tactics	Adept (+4)	
Proficient (+3)	Interrogation, Investigation, Perception	Disciple (+3)	
Trained (+2)	Diplomacy, Subterfuge, Operations, Might	Studied (+2)	
Learned (+1)	Astrogation, Blasters, Bladed Weapons, Piloting, Lore, Primary Martial Arts Form, Stamina	Initiate (+1)	
Mediocre (+0)	Athletics, Blunt Weapons, Crafting, Creature Handling, Dual Weilding, Empathy, Explosives, Linguistics, Mechanics, Medicine, Miscellaneous Weapons, Slicing, Slugthrowers, Survival		

## Feats

### Skill Feats

### Force Feats

Kernel of Truth, Spoken Probing, Unrelenting Offensive, Fed Troops Happy Troops, Let Them Hate, So Long As They Fear, Fear Will Keep Them In Line, Classic Misdirection, Sociopath, You May Have Heard of Me, War Hero, Your Reputation Precedes You, Yes, I said Closer

None

### General Feats

Human: Eye Of the Tiger, Human: Just Another Face, Order Feat: Loyalist, I Can Fix That III, Smooth Operator III

## Knowledge

### Languages

- Basic

### Lore Topics

- 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
- Military Doctrine of the Galactic Empire

## Specialization

### Primary Martial Art

Imperial Martial Arts System

### Secondary Martial Art

None

### Primary Lightsaber Form or Primary Weapon Specialization

### Secondary Lightsaber Form or Secondary Weapon Specialization

## Additional Notes

**Species Feat 1:** Human: Eye of the Tiger

**Species Feat 2:** Human: Just Another Face

**Granted Feat 1 (If Any):** Feat details

ReReF References: [https://starwars.fandom.com/wiki/Wilhuff\\_Tarkin](https://starwars.fandom.com/wiki/Wilhuff_Tarkin)