

Lantha Kiminn

Journeyman, Unchained

Zabrak Female Hunter

Height: 1.65m / 5'5" - **Weight:** 63.5kg / 140lbs

Age: 27 Years - **Right Handed**

Description & Loadout

Physical Description

Kiminn's form is as lithe as one would expect of a lifelong hunter, well-suited to moving quickly and quietly over rough terrain. Though she prefers to stay out of sight, when she does interact with people face-to-face, she's normally seen wearing light armour and carrying a variety of weapons. Her long, dark hair is worn in a high half-ponytail to keep it out of her face.

Equipment/Loadout

- [Assassin Armor](#)
- [BlasTech RSKF-44 Heavy Blaster Pistol](#)
- [BlasTech DLT-19X Targeting Rifle](#)
- [Vibrodagger](#)

General Aspects

Lone Wolf

Lantha Kiminn doesn't like to work in groups or teams and feels most comfortable on her own. Lantha Kiminn sticks to herself, sets her own pace, and doesn't share feelings or emotions with others. While the Lone Wolf can get things done quietly and efficiently, she tends to be emotionally cut off and has problems relating to her comrades.

On the Run

Lantha Kiminn is no greenhorn when it comes to dealing with those who wish her ill. At some point, she managed to cross the wrong people, and now they've got a mark on her hide for it. While such experiences have hardened her for adrenaline-filled moments of evading those who seek to make her their quarry, she can never be quite sure if he is truly safe, for promises of wealth or power can turn even the most seemingly stalwart of allies to enemies with knives poised at her back.

Personality Aspects

All Work, No Play

Lantha Kiminn considers his work to be the most important aspect of her life. This borderline obsessions with the "job" leaves little room for any kind of personal or social life, making it difficult for Lantha Kiminn to relax and enjoy spending time with others. She excels in activities that relate to their work, but the idea of work-life balance is an altogether abstract concept.

Think Through Your Exits

Lantha Kiminn doesn't do anything without first having a plan, and is constantly overheard advising others to always "think through their exits". Every movement she makes—be it combative, manipulative or otherwise—is premeditated and thought out ahead of time. This foresight often places Lantha Kiminn two steps ahead of her peers. However, when plans go awry, Lantha Kiminn often has to first backtrack those same two steps to address the present, and that hesitation can often be line between success and failure in the heat of a situation.

Combat Aspects	
Dead Sprint When Lantha Kiminn gets in trouble, she finds no fault in bravely turning tail and getting the hell out of dodge. Obviously, this means that she tends to survive even the most deadly encounters... but the same can't always be said for her compatriots. This fact hasn't exactly made her the most popular among his peers, but hey, at least Lantha Kiminn isn't dead yet.	Keeping My Distance Lantha Kiminn vastly prefers ranged combat, taking every opportunity to use skills and Force Powers to disengage from melee and instead fight at range, so much so that she has become competent at staying out of melee in the first place.

Skills & Force Powers			
Skills [Points Spent]		Force Powers [Points Spent]	
Sovereign (+6)		Grand Master (+6)	
Master (+5)		Master (+5)	
Adept (+4)		Adept (+4)	
Proficient (+3)	Athletics, Bladed Weapons, Blasters, Resolve	Disciple (+3)	
Trained (+2)	Miscellaneous Weapons, Perception, Primary Martial Arts Form, Stamina	Studied (+2)	
Learned (+1)	Intellect, Investigation, Linguistics, Might, Piloting, Subterfuge, Survival	Initiate (+1)	
Mediocre (+0)			

Feats	
Skill Feats	Force Feats
Active Reload, Elusive Prey, Just a Flesh Wound, Lightning Reflexes, On the Trail I, Run and Gun, Tools of the Trade I	N/A
General Feats	
Zabrak: Didn't Hurt!, Zabrak: I Always Know Better	

Knowledge	
Languages	Basic, Zabraki, Huttese
Lore Topics	<div>- Lore and History of the Sith</div> <div>- History of the Galactic Civil War & Factions</div> <div>- Hlstory of the Modern Era & Factions</div>

Specialization	
Primary Martial Art	Corellian Kickboxing
Secondary Martial Art	None
Primary Lightsaber Form or Primary Weapon Specialization	None
Secondary Lightsaber Form or Secondary Weapon Specialization	None