

## Grom Tarwen

Journeyman, Unchained

Falleen Male Marauder

**Height:** 1.85m / 6'1" - **Weight:** 86kg / 190lbs

**Age:** 23 Years - **Left/Right Handed**

### Description & Loadout

#### Physical Description

Grom is a tall, well developed Falleen male. He wears a very distinguishable tattoo over his right eye. He has long, thick black hair that reaches the middle of his back, worn in a tightly-pulled ponytail. His emerald skin and rigid skull are adorned with scars from many years of battle.

#### Equipment/Loadout

- [Imperial Inquisitor Armor](#)
- [Knight's Lightsaber](#) (Red Blade)

### General Aspects

#### Prideful

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

#### They're Animals, and I Slaughtered Them Like Animals

Grom Tarwen has a legendary and virulent need for vengeance. Once crossed, he will make it his life's work to ensure that whatever slight was received is repaid tenfold. This need for vengeance can be all-consuming, and can often lead to short-sighted decisions.

### Personality Aspects

#### All Who Gain Power...

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

#### Technically Legal

Grom Tarwen prefers to push the rules to the absolute limit. While he is unlikely to actually break rules or disobey orders, he toes the line between what is allowed and what isn't at every opportunity.

### Combat Aspects

#### Berserker

Where most err on the side of caution in a confrontation, Grom Tarwen prefers to charge in head-first. While others may skirt a battlefield or

#### Praetorian Form

Even the most gifted of weapon masters understands the importance of physical fitness and disciplining the body with through martial arts

<p>keep their careful distance, Grom Tarwen rushes in with devastating attacks with seemingly no regard for safety, relying upon instinct and possibly armor to protect him from dismemberment and death during his all-out attacks. Grom Tarwen is a force to be feared on the battlefield, leaving a trail of death and destruction. However, Grom Tarwen's blood-hungry ways put him in far more danger than the normal combatant, often resulting in needless injury and suffering, trading safety for pure offensive ability.</p>	<p>training. Grom Tarwen has trained vigorously in unarmed combat by fusing <i>Teräs Käsi</i> and <i>Echani</i> with other unconventional forms. While this martial focus helps bolster his prowess in close-quarters combat, Imaginary F(r)iend is still limited in scope when facing down a less direct or ranged threat.</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)		Adept (+4)	
Proficient (+3)	Might, Primary Lightsaber Form, Resolve	Disciple (+3)	Amplification, Precognition, Telekinesis
Trained (+2)	Athletics, Bladed Weapons, Primary Martial Arts Form, Stamina	Studied (+2)	Barrier, Force Lightning, Healing, Rage
Learned (+1)	Blunt Weapons, Dual Wielding, Intellect, Intimidation, Perception, Tactics	Initiate (+1)	Blackness, Control Self, Mind Trick, Sense, Telepathy, Terror
Mediocre (+0)			

Feats	
Skill Feats	Force Feats
Ambidexterity, Battlefield Awareness I, Battle Haste I	Accelerated Healing, Saber Throw
General Feats	
Beast of Burden, Falleen: Simply Irresistible, Falleen: Superior by Nature	

Knowledge	
Languages	Basic, Species Language
Lore Topics	<ul style="list-style-type: none"><li>- Lore and History of the Sith</li><li>- History of the Galactic Civil War &amp; Factions</li><li>- Hlstory of the Modern Era &amp; Factions</li></ul>

Specialization	
Primary Martial Art	Mandalorian Core
Secondary Martial Art	None
Primary Lightsaber Form or Primary Weapon Specialization	Djem So
Secondary Lightsaber Form or Secondary Weapon Specialization	None