Jeele Daival

Equite, Unchained
Human Female Weapon Specialist
Height: 1.67m / 5'6" - **Weight:** 70kg / 155lbs
Age: 39 Years - **Right Handed**

Description & Loadout

Physical Description	Equipment/Loadout
Outwardly, Daival is every inch the military officer. Her dark hair is close-cropped in conformance with First Order uniform regulations, and she's rarely seen outside either her Sith Jet Trooper armour or dress uniform.	• Sith Jet Trooper Armor w/ Merr-Sonn JT-12 Jetpack • Personal Energy Shield Generator • ST-W48 Blaster Rifle • Purge Electrobaton

General Aspects

Loyalty Is Earned, Not Bought

While Jeele Daival will see a job through to its conclusion and put forward his best effort, it's still just a job. Jeele Daival's true loyalties lie to his friends, and through thick and thin, she will stand by them and die for them if needed. This loyalty is reserved for those who have earned Jeele Daival's trust, putting her at odds with other Mercenaries that are only doing a job for the money. This also makes it harder for employers to trust her motives, often times creating extra competition and difficulty finding work. None of it matters to Jeele Daival, though, because loyalty to her friends is not something credits can buy.

My Fees Are High For A Reason

Jeele Daival does not charge a high price because she has to pay for a life of luxury; she charges a high price because she knows that she is the best in the game and worth the credits. Those who do not know Jeele Daival will feel she is gouging them, but those who have seen her in action know that she always delivers. This bravado follows Jeele Daival around and builds on the success of completed jobs and can be off-putting to other Mercenaries that will try and lash back by pointing out her failures.

Personality Aspects

Straight Shooter

Jeele Daival tells it like she sees it, when she thinks it; and she doesn't try to sugar coat what she says.

Universal Soldier

Jeele Daival has a military background, and draws upon her experience to tackle the obstacles in his life. This makes her decisive, efficient, and fearless; provides her with a strong sense of duty and strength; which tends to influence her ability to fight and lead. However, a rigid mind is less compassionate towards individuals and less imaginative, and Jeele Daival sometimes risks appearing callous, relatable, or incapable of compromising.

Combat Aspects	
Adaptive Combat	**Dirty Fighter**
Without the gift of the Force, Jeele Daival has trained rigorously with a wide range of melee weaponry and technology to better handle opponents that are able to harness the mythical power. Jeele Daival has been conditioned to fight against foes that are Force-sensitive and are able to compensate against fighting an adversary wielding something as deadly as a lightsaber. While this adaptive combat training makes her lethal in close quarters combat against any kind of threat, they are still at the mercy of a long ranged fighter, assailant or Force user that prefers to attack the mind instead of the body.	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. Jeele Daival? Jeele Daival doesn't bother with exotic battle stances, intricate maneuvers, or super-secret tactics. Jeele Daival, 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, Jeele Daival isn't beyond pulling a few more cheap tricks out of the bag. Granted, Jeele Daival won't be winning any medals for nobility or any prestige for a unique fighting style or a superb maneuver, but Jeele Daival will still be winning, the best and most dirty way she knows how.

Skills & Force Powers			
Skills [Points Spent]		**Force Powers [Points Spent]**	
Sovereign (+6)		Grand Master (+6)	
Master (+5)		Master (+5)	
Adept (+4)	Athletics, Blasters, Resolve	Adept (+4)	
Proficient (+3)	Blunt Weapons, Primary Martial Arts Form, Stamina, Tactics	Disciple (+3)	
Trained (+2)	Explosives, Intellect, Leadership, Might, Perception	Studied (+2)	
Learned (+1)	Dual Wielding, Intimidation, Piloting, Subterfuge, Survival	Initiate (+1)	
Mediocre (+0)			

Feats	
Skill Feats	**Force Feats**
Active Reload, Alternate Wielding, Beast of Burden, Jar'Kai Technique, Just a Flesh Wound, Medley II, Poison Weapons, Proficiency II, Run and Gun	List of Force Feats (if Applicable)

General Feats	
Human: Eye of the Tiger, Human: Just Another Face, The Force Is With Me, You Killed My Father, Prepare to Die	

Knowledge	
Languages	Basic
Lore Topics	- Lore and History of the Sith - History of the Galactic Civil War & Factions - HIstory of the Modern Era & Factions

Specialization	
Primary Martial Art	Mandalorian Core
Secondary Martial Art	None
Primary Lightsaber Form **or** **Primary Weapon Specialization**	Blunt Weapons (treated as if it were one skill point higher)
Secondary Lightsaber Form **or** **Secondary Weapon Specialization**	Blasters (treated as if it were one skill point higher)