

JIQ MORVIT

Lieutenant Colonel [EQ3], Advanced Enforcement Unit (AEU), Caelus Security Force

Male Human *Loyalist* Weapons Specialist

aHeight: 1.85m / 6'2" - **Weight:** 99.3kg / 218.919lbs

Age: 32 Years - **Left Handed**

Description & Loadout

Physical Description

Morvit has olive hued skin that is marked all over his body with tattoos of varying meaning and quality. He keeps his hair in a short buzz cut. Morvit's face is crisscrossed by scars and pockmarks from wounds that did not receive proper treatment. His bulbous nose is bracketed top and bottom by his green eyes and thin lips respectively. Jiq is of fairly average build, neither over or undersized nor over or underweight. He can generally be found in either his service uniform or body armor. While off-duty, Morvit is most likely to be found in loose fitting athletic style clothing.

Equipment/Loadout

- x2 Synergy WLD-5 Peacekeeper Pistol
- ZX Miniature Flame Projector
- Thermal Detonator
- Utility Belt
- C-25 Fragmentation Grenade
- Concussion Grenade
- I.D. Tag



General Aspects

Former Slave

Jiq grew up never knowing his family. He was sold into slavery very young, and was put to work almost immediately. However, due to his age, Morvit bounced from owner to owner until he became a teenager. Having to endure horrible treatment during this time in his life, this human has lingering trust issues while carrying an absolute hatred toward slavers. If confronted with acts of slavery, he will most likely lash out in some way, regardless of it compromises his objective.

They're Animals, And I Slaughtered Them Like Animals

Jiq Morvit 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	
Looking For Trouble <p>Jiq has a very bad attitude. He enjoys picking fights and causing trouble, and as such, he isn't phased by most encounters because, let's face it: Morvit tends to be involved in quite a few of them around here!</p>	Just Plain Selfish <p>Jiq Morvit rarely acts without an alternate motive when it comes to lending aid or acting in a situation. Be it greed, power, or something else, almost undoubtedly Morvit is after something more than what he says - though sometimes Jiq is even blunt enough to admit to it. While his self-serving attitude comes as a boon, usually, to his survival and pocketbook, his relationships are often strained by his outright selfish attitude.</p>

Combat Aspects	
Dirty Fighter <p>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. Jiq Morvit? Jiq doesn't bother with exotic battle stances, intricate maneuvers, or super-secret tactics. The character, 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, Morvit isn't beyond pulling a few more cheap tricks out of the bag. Granted, Jiqwon't be winning any medals for nobility or any prestige for a unique fighting style or a superb maneuver, but he'll still be winning, the best and most dirty way he knows how.</p>	Berzerker <p>Where most err on the side of caution in a confrontation, Jiq prefers to charge in head-first. While others may skirt a battlefield or keep their careful distance, he 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. Jiq Morvit is a force to be feared on the battlefield, leaving a trail of death and destruction. However, his 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>

Skills & Force Powers			
Skills [39/39 Points Spent]		Force Powers [0/0 Points Spent]	
Sovereign (+6)		Grand Master (+6)	
Master (+5)		Master (+5)	
Adept (+4)	Athletics, Blasters, Explosives	Adept (+4)	
Proficient (+3)	Endurance, Primary MA Form, Resolve, Survival	Disciple (+3)	
Trained (+2)	Intellect, Secondary MA Form, Misc. Weapons, Tactics	Studied (+2)	
Learned (+1)	Pilot (S), Perception, Medicine, Might, Slicing, Intimidation, Interrogation	Initiate (+1)	
Mediocre (+0)	Beast Riding, Bladed Weapons, Blunt Weapons, Pilot (L), Crafting, Mechanic, Linguistics, Lore, Astrogation, Diplomacy, Dual Wielding, Empathy, Leadership, Investigation, Manipulation, Slugthrowers, Subterfuge		

Feats	
Skill Feats	Force Feats
I Bet You Have, Lightning Refleces, Parkour!, La Resistance, Run and Gun, Pistol-cuffs, The Hand Is Quicker, Two Hands, Pentrakani	
General Feats	
Human: Just Another Face, Order Feat: Loyalist Order, Human: Eye of The Tlger	

Knowledge	
Languages	Basic
Lore Topics	<ul style="list-style-type: none">- Lore and History of the Brotherhood- History of the Galactic Civil War & Factions- Hlstory of the Modern Era & Factions

Specialization	
Primary Martial Art	K'thiri
Secondary Martial Art	Imperial Martial Arts System (IMAS)
Primary Weapon Specialization	Blasters
Secondary Weapon Specialization	Explosives