

Species
Human

Sex

F

Age

22

Height

1.7 m

Weight

50 kg

Languages

Basic	Zabraki		

Allowed: 12.5

Species and Class Traits / Force Powers

[illegible]

Character Backstory and Roleplaying Tips

Kartha Brenn was born in the diplomatic district of Hanna City on Chandrila, a world known for its polished politics and cultured negotiators. Her parents were mid-tier representatives within the Chandrila Council, constantly hosting visiting envoys, mediators, and offworld advisors. Kartha grew up sitting quietly at the edge of long negotiations, absorbing lessons in tone, posture, phrasing, and—most importantly—motives. She discovered early that she had a rare gift: she could read people. The flicker in their breath, the shift of a shoulder, the tiny breaks in practiced smiles—she saw them all.

Where other children played with toys, Kartha practiced the art of conversation as a weapon.

At sixteen, she witnessed a diplomatic session that changed her life: a dispute between a Zabrak clan delegation and a Republic trade guild nearly erupted in violence. Before the security teams intervened, Kartha stepped forward and addressed the Zabraki emissary in flawless Zabraki dialect—learned secretly from a visiting scholar she had befriended years earlier. The shock alone diffused the tension. Her calm, confident compromise defused the entire incident.

She was invited to join Chandrila's Offworld Youth Liaison program, where she quickly rose to prominence as a brilliant young negotiator—but she also learned how ugly politics could be. Backroom threats, intimidation, extortion masked by smiles, the kind of “soft power” that could topple entire colonies. Kartha decided she would never be anyone's pawn.

She pivoted her training:

- History and galactic culture to understand motives.
- Psychology and negotiation to influence them.
- Stealth and light weapons handling because diplomacy sometimes required a quiet exit... or a quiet shot.

By age twenty-two, Kartha left Chandrila to operate independently as a diplomatic envoy-for-hire, moving between frontier worlds, corporate sectors, and unstable systems. Her goal isn't to serve a government—it's to serve stability, on her own terms. Her datapad holds dossiers on politicians, smugglers, syndicates, and warlords; her hold-out blaster is the last argument when words fail.

Kartha's reputation is growing:

A poised young diplomat who can unravel a crisis with a sentence... or end it with a trigger pull.
She's calm, composed, wickedly intelligent, and utterly unflinching when stakes turn lethal.

She doesn't crave power. She craves influence—the type that saves lives before violence begins.

Roleplaying Tips:

- **Always composed:** Never raises her voice; pressure makes her sharper, not louder.
- **Reads the room instantly:** Looks at body language before listening to words.
- **Silver-tongued realist:** Prefers peaceful solutions but knows when threats work better.
- **Polite but pointed:** Every phrase is deliberate—she wastes no breath.
- **Carries quiet authority:** Moves like someone who's used to command rooms full of senators and syndicates alike.