

Tresk Im'nel, Bothan Noble

By JD Wiker

Tresk Im'nel joined the Bothan Diplomatic Corps when Coruscant fell to the Rebel Alliance and the New Republic was officially formed. He journeyed to Coruscant to join Councilor Borsk Fey'lya's diplomatic staff, but grew disillusioned with the Councilor's methods -- though he certainly understood that Fey'lya's goals were distinctly Bothan. Tresk actually worried that traditional Bothan politics were a bit much to spring on such an important endeavor as the New Republic. Tresk arranged to attach himself to a diplomatic team assigned to communicate with former Imperial worlds and attempt to entice them into the New Republic. Tresk was very proud of his work; it laid the foundation for a stronger Republic.

He was also very, very good at the art of diplomacy, often cutting straight to the heart of what cultural ambassadors desired or feared. At first, Tresk believed that this was simply a product of years of diplomatic training, but in time he realized that there was more to it. And indeed, when he next met with Councilor Leia Organa Solo -- a Jedi Knight as well as an experienced politician -- she confirmed what he had suspected: Tresk had coaxed his latent Force-sensitivity to the surface through his work as a diplomat. Though he was loathe to give up his work, Tresk recognized that rebuilding the Jedi order was just as important as rebuilding the Republic, and promptly reported to Master Luke Skywalker's Jedi academy on Yavin 4 to receive training. For 10 years Tresk has been doing the work of the Jedi on his own. Recently, though, the alien Yuuzhan Vong invaded the galaxy. Tresk has thrown himself into defending the galaxy alongside the other Jedi, for here he feels that he not only helps build the new Jedi order, but he helps preserve the New Republic.

Tresk Im'nel : 1st Level Noble

Ability	Score	Modifier	Skills:	
Strength	9	-1	Intimidate:	+4
Dexterity	13	+1	Knowledge (bureaucracy)	+6
Constitution	8	-1	Knowledge (galactic politics)	+6
Intelligence	14	+2	Bluff	+6
Wisdom	11	+0	Read/Write	Basic
Charisma	15	+2	Speak	Basic
Initiative Modifier:	+1		Spot	+1
Speed:	10m		Sense Motive	+6
Defense:	14		Computer Use	+6
Vitality Points:	5		Diplomacy	+8
Wound Points:	8		Gather Information	+8
Saving Throws:			Feats:	
Fortitude:	-1		Trustworthy	
Reflex:	+2		Weapon Group Proficiency (blaster pistols)	
Will:	+2		Weapon Group Proficiency (simple weapons)	
Equipment:				
Hold-out blaster				
Datapad				
Multi-channel comlink				
Previously-owned translator droid				
Special Qualities:				
+2 species bonus on Gather Information & Sense Motive checks				
Bonus class skill (Bluff)				
Call in a favor (Tresk can call upon contacts and resources to request a single favor.)				

Tresk Im'nel : 4th Level Noble

Ability	Score	Modifier
Strength	9	-1
Dexterity	13	+1
Constitution	8	-1
Intelligence	14	+2
Wisdom	11	+0
Charisma	16	+3
Initiative Modifier:	+1	
Speed:	10m	
Defense:	15	
Vitality Points:	14	
Wound Points:	8	

Saving Throws:

Fortitude:	+0
Reflex:	+3
Will:	+4

Equipment:

Hold-out blaster
 Datapad
 Multi-channel comlink
 Previously-owned translator droid
 Code cylinder
 Credit chip

Special Qualities:

+2 species bonus on Gather Information & Sense Motive checks
 Bonus class skill (Bluff)
 Call in a favor (Tresk can call upon contacts and resources to request a single favor.)
 Inspire confidence (Tresk may grant a +1 bonus to allies by speaking inspiringly for 1 round and making a Diplomacy check.)
 Command (With a successful Charisma check, Tresk can direct characters cooperating in a skill use, increasing the cooperation bonus by +2.)

Skills:

Intimidate:	+8
Knowledge (bureaucracy)	+9
Knowledge (galactic politics)	+6
Bluff	+12
Read/Write	Basic
Speak	Basic
Spot	+1
Sense Motive	+9
Computer Use	+7
Diplomacy	+12
Gather Information	+10
Appraise	+5
Forgery	+4

Feats:

Persuasive
 Trustworthy
 Weapon Group Proficiency (blaster pistols)
 Weapon Group Proficiency (simple weapons)

6th Level Noble/2nd Level Jedi Consular

Ability	Score	Modifier
Strength	9	-1
Dexterity	13	+1
Constitution	8	-1
Intelligence	14	+2
Wisdom	12	+1
Charisma	16	+3
Initiative Modifier:	+1	
Speed:	10m	
Defense:	18	
Vitality Points:	28	
Wound Points:	8	

Saving Throws:

Fortitude:	+4
Reflex:	+6
Will:	+8

Equipment:

Lightsaber
Hold-out blaster
Datapad
Multi-channel comlink
Previously-owned translator droid
Code cylinder
Credit chip

Special Qualities:

+2 species bonus on Gather Information & Sense Motive checks

Bonus class skill (Bluff)

Call in a favor (Tresk can call upon contacts and resources to request a single favor.)

Inspire confidence (Tresk may grant a +1 bonus to allies by speaking inspiring for 1 round and making a Diplomacy check.)

Command (With a successful Charisma check, Tresk can direct characters cooperating in a skill use, increasing the cooperation bonus by +2.)

Sense Force (Tresk sometimes receives vague impressions of the presence or strength of the Force, or even emanations of the dark side. The stronger the emanation, the greater the impression.)

Skills:

Intimidate:	+9
Knowledge (bureaucracy)	+11
Knowledge (galactic politics)	+8
Bluff	+14
Read/Write	Basic
Speak	Basic
Spot	+1
Sense Motive	+12
Computer Use	+9
Diplomacy	+14
Gather Information	+11
Appraise	+5
Forgery	+4

Force Skills:

Enhance Senses	+5
See Force	+7
Telepathy	+7

Feats:

Force-Sensitive
Persuasive
Trustworthy
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (simple weapons)

Force Feats:

Sense
