Xen’Mordin Vismorsus (#3783)

Scholae Palatinae

**Create-an-NPC**

**Name**: Cresk

**Species**: Trandoshan

**Homeworld**: Trandosha

**Birth**: 3 BBY

**Sex:** Male

**Handedness**: Right-Handed

**Height**: 2 meters / ~6.5 feet

**Weight**: 100 kg/ ~220 pounds

**Physical Description**: Cresk is a reptilian Trandoshan. He is of average Trandoshan height, which is still taller than most Humans. His scaly skin is a rich green. Despite his species regenerative abilities, his body is marked with thick scars. He has red eyes, but is blind in his left eye. A scar runs across his brow down his cheek, this wound is what led to this blindness. His head features three ridges. He is muscular and strong, fully committed to his life as a bounty hunter.

**Preferred Weapons**: Blasters, Knifes

**Path**: Obelisk (Putting this in as a technicality. Cresk is not Force Sensitive)

**Discipline**: Marauder

**Rank**: Dark Jedi Knight (Putting this in as a technicality. Cresk is not Force Sensitive)

**Unit**: Rogue/Not Affiliated/For Hire

**General Aspects**:

* **The Scorekeeper:** Like many Trandoshans, Cresk firmly believes in the power the deity, The Scorekeeper. He became a bounty hunter specifically to increase his jagannath points. This makes Cresk overly aggressive and absolutely resolute in his missions.
* **For the Glory:** Cresk has little need for wealth or creature comforts. As long as he has his ship, weapons, and some whiskey, he is content. His reputation demands high price targets, but the money itself is just a technicality that comes with the job. As such, it isn’t uncommon for him to accept particularly note worthy targets for low amounts of money, as long as his name is connected with the kill or capture.

**Personality Aspects**:

* **The Grizzled Veteran:** Cresk has been a Bounty Hunter for a long time now. He has been to every retched hive of villainy there is in the Galaxy. He is unphased by particularly nasty or terrible things, and is willing to do them himself if it gets the job done.
* **Wretched Wookies**: Like many Trandoshans, Cresk was raised with a bitter hatred for the Wookies. He will go out of his way to make sure any Wookie he sees is killed or enslaved.

**Combat Aspects**:

* **Hokey Religions and Ancient Weapons:** Cresk may wear a lightsaber at his waist, but he always goes for his trusty blaster instead, prefers to shoot it out from range rather than trying to get in up-close and personal. Only as a last resort will he go for his lightsaber.
* **To the Death:** Cresk is utterly devoted to his profession. Failure is not an option. Capture is the ultimate failure to Cresk, and he will fight to the bitter end no matter what.

**General Skills**:

* +3: Blasters, Bladed Weapons
* +2: Athletics, Endurance, Pilot, Survival
* +1: Might, Medicine, Intimidation, Blunt Weapons

**Force Skills**: N/A, Cresk is not force sensitive

**Feats**: Divine Intervention

**Character History**:

Cresk was born in 3 BBY on Trandosha in the planets capital city of Forak. His father, Jukaron, was a mercenary who often worked as hired security for wealthy merchants. When Cresk was 2, there was an attack on the ship his father was working. Jukaron’s life was saved by another hired mercenary on the ship. Jukaron offered his services in the form of a life debt. Cresk never saw his father again. As he grew older, he looked to the City Elders for wisdom and found comfort from the Scorekeeper.

By the time he was 10, he had been forced to live on the streets of Forak. He learned how to live in the shadows, and avoid authority figures. Around the city he heard the gossip and talk, and picked up on the especially hate filled expressions of others toward the Wookies, whom lived on the planet Kashyyyk, which was a neighboring planet in the same system. He continued to live on the streets of Forak until he was 14. By this time he had already had to kill several times in self-defense.

He was taken in by a street gang, which helped pull him in and gave him a place to live. It was a hard life, as he had to work his way up the ranks. But the gang was fiercely loyal to each other, and it was here he first learned the skills he would later utilize as a bounty hunter. They taught him to shoot properly, how to handle a knife, how to fly cargo ships from one point on the planet to another. Most importantly they taught him how to kill without remorse.

At the age of 18, he was a well-respected middle ranked member of the gang. He was ready to move on however. In the middle of the night he left the gang headquarters, taking several blasters, rifles, grenades, and blades with him. As Forak was the Capital City, there were plenty of starports from which Cresk could get off planet. He went to one of the smaller ones and stole himself a small ship. Over the years, he would go through several ships but all were acquired the same way.

Being out in the galaxy continued to be a learning experience for Cresk. He would be beaten bloody, left for dead, stranded on foreign worlds. It took time, but eventually he made a name for himself. He would be hired by scorned lovers, gang leaders, princes, and kings. It was his one source of pride, and his sole purpose in life.