

Laconic Scout

**STAR
WARS®**Character
Template

Character Name _____

Player Name _____

Height _____ Weight _____

Sex _____ Age _____

Physical Description _____

DEXTERITY ____ 2D+2

Blaster _____

Brawling Parry _____

Dodge _____

Grenade _____

Heavy Weapons _____

Melee Parry _____

Melee _____

PERCEPTION ____ 2D

Bargain _____

Command _____

Con _____

Gambling _____

Hide/Sneak _____

Search _____ 2D+2

STRENGTH ____ 3D

Brawling _____

Climbing/Jumping _____

Lifting _____

Stamina _____

Swimming _____

TECHNICAL ____ 3D+1

Comp. Prog./Repair _____

Demolition _____

Droid Prog./Repair _____

Medicine _____ 4D+1

Repulsorlift Repair _____

Security _____

Starship Repair _____

KNOWLEDGE ____ 4D

Alien Races _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary Systems _____ 6D

Streetwise _____

Survival _____ 6D

Technology _____

MECHANICAL ____ 3D

Astrogation _____

Beast Riding _____ 3D+2

Repulsorlift Op. _____ 3D+2

Starship Gunnery _____

Starship Piloting _____

Starship Shields _____

Force
PointsDark Side
PointsWound
StatusSkill
Points

Laconic Scout

Equipment

2 medpacs

blaster pistol

backpack

week's concentrated rations

knife

1000 credits standard

Background: Never talked much. Never seen much reason to. Fact is, most of the time you don't have anyone to talk to. You're out under the high, wide skies of a virgin planet, pitting yourself against the wilderness. After you come the settlers, the big corporations, the traders — civilization. But you're the one to open planets. You find out what the dangers are, and how to deal with them. You find out how to survive the strange weather, dangerous beasts and rugged terrain of a whole new world.

You'd be doing that still. But they won't let you. The Empire has cut back on exploration; says it's too expensive. You know the truth, though; freedom is an artifact of a frontier. You can't control people when they can always up and move. If, say, one wanted to impose tyranny on a galaxy, there's only one way to do it; stop them from upping and moving. Close the frontier.

Okay. So the Emperor wants to destroy your livelihood. He doesn't leave you with any alternative but joining the Rebellion, does he? You'll be an asset, you know. You know a dozen planets like the back of your hand, and you know how to survive — in comfort — anywhere. Need to set up a base on, say, an ice planet? You know how.

Personality: You're laconic. Close-mouthed. You have a strong sense of humor, which shows through frequently. You're tough. Proud of your abilities. You take a perverse delight in tormenting "greenies."

A Quote: "You call these bugs? Back on Danos V, they got sting insects the size of a house."

Connection With Other Characters: Anyone from a recently-settled planet (like the Brash Pilot) might know you as the Scout who opened his or her world for settlement. You might have met and made friends with any of the lowlife characters (Gambler, Merc, Smuggler, Pirate, Bounty Hunter) between jobs.

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