



# Characters D20 / Lara Lasard (Imperial)

## Lara Lasard

Lara Lasard is a typical Imperial captain. She is one of the very few females that ever make it to the rank of captain, much less into the Empire. Her current assignment is to hunt down a suspected rebel ship, Merca's Flight, and to bring in her crew for questioning. During her hunt of this Banshee-class space transport, Lara takes breaks. She is currently on a break, on the planet Bespine, on Cloud City. She is always flaked by two Stormtroopers, and always carries a hold-out blaster. She also carries a Comlink which is tied into the bridge of her Nebulon-B Escort Frigate, Render (also the name of a Star Destroyer). Lara took a Lambda-class shuttle to Bepin from her ship, which is orbiting Varonat in a near-by system. Lara is dressed in common clothing, and keeps her Stormtrooper far from her at all times, as she tries to act as a normal person on vacation. Very few people actually know she is an Imperial starship captain, and those that do, hardly care. Lara is a single female who is always on the look out for the handsome male counter part, and she personally doesn't care what the guy does as long as he's not a rebel operative, though she's considered leaving the Empire if she found the right guy.

Era: Rise of the Empire

Age: Adult (25)

Gender: Female

Species: Human

Height: 1.7m

Weight: 53kg

Skin: Light Tan

Hair: Auburn

Eyes: Green

Human Female; lvl 7 Soldier; Init: +4; Def: 16; Spd: 10m; VP/WP: 54/9; AB M/R: +7/+7; Saves: FORT: +4, REF: +2, WILL: +5; Size: Medium; FP: 0 DSP: 0; Rep: +2; Stats: STR: 11, DEX: 11, CON: 9 (-1), INT: 15 (+2), WIS: 16 (+3), CHA: 17 (+3); SL: Basic, Binary (understand only), Old Galactic Standard; WL: Basic

Equipment:

Code Cylinder, Comlink, Datapad, Medical Kit x4, 2,000cr

Skills:

Computer Use: +12 (10), Intimidate: +13 (10), Knowledge (Bureaucracy): +12 (10), Knowledge (Empire): +12 (10), Knowledge (Tactics): +12 (10), Profession (Military Officer): +13 (10), Treat Injury: +13 (10)

Feats:

Acrobatic, AP (Light), AP (Medium), AP (Heavy), Improved Initiative, Point Blank Shot, Precise Shot,

Quick Draw, WGP (Blaster Pistols), WGP (Blaster Rifles), WGP (Simple Weapons), WGP (Vibro Weapons)

Weapons:

Punch, Attack Bonus: +7/+2, Type: Melee, Size: Medium, Damage: 1d3,

Hold-out Blaster, Attack Bonus: +7/+2, Range: 4m, Type: Energy, Size: Small, Damage: 3d4, Critical: 20

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