Characters D6 / Scamp



Name: Scamp
Homeworld: Solay
Species: Human
Gender: Male
Hair color: Red
Eye color: Green

DEXTERITY 2D+2
- Dodge 3D
- Pick Pocket 4D

PERCEPTION 3D
- Bargain 3D+2
- Con 4D
- Forgery 3D+1
- Gambling 3D+2
- Hide 4D+2
- Persuasion 4D+1
- Sneak 4D+2

KNOWLEDGE 2D
- Streetwise 4D+1

STRENGTH 1D+2
- Climbing/Jumping 4D+1

MECHANICAL 2D

TECHNICAL 2D+1
- Security 2D+2

Force Points: 2
Dark Side Points: 1
Character Points: 3
Move: 10
Equipment: 5 Credits
- Street Clothes, Stolen Goods worth 15 credits

Description: Scamp was a young thief on the planet of Solay.

Born during the rule of the Galactic Empire, Scamp was part of a large family that lived in the slums of the planet of Solay. Scamp's father taught his son how to steal from those in the more rich parts of town. Schooling the boy in a variety of tricks of the trade, Scamp's father made the boy into an accomplished pickpocket. Scamp was forced to turn over the majority of the loot to his father, but

he was careful to always hide the best pickings for himself. Scamp eventually built a reputation that allowed him to get into the seedier parts of the planet, including local cantinas. In one of these places, Scamp became acquainted with the infochant, Braxas.

Following the Battle of Endor, revolutionaries on Solay led by the freedom fighter, Raggold, rose up against the Imperial-allied Solay Royal Court. However, thanks to a traitor in the rebel ranks, an Imperial fleet led by the local Imperial Governor quickly retook control of the world. Luke Skywalker, a Rebel hero who had fought in the recent battle, was searching for the traitor when he was encountered by Scamp. Seeing an easy mark, Scamp attempted to steal Skywalker's lightsaber but was caught in the act. Skywalker told the young thief that he was searching for the traitor, and Scamp offered to help—hoping to make some money out of the endeavor.

Before starting their search, Scamp revealed information about the traitor, telling the Rebel that the Imperial Governor had financed the rebellion against the Solay Royal Court so that he could step in afterward and take full control of the planet. Scamp led Skywalker to the home of a wealthy rebel soldier, hoping to rob the man during Skywalker's interrogation. As Skywalker used the Force to threaten the man, Scamp filled a sack with stolen wealth. However, the man knew nothing about the traitor, and Scamp and Skywalker left. Skywalker, depressed over the lack of progress, attempted to rebuke Scamp for stealing from the wealthy rebel. Scamp justified his actions, claiming that he had only stolen from a fellow thief.

Scamp suggested that the two visit the Solay spaceport, in order to question the former leader of the world, King Blackart, who would likely attempt to flee the world by stealing a ship. Just as Scamp predicted, the two found Blackart at the spaceport, but when they confronted him, Blackart lashed out at Skywalker, knocking him down and escaping to a nearby rocket ship. Scamp, intent on stopping Blackart from escaping, helped Skywalker to his feet, gave him a wing pack, and placed him on a jump platform. Pulling a lever to the platform, Skywalker was propelled high into the air, and he used his pack to glide towards Blackart's escaping ship. Skywalker destroyed Blackart's ship, forcing the ex-King to crash land. Scamp and Skywalker interrogated Blackart, but the King also had no idea who the traitor had been.

Skywalker, depressed that their search had led nowhere, began to wander the streets, engrossed in his own thoughts about the situation. Scamp woke Skywalker from his stupor, and the two decided to return to Scamp's stash to drop off the stolen loot. Scamp was greeted warmly by his family, but his father yelled at his young thief for bring back such a small haul. Skywalker attempted to intervene, but Scamp held the Rebel back. The two left Scamp's home where Skywalker began to sympathize with the young boy. Scamp, warming up to the Rebel soldier, decided to lead Skywalker to one last person who might have answers. Going to a local bar, Scamp introduced Skywalker to Braxas, who had information about the traitor. Braxas revealed that the traitor had actually been Raggold, the leader of the Solay revolutionaries who had been killed in the battle. In exchange for the information, Braxas requested that Skywalker take him off-world, and the two left Scamp behind, escaping Solay in Skywalker's shuttle.

Personality and traits

Scamp was a precocious young boy who supported his family by stealing from the wealthier populace of Solay. Despite his less than respectable occupation, Scamp justified his thievery by claiming that he had a different point of view than others. Scamp was well-liked by his family, who were always happy to see him return home. However, his father usually threatened the young boy, demanding better results and more loot from his son.

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