

Name: Fife

Species: Pyke

Gender: Male

Eye color: Magenta

Skin color: Gray

Move: 11

## DEXTERITY 3D

Blaster: 6D+2

Dodge: 5D+1

Brawling Parry: 4D

## KNOWLEDGE 4D

Bureaucracy: 5D+2

Business: 4D+2

Intimidation: 6D+1

Languages: 4D+2

Streetwise: 6D+1

Tactics: 5D+1

Value: 6D+2

## PERCEPTION 4D

Bargain: 5D

Command: 5D+2

Con 4D+1

Gambling: 4D+2

Persuasion: 4D+2

Search: 5D+2

## STRENGTH 3D+1

Brawling: 5D

## MECHANICAL 2D

Repulsorlift Operation: 4D

## TECHNICAL 2D

Computer Programming/Repair: 3D

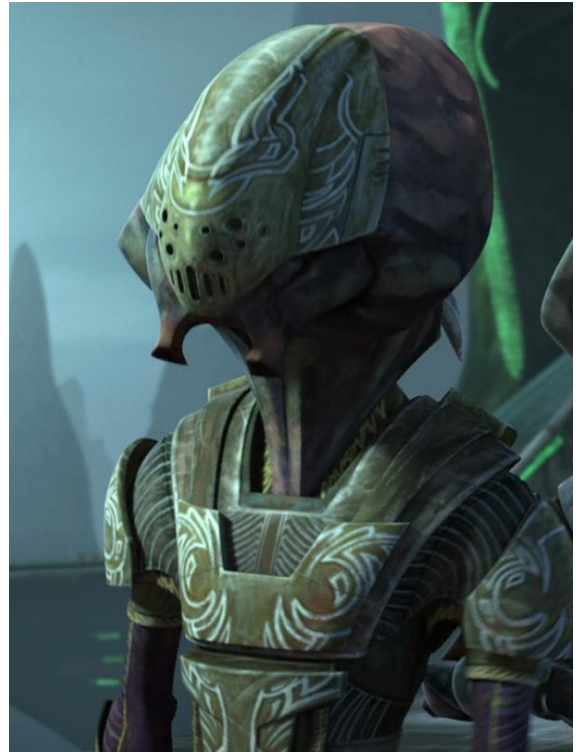
First Aid: 2D+2

Security: 4D

## Special Abilities:

**Unsettling Appearance:** With small childlike faces upon normal sized heads, Pykes appearance is unsettling to most other species in the galaxy, this gains them an additional +1D in all social skill rolls.

## Story Factors:



Untrustworthy: Whether from their appearance, or knowledge of the Pyke Syndicate, Pykes are not trusted by the Galactic community, and will be viewed as potential conmen and criminals throughout the galaxy.

#### EQUIPMENT

CREDITS - Vast Riches

Combat Armor (Str+1D vs Physical, Str+2 vs Energy), Comlink, Blaster Pistol (4D)

FORCE SENSITIVE : N

FORCE POINTS 3

DARK SIDE POINTS 0

CHARACTER POINTS 9

Description: Fife was a Pyke male who served as the majordomo of Marg Krim and was a member of the Pyke Syndicate and Shadow Collective during the Clone Wars. He fought during the Shadow Collective's battle on Ord Mantell against the Confederacy of Independent Systems.

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