Races D6 / Pykes



Name: Pyke
Attribute Dice: 12D

Dex: 2D/4D+1
Know: 2D/4D
Mech: 2D/4D
Perc: 2D/4D+1
Str: 2D/3D+2
Tech: 2D/3D+2

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.

Skin Colour: Green, grey
Move: 11/13
Size: 1.9-2 meters tall

Description: Pykes were a sentient species from Oba Diah. Members of the Pyke species comprised the Pyke Syndicate, a criminal spice ring responsible for distributing spice from Kessel to Coruscant.

The Pykes were humanoid, although slimmer and taller than the majority of humans. They had two long, lanky legs, and two arms that ended in three-fingered hands. Their most striking feature, however, was their large and tapered skull, with an undersized face—small as that of a human child. Because of their unsettling appearance, other species always took getting used to the Pykes. The species had at least two sexes, male and female. They had two narrow, almond-shaped eyes which could be magenta or blue in color, and could weep.

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