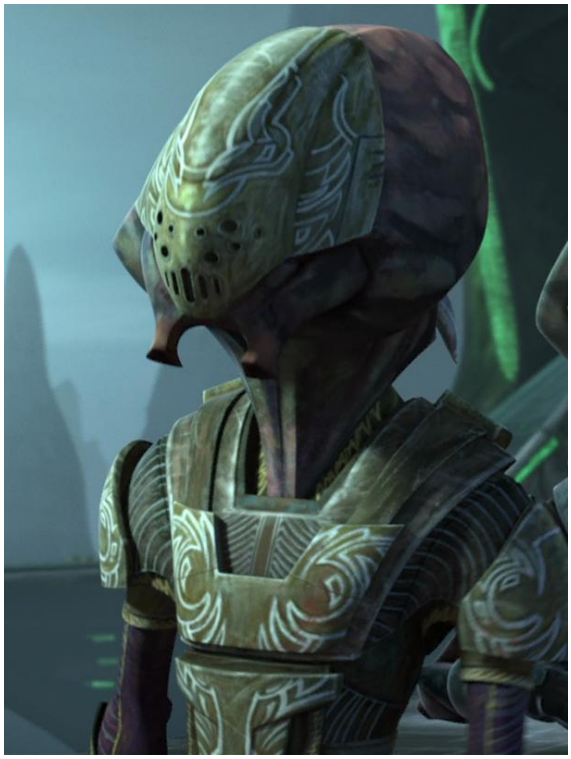
Characters D6 / Fife (Pyke Majordomo)



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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