Name: Mrs. Ikk
Homeworld: At Attin
Species: Ithorian
Gender: Female
Skin color: Gray
Move: 10

DEXTERITY: 2D
     Dodge: 2D+2
PERCEPTION: 2D
     Bargain: 4D+2
     Command: 4D
     Investigation: 4D
     Persuasion: 5D
     Search: 4D+2
KNOWLEDGE: 3D
     Agriculture: 4D
     Bureaucracy: 5D
     Ecology: 4D
     Languages: 3D+2
STRENGTH: 2D
MECHANICAL: 2D
     Communications: 3D+1
     Repulsorlift Operation: 4D
TECHNICAL: 2D
     First Aid: 4D
     Security: 3D+2

Special Abilities:
Knowledge Skills:
     Agriculture: Time to use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.
     Ecology: Time to use: at least one standard month. The character has a good working knowledge of the interdependent nature of ecospheres, and can determine how proposed changes will affect the sphere. This skill can be used in one minute to determine the probable role of a life-form within its biosphere: predator, prey, symbiote, parasite or some other quick description of its ecological niche.

Story Factors:
     Herd Ships: Many Ithorians come from herd ships, which fly from planet to planet trading goods. Any

character from one of these worlds is likely to meet someone that they have met before if adventuring in a civilized portion of the galaxy.

EQUIPMENT
      CREDITS - 200
            Street Clothes, Frogdog Pet

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 3

Description: Mrs Ikk was a female Ithorian who lived on At Attin in the New Republic Era. In the mornings she took her Frog-dog for a walk around the same time that younglings went to school.
After oversleeping and missing his tram for the Career Assessment Test, the human Wim speed past Misses Ikk on his hoverbike. This scared her frog-dog causing it to bark at Wim.