

Alyra

NEMESIS

SKILLS	
2	Cool (Pr) 3
2	Discipline (Will) 3
4	Negotiation (Pr) 5
5	Perception (Cun) 3
5	Vigilance (Will) 3
0	Brawl (Br) 0
0	Melee (Br) 0
0	Ranged: Light (Ag) 0
0	Ranged: Heavy (Ag) 0
0	Gunnery (Ag) 0
0	Astrogation (Int) 0
0	Athletics (Br) 0
4	Charm (Pr) 4
5	Coercion (Will) 5
0	Computers (Int) 0
0	Coordination (Ag) 0
3	Deception (Cun) 3
0	Leadership (Pr) 0
0	Mechanics (Int) 0
0	Medicine (Int) 0
0	Piloting: Planetary (Ag) 0
0	Piloting: Space (Ag) 0
0	Resilience (Br) 0
0	Skulduggery (Cun) 0
0	Stealth (Ag) 0
3	Streetwise (Cun) 3
0	Survival (Cun) 0

OPPOSING SKILLS	
Acting Skill	Opposing Skill
Coercion, Deception, Leadership	Discipline
Charm	Cool
Negotiation	Negotiation or Cool

WOUNDS		STRAIN	
12		15	
THRESHOLD	CURRENT	THRESHOLD	CURRENT

SOAK	DEFENSE	
3	0	0
	RANGED	MELEE

TALENTS

Natural Charmer
Once per session, may reroll any one Charm or Deception check.

Nobody's Fool 2
Upgrade difficulty of Charm, Coercion, and Deception checks targeting the character twice.

Plausible Deniability 3
Remove three setback dice from all Coercion and Deception checks

Inspired Loyalty
Characters employed by Alyra may redirect a single attack against Alyra to themselves instead as an out-of-turn incidental.

ATTACKS					
RANGE	SKILL	WEAPON	DAM	CRIT	SPECIAL

GEAR

Exquisite Dress (+1 soak)

NOTES

Unmatched Insight: Once per session, Alyra may spend a Destiny Point to become aware of the motivations, emotional states, and basic histories of up to five characters in the encounter.

Delicate Information: Once per session, Alyra may spend a Destiny Point to reveal she possesses valuable blackmail material on any character in the encounter.