



LADY YYRMALLA ALERETTA
INQUISITORIAL ACOLYTE



NAME: Lady Yymmalla Aleretta

TIER: 1 (Ascended to 3)

RANK: 1 RANK BONUS: 1

ATTRIBUTES

ATTRIBUTE	RATING	ADJUSTED RATING
Strength	<u>3</u>	<u> </u>
Agility	<u>4</u>	<u> </u>
Toughness	<u>3</u>	<u> </u>
Intellect	<u>4</u>	<u>5</u>
Willpower	<u>4</u>	<u> </u>
Fellowship	<u>3</u>	<u> </u>
Initiative	<u>6</u>	<u> </u>

COMBAT TRAITS

TRAIT	RATING	CURRENT
Defense	<u>5</u>	<u> </u>
Resilience	<u>6</u> <small>Armour value</small>	<u>3</u>
Soak	<u>3</u>	<u> </u>
Speed	<u>6</u>	<u> </u>
Shock	<u>7</u>	<u> </u>
Wounds	<u>6</u> <small>Heavily wounded at</small>	<u>3</u>

MENTAL TRAITS

TRAIT	RATING
Conviction	<u>4</u>
Corruption	<u>3</u>
Passive Awareness	<u>3</u>
Resolve	<u>3</u>

SOCIAL TRAITS

TRAIT	RATING
Influence	<u>6</u>
Wealth	<u>3</u>

WEAPONS

NAME	DAMAGE	AP	SALVO	RANGE	TRAITS
<u>Laspistol</u>	<u>7+1ED</u>	<u>0</u>	<u>1</u>	<u>24 m</u>	<u>Pistol, Steadfast</u>
<u>Knife</u>	<u>5+1ED</u>	<u>0</u>	<u>—</u>	<u>Melee</u>	<u> </u>
<u>Chainsword</u>	<u>9+1ED</u>	<u>0</u>	<u>—</u>	<u>Melee</u>	<u>Brutal, Parry</u>
<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>
<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>	<u> </u>

FRAMEWORK:

SPECIES: Human

SPECIES ABILITY: N/A

ARCHETYPE: Inquisitorial Acolyte

ARCHETYPE ABILITY:

Inquisitorial Decree: Once per scene, an Inquisitorial Acolyte may invoke the name of their Inquisitor to +Rank to an Interaction Skill test involving a being with the Imperium keyword.

SKILLS

SKILL	RATING	LINKED ATTRIBUTE	TOTAL
Athletics	<u> </u>	(Strength) 3	<u>3</u>
Awareness	<u>1</u>	(Intellect) 5	<u>6</u>
Ballistic Skill	<u>3</u>	(Agility) 4	<u>7</u>
Cunning	<u>4</u>	(Fellowship) 3	<u>7</u>
Deception	<u>4</u>	(Fellowship) 3	<u>7</u>
Insight	<u> </u>	(Fellowship) 3	<u>3</u>
Intimidation	<u>1</u>	(Willpower) 4	<u>5</u>
Investigation	<u>4</u>	(Intellect) 5	<u>9</u>
Leadership	<u>2</u>	(Willpower) 4	<u>6</u>
Medicae	<u> </u>	(Intellect) 5	<u>5</u>
Persuasion	<u>4</u>	(Fellowship) 3	<u>7</u>
Pilot	<u> </u>	(Agility) 4	<u>4</u>
Psychic Mastery	<u> </u>	(Willpower) 4	<u>4</u>
Scholar	<u>4</u>	(Intellect) 5	<u>9</u>
Stealth	<u> </u>	(Agility) 4	<u>4</u>
Survival	<u> </u>	(Willpower) 4	<u>4</u>
Tech	<u>4</u>	(Intellect) 5	<u>9</u>
Weapon Skill	<u>4</u>	(Initiative) 4	<u>8</u>

KEYWORDS

Imperium, Inquisition, Ordo Xenos, Scum

TALENTS

Loremaster (Eldar): +Rank bonus on non-combat Skill tests related to the subject.

Peer: +Rank to Influence and Interaction skills in social situations.

BACKGROUND

Keyword <Ordo Xenos>: Lady Yymalla's successful infiltration of a Xenotech smuggling ring earned her high regard with her Inquisitor. (Once per session she may contact her Inquisitor for information, equipment, or a minor favour.)

GEAR

Flak Armour

Trinket: An ornate silver snuffbox, the snuff within fortified with trace amounts of xenos pollen;

Symbol of authority: +1d bonus to Leadership and Intimidation Tests vs. appropriate targets.

Augmetic: Cortex Implant (+1 Intellect, already added in)

Vox-bead, 3 Reloads

MALIGNANCIES

OBJECTIVES

D6

Roll Result

- 1 Solve a problem using wealth, influence, psychic abilities, or guile instead of threats or force.
- 2 Compare the current situation to a far-flung exotic world (within or beyond the Imperium) that you have visited.
- 3 Display a symbol of your authority and use it to firmly establish your position in an interaction with another NPC.
- 4 Compare something in the current scene to a similar concept in the culture of the alien Eldar.
- 5 Reminisce about your upbringing as a noble of the Imperium.
- 6 Threaten the wrath of your Inquisitor upon an enemy or obstacle.

☐ Objective achieved

ASCENSION NOTES

Born a noble, it thrills Yymalla to interact and blend in with the baser members of society. In her early days as an Acolyte, she spent time in Gilead's underhive, where she learned about the criminal side of life in the Imperium. She infiltrated a band of xenotech smugglers, earning her the admiration of her Inquisitor. However, she ended up scarring her soul with corruption in the process.



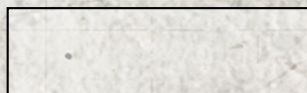
Spend one Wrath to:

- ◆ Re-roll failures once on a test
- ◆ Add +1 to a Defiance check
- ◆ Make a narrative declaration
- ◆ Immediately restore 1d3+1 Shock

Spend one Glory to:

- ◆ Add +1d to a test after any re-rolls
- ◆ Add +1 bonus dice of damage to a successful attack
- ◆ Increase the severity of a Critical Hit
- ◆ Seize the Initiative

WRATH POINTS



BACKGROUND

LADY YYRMALLA ALERETTA, INTERROGATOR OF THE ORDO XENOS

'Heresy breeds where the light of the Emperor grows dark, and there are few darker places than the Imperium Nihilus.'

Acolytes of the Inquisition are culled from any planet or background based on the skills needed to fight heresy, xenos, and the ruinous powers of chaos. The Inquisition exists outside the typical power structure of the Imperium, answering only to the Emperor himself. The Inquisition is divided into numerous Ordos which specialize in specific threats to the Imperium. Yyrmalla's Inquisitor leans towards the Radical end of the spectrum, more interested in success than the methods used to achieve it. Though she is not a mighty warrior, her true power resides in her Inquisitional connections and authority, plus the secret knowledges and sophisticated equipment she possesses.

Yyrmalla Aleretta is an Ordos Xenos Interrogator, focused on uncovering and destroying alien intrusions upon humanity. She specializes in understanding the Aeldari, more often known as the Eldar. She was tested through the crucible over the last few years infiltrating and destroying a xenos tech smuggling ring for the Inquisition. Yyrmalla relies on her ability to understand people and their needs in order to extract information before applying force to the situation, the Inquisition respects her discretion and subtlety when the situation warrants it.

ALLIANCES WITH OTHER PLAYER CHARACTERS

Sergeant Gael Harden, (Imperial Guardsman): Yyrmalla interrogated the Sergeant after a recent run in with a deranged psykers and suggested her as a member of this warband. Reviewing the Sergeant's service record showed she has performed with distinction for years, somehow managing to stay alive despite desperate circumstances.

Pator Nemoris (Ministorum Priest): He is a priest of the God-Emperor, and it is worthwhile to keep positive relations with them. Some will seek to suppress knowledge that does not agree with their dogma. As long as you get the information first, nothing is lost.

