

# “Aubrey”

## “The Ambassador”

(Supporting Character/Notable NPC)- Diplomat/Civilian Advisor



### Attributes

Control	8	Insight	9
Daring	10	Presence	12
Fitness	8	Reason	9

### Disciplines

Command	5	Security	4
Conn	1	Science	3
Engineering	1	Medicine	2

**Focuses:** Blackmail, Diplomacy, Leadership, Persuasion, Psychology, Strategy.

**Trait:** “Venusian” People Trap. A plant-like alien carnivore, Venusian People Traps are predatory manipulators *par excellence*. Gifted with cunning, inhuman charm, and insatiable appetites, they prey upon the weak-willed and the vulnerable to serve their needs.

Sessile. “Venusian” People Traps are (essentially) root-bound, but in extreme circumstances may move at one-quarter the rate on other characters- but take 3▲ Stress (fatigue) damage per round.

### Value:

**A Friend In Need is a Friend Who Feeds:** Aubrey's “default setting” in getting its needs met is manipulating others to accomplish its goals. It will use persuasion, advice, assistance, and (ultimately) blackmail to render a target “indebted” (and thus vulnerable to manipulation).

**If you need something from somebody always give that person a way to hand it to you:** Aubrey is more than happy to advise and assist others in achieving their goals- especially if it advances its own goals at the same time.

**The subtlest lie of all is the full truth:** Aubrey delicately (and gleefully) balances its manipulation of targets through a careful mix of by telling them what they want to hear and what they need to hear. Aubrey will twist facts, manipulate the truth, and even outright lie to encourage behaviors or strategies it desires.

**Survival justifies any means:** Despite any pretence of friendship and/or alliance, Aubrey's self-interest is always its primary goal. It will lie, cheat, steal, maim, torture, or murder to (ultimately) get what it wants.

### Talent:

**Bargain:** Whenever When negotiating an offer with someone during Social Conflict, you may re-roll a d20 on your next **Persuade** Task to convince that person. If the Social Conflict involves an Extended Task, you gain the **Progression 1** benefit when you roll your Challenge Dice.

**Disarming Nature:** Despite all the unknowns about his (her?) past and the overt nature of its manipulation, Aubrey is extremely sociable and adept at putting others at ease. Whenever you are engaged in a Social Conflict, you reduce the Difficulty of any Test to make your target relax or to trust you by 1.

**That Wasn't Me:** Despite repeated, overt- even blatant- manipulation, some people are always willing to do business with Aubrey and/or are continually tricked by it (due to it's gregarious nature, the subtle dance of social interactions and subtle lies). Aubrey adds 1 bonus **Momentum** to its pool when it has successfully completed a task to win a target's trust.

**Veteran:** Aubrey is seasoned and experienced, able to draw upon inner reserves of willpower and determination in a more measured and considered way. Whenever the character spends a point of Determination, roll 1▲. If an Effect is rolled, immediately regain that spent point of Determination.

### Combat Weapons and Attacks:

**Stress:** 12  
 Unarmed Strike; Melee 5▲, Knockdown, Size 1, Nonlethal  
 Type 1 Phaser; Ranged, 6▲, Size 1, Charge.  
 Swallow; Melee 5▲, Grapple, Vicious 1

The lifeform known as “Aubrey” appeared at Federation Council Headquarters and identified itself as an “ambassador” from the unknown planet “Venusia”. It immediately set about culminating friendships and political ties before ultimately being recognized and credentialed as a Diplomatic Attache. Subsequent assignment to a starship (in an advisory category) soon followed.