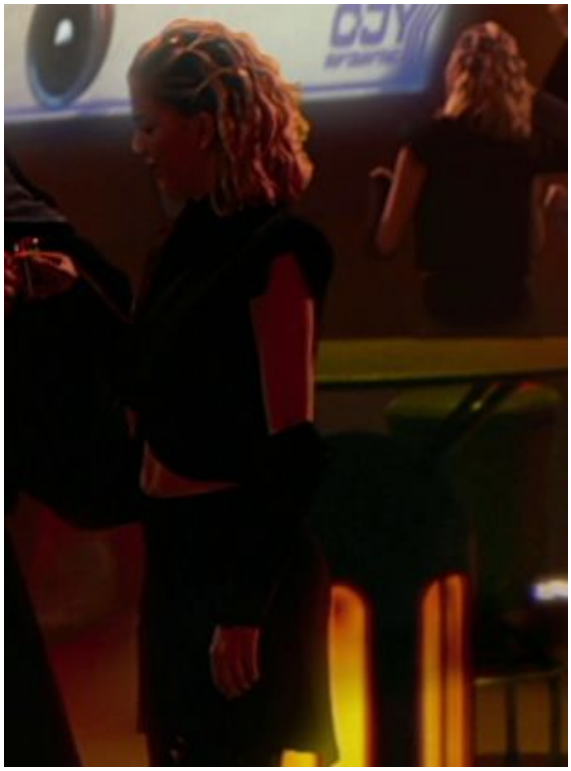
Characters D6 / Mya Nalle (Human Guide/Spy



Name: Mya Nalle
Homeworld: Coruscant
Species: Human
Gender: Female
Hair color: Blond
Move: 10

DEXTERITY 2D
- Blaster: 3D+1
- Brawling Parry: 3D+1
- Dodge: 5D+1
- Running: 3D+2

KNOWLEDGE 2D
- Bureaucracy: 4D+1
- Planetary Systems; Coruscant: 5D+1
- Value: 4D

PERCEPTION 3D
- Bargain: 5D
- Con: 5D+1
- Persuasion: 5D+2
- Search: 4D+2

STRENGTH 2D
- Brawling: 3D+2

MECHANICAL 2D
- Communications: 3D+2
- Repulsorlift Operation: 4D+1

TECHNICAL 2D
- Computer Programming/Repair: 4D
- Security: 3D+2

Equipment:
- Commlink, Datapad, Expensive Clothing, Concealed Blaster Pistol (4D)

FORCE SENSITIVE - N
FORCE POINTS 1
DARK SIDE POINTS 0
CHARACTER POINTS 2

Description: Mya Nalle was one of the Nalle triplets, a trio of Human females offered by Mayor Acros-Krik as guides to targets he wanted monitored. She reported to the mayor any useful information their guests foolishly divulged.[source?]

She was at the Outlander Club on Coruscant shortly before the outbreak of the Clone Wars in 22 BBY.[1]

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