

# Amjad

## Scout and Gunner of the *Burkan*

**Personal Problem:** Owes a blood debt to the Bokor Corsairs

### Who Are You?

You hail from a dirt-poor family in the ancient Mira system, a descendant of Firstcomers to the Third Horizon. You pulled your way up tooth and nail, leaning heavily on a deeply-held faith in the Icons and the hard lessons imparted on you by your tireless mother. You know how to hunt, to track and kill from a distance, how to survive in pitiless environments.

Somehow, you worked your way across the Third Horizon, working passage on freighters or shipping with pilgrims, finding work on the systems you pass through. You ended up in the Anaspora system, adrift in a freighter with no power, the rest of the crew dead of explosive decompression and wearing a patched exo shell with a fast-emptying air supply. The ship ended up close to the Bokor Belt, an asteroid belt inhabited by the mysterious Bokor nomads and their corsair brethren.

The Bokor Corsairs found your ship, and you prepared yourself for a quick and bloody death at the hands of these savages. When Turkan Bloody-Hand stepped aboard, you planned to shoot him square in the chest as the last thing you'd do before dying. It didn't happen that way. You were treated with courtesy and respect gained by being prepared to fight to the last, your ship repaired over several months and were treated as an honoured guest during your stay. Turkan claimed that you were marked by the Black Wind, the Bokor version of the Icon you know as the Faceless One, and had a destiny still to fulfil. You left the Bokor Belt with some knowledge of the people and their language, and a profound respect for their harsh way of life.

Since then you've found stability of a kind working as Gunner on the aging Azak-class gunship the *Burkan* (volcano), signing on with a crew of fortune hunters barely making ends meet – but at least it keeps you away from the gambling tables. Things are getting serious, it won't be long before the Syndicate decide to make an example of you.

With skin like gnarled old wood and a wild beard covering most of his lower face, Amjad's age is difficult to guess. He doesn't say a lot of words, but what he does, he means. He has a hardness of spirit making him capable of enduring what many others wouldn't tolerate, but has no sentimentality and can be seen as cold or unfeeling. He dresses in a fur-lined and battered leather coat draped in bandoliers carrying reloads for his long accelerator rifle.

### What Just Happened?

Following a rumour heard by the *Burkan's* Engineer and former archaeologist Mumina Nejem, the crew of the *Burkan* met with Daniyah bint Ibramir. Her husband, Harjun, is a scientist with the Foundation, an organisation responsible for research and development within the Zenithian-born Consortium faction currently posted in the Anaspora system.

He sent a message to Daniyah telling her to contract some independents for an extraction, claiming to have understanding and possession of a powerful and highly-valuable artefact from the long-vanished Portal Builders. If the *Burkan* can extricate him from the Foundation archaeological site on

the moon Mura-D with the Zeron Cube, the deal is to split the proceeds from the artefact sale 70:30, a score claimed to be worth hundreds of thousands of birr.

The operative Aqila Jubal checked into the story, and reported back that Daniyah and Harjun look to be legit, lower-echelon scientists within the Foundation out to make some birr when they see an opportunity.

So now you've travelled to the Amastara Portal Gate in Algol. You're currently waiting, part of a caravan of ships looking to split the portal costs and jump together to adjacent Anaspora, back to the homeland of the Bokor.

## Talents

- **Nine Lives:** If you suffer a critical injury, you can switch order of the numbers to turn the tens into the ones digit and vice versa.
- **The Faceless One's Talent:** You can change a single, concrete detail in a scene to your benefit, something cosmetic or indirectly helpful. This can only be used once per session. Cost: 1 Darkness Point
- **A Friend in Every Port:** You find a useful contact in a new place. The contact can protect you, lend gear, or vouch for you with local rulers. Use once per session for the whole group. Cost: 1 Darkness Point

## Gunner's Role in Space Combat

- Test **RANGED COMBAT** to hit
- EP Cost: 1, each additional EP gives +1 dice. 0 EP for torpedoes and mines.
- Options: Fire weapon, Launch Torpedo, Deploy Mine, Launch Countermeasure