

Aqila Jubal

Operative and Sensor Operator of the *Burkan*

Personal Problem: On the run from the Draconite faction.

Who Are You?

You hail from the Rigel system in the Dabaran circle, daughter of a wealthy, aristocratic Firstcomer family, steeped in tradition. Your easy childhood became a stifling adolescence and you fell in with the agents of the mysterious, fearless Draconite faction who gave you hardship and direction instead of wealthy indolence.

You learned your trade as an operative with the Draconites, how to spy, assassinate and pull off a heist. For the Draconites, and their patron Icon the Executioner (a variant of the Lady of Tears), existence is conflict, and conflict breeds strength.

After many years the discipline of the Draconites became chains of servitude and the tasks they asked of you more and more questionable, good people being murdered to further unfathomable aims. You fled one night, and the faction has sworn your return, or your death. So now you find yourself working as Ship's Sensor Operator on the aging Azak-class gunship the *Burkan* (volcano), signed on a crew of fortune hunters barely making ends meet. The captain, Husniya Astir, comes from a similarly privileged background, and has led a similarly bloody life which she also seeks to escape. You are kindred spirits, and she serves as your moral compass in confusing times.

Lithe and poised, Aqila exudes wealth and breeding. Charming when she chooses, her apparent gregariousness is a ruse and her smile rarely reaches her eyes. She dresses in elegant, dark clothes, under a loose, sleeved djellaba robe also doubling as a chameleon suit and able to change colours to blend in with her surroundings.

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, speculated to be worth hundreds of thousands of birr, the deal is to split the proceeds from the artefact sale 70:30.

You checked into the story, feeling watched by unseen observers the whole time. However, for their own part, Daniyah and Harjun look to be legit, lower-echelon scientists within the Foundation out to make some birr when they see an opportunity.

So the *Burkan* took the job and 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

Talents

- **Licensed:** You have access to restricted gear and weapons
- **The Dancer's Talent:** You can evade an incoming attack, taking no damage. You can choose to do so after a successful attack, but before rolling for the protection of armour or cover. 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

Sensor Operator's Role in Space Combat

- Test **DATA DJINN** to detect approaching ships with deactivated transponders
- EP Cost: 1, each additional EP gives +1 dice
- Options: Lock target, Break lock, Data attack