

# Dhakis Bin-Zaman

## Pilot of the *Burkan*

**Personal Problem:** Hunted by the Darkness Between the Stars

### Who Are You?

You hail from about as far from civilisation possible, Daybul on the very fringe of the Third Horizon. From as long as you can remember, you've longed to escape remote Daybul where your family put down roots after dispersing from the generation ship the *Zenith*. So you became a freighter pilot for the Free League, plying the lonely space to take supplies and trade goods back and forth across the Big Black the past dozen years.

One trip something went wrong. The portal calculations were off, and your freighter the *Nightingale*, clipped the edge of the portal. You and your crew woke from stasis still in limbo, a computer error thinking you were out the other side, when this wasn't the case.

You can't remember what happened, only images of screaming, luminous eyes, blood on your hands and an ancient, terrible evil. When you came out the other side you were alone in the ship, the other crew members missing. Your distress call was picked up, rescue came, the Free League helped get you out of any trouble with the authorities, and you escaped but not without effects.

You are changed, blessed or cursed with a mystical ability to see into the future. Flashes of insight plague you, and when you apply yourself something – perhaps, you desperately hope, the Icons – shows you visions about yourself or others. Something is hunting you though, a manifestation of the unspoken fear haunting all humankind, the Darkness Between the Stars. You saw it first-hand and it almost destroyed you... and may yet.

The toll on your psyche is heavy, and you fled your past, ending up signing on as pilot on the ageing Azak-class gunship the *Burkan* under Captain Astir. She doesn't ask too many questions, and tolerates the fact that you're clearly running from something. You do odd jobs here and there, sometimes violent, sometimes illegal, always on the fringes, but it suits you for now.

Stubble constantly covers Dhakis's chin, his hair is rumpled and his bloodshot eyes give off a permanently distracted air. Occasionally slipping into the rustic dialect of his home system, he cuts an unimpressive figure to those that don't know him. Fortunately, the crew of the *Burkan* have come to respect his loyalty and sometimes reckless bravery in flying them out of one jam or another.

### What Just Happened?

A rumour from the ship's engineer, your confidant and former archaeologist Mumina Nejem, led the crew of the *Burkan* to meet 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, rumoured to be worth hundreds of thousands of birr, the deal is to split the proceeds from the artefact sale 70:30.

The operative in the crew, Aqila Jubal, checked around. 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. Maybe mere coincidence, but recently the terrors have returned with full force. You have a sickening feeling, an itching in your skull, that something terrible with luminous eyes is waiting at the other end of this journey...

## Talents

- **Mystic Power – Prediction:** If you conduct a séance, you can experience visions of the future. You can ask the Referee questions about yourself or another participant in the séance. Cost: 1 Darkness Point.
- **The Lady of Tear's Talent:** You can get back after being Broken by damage or stress (0 HP or MP), or choose to ignore the effects of a critical injury. 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

## Pilot's Role in Space Combat

- EP Cost: equal to the ship's class, each additional EP gives +1 dice
- All rolls are modified by the ship's Manoeuvrability
- Options: Position, Advance/Retreat, Evasive Manoeuvre, Ramming, Boarding