

Captain Husniya Astir

Former Officer and Captain of the *Burkan*

Personal Problem: Weary of getting blood on her hands

Who Are You?

You hail from the centre of the Third Horizon, Kua, and are a member of one of the ruling families of the powerful Zenithian Hegemony. Descendant of one of the high-ranking officers of the generation ship Zenith which left Earth hundreds of years ago, your ancestors arrived in the Third Horizon to find it already settled by the Firstcome, originally from Earth but having travelled here via the mysterious interstellar Portals.

Daughter to a proud heritage, your path was set out for you as a marine officer in the powerful Zenithian navy. You fought in many battles, blooded your sword and led troops to desperate victories. As the years mounted, so did the blood on your hands thicken, cloying your dreams and troubling your days.

One day you resigned your commission, turned your back on your legacy, borrowed berr to buy an aging Azak-class gunship the *Burkan* (volcano), and signed on a crew of fortune hunters to travel the Third Horizon in search of a less bloody way of exercising your skills. It has often not worked out that way, but the Lady of Tears knows you live in hope...

Tall, imposing and with a vicious scar bisecting the left side of her face, Husniya exudes the natural leadership of her breeding. She struggles to open up to those around her, worrying it will be seen as a sign of weakness and cautious of getting too close to those whose lives might easily be lost in her company.

What Just Happened?

A rumour heard by your Engineer and former archaeologist Mumina Nejem led you and 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, the deal is to split the proceeds, worth perhaps hundreds of thousands of berr, from the artefact sale 70:30.

Your operative in the crew, Aqila Jubal, checked around and Daniyah and Harjun look to be legit, lower-echelon scientists within the Foundation out to make some berr when they see an opportunity.

As good an offer as you've had lately, you accepted the job and have 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

- **Combat Veteran:** Choose 2 Initiative cards and keep the best
- **The Traveller's Talent:** Ask the Referee a choice that has only 2 options, and the Referee must tell you which is the more beneficial choice, if that can be reasonably estimated. 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

Captain's Role in Space Combat: Give Orders

- EP Cost: 0
- Order options: Repair; Retreat; Evade; Attack
- Crew members get a bonus to their actions equal to your COMMAND skill successes IF they follow the course of action ordered.