

JOXANE



AWARENESS	4	PRESENCE	4
COORDINATION	5	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 5 (Acrobatics +2, Dancing +2), Convince 2, Craft 3 (Singing +2), Fighting 2, Knowledge 3 (Draconian Culture +2), Survival 2, Transport 1.

TRAITS

Attractive (Minor Good)

Brave (Minor Good)

Indomitable (Major Good)

Quick Reflexes (Minor Good)

Code of Conduct (Minor Bad)

Distinctive: Graceful and energetic body language. (Minor Bad)

Insatiable Curiosity (Minor Bad)

Outsider (Minor Bad)

Wanted: By a Draconian nobleman, Korlisk. (Minor Bad)

Experienced (Special Good)

Tech Level: 6

Story Points: 9

Total Character Points: 46

HOME PERIOD: Sevanzor, Draconian Empire, 2558 CE.

APPEARANCE

Joxane has an athletic, lithe figure – the body of a dancer. She usually wears a short off-white satin dress, with a red cloth sash for a belt, and a pair of sleek black boots with a Konkur (a Draconian knife)

tucked in her right boot. When she smiles, her whole face lights up. She has been known to wear a wide assortment of clothing depending on the local climate and/or customs. She almost always has her Konkur somewhere on her possession (even if Lord Marco frowns upon it).

PERSONAL GOALS

After enduring decades of slavery, Joxane is now driven by the desire to live life to the fullest. She satisfies this desire by travelling with Lord Marco as they explore time and space. She is immensely grateful to Lord Marco for helping her escape her slavery and as such, trusts him implicitly. Her other great love in life is her love to dance and perform for others. She has been known to do impromptu performances for others during her travels and such performances have proved to be excellent distractions when needed.

PERSONALITY

Joxane will not tolerate cruelty or malice and is quick to speak out against it, or act against it directly if need be. She always cheers for the underdog and will help those who need help – especially those who are most vulnerable (i.e. the young, the old, the oppressed, etc.).

Joxane's friendly demeanour hides a tough, determined force of will that was fashioned by decades of Draconian slavery. She does not hold any grudge against Draconians for the actions of a few. She has spent enough time with other Draconians who were also slaves, or who were no better than slaves since they were from the lowest ranks in Draconian society. She especially takes great pleasure in deflating the egos of those who are pompous or snobbish. She has experienced enough of those type of people in her own lifetime to put up with that behaviour any more.

BACKGROUND

Joxane Salvatore was born on the Earth colony world of Orinth in 2534 CE. The colony was located in the region of space that was the shared border between the Earth Empire and the Draconian Empire. Her family were professional entertainers (as aerial acrobats) who performed with a travelling carnival show known as *Bartholomeus' Hovering Circus*. They entertained everyone from the most humble citizen to the upper echelon of Orinth society. Even at a very young age, Joxane displayed incredible ability as she followed in her parents' footsteps as an aerial acrobat.

Several days before her sixth birthday, Joxane was travelling with her parents on a transport ship to the nearby Earth colony world of Teus when their ship was attacked by Draconian pirates. The transport ship's engines were disabled and the Draconians boarded it.

They looted the ship of all its valuables and cargo. Joxane was seized by the Draconian captain who decided that the young girl may net him a pretty profit on the black market on a nearby planet.

While aboard the Draconian cruiser, Joxane made several attempts to escape which caused quite a commotion on board. The Draconian captain was glad to get rid of her (and did make a pretty profit as he surmised).

Joxane was purchased by a Draconian nobleman by the name of Erashkun the Third who bought Joxane to be a simple serving girl for one of his wives but when he saw her natural agility, he knew he had something special. He was so impressed with her acrobatic ability that he placed her with his stable of special entertainers. He then spent good money training her in various dance styles and would often use her to impress his guests.

Joxane would spend the next sixteen years as a slave to Erashkun. Her primary duties were her aerial dance routine but she also performed many other dance styles (including several native Draconian dances). While she was treated relatively well, should she breach formal etiquette and/or protocol, Erashkun wouldn't hesitate to punish her for the transgression. Since she spent most of her life in Draconian slavery, she had forgotten her family name as well many details about her parents (except a basic description of her mother's face). She was no longer Joxane Salvatore but just Joxane.

On her twenty-second birthday, she found herself and the rest of Erashkun the Third's entertainers had been given to a fat Draconian nobleman, known as Korlisk, to pay off a gambling debt. Korlisk was a foul man who had little interest in art and was only entertained by his own basest desires. He had taken an unhealthy interest in Joxane and it took all her wits and grace to evade his advances. She was running out of excuses and she knew her near future look bleak.

During a party celebrating the Emperor's Birthday, Joxane and her fellow entertainers performed for Korlisk and his guests. Her performance delighted the crowd and one guest in particular, an alien known as Lord Marco. Unknown to Joxane, Lord Marco had inquired about her origins but Korlisk brushed off any questioning.

Later that night, Korlisk had entered Joxane's bed chambers and attempted to force himself on her. She fought back and stabbed him with his own Konkur. She knew there was only one punishment for a slave killing her master – death – so she collected the Konkur and quickly made her escape. She knew her only chance was to hide in the rocky hills to the north of the city. It wouldn't be much a life but she would at

least be free. As she exited Korlisk's home, she ran into the 'alien' that was at the party earlier that night. She raised her Konkur and told him to let her pass. She was done with being anybody's slave. He told her to put the knife away and he then introduced himself as Lord Marco. He assured her he only wanted to help. Joxane didn't know if it was the tone of his voice or his bearing, but she sensed she could trust him.

Lord Marco smiled and told her to follow him. He led her to Korlisk's garden and stopped at a large, stone statue of a meditating portly man. He walked to the back of the statue and disappeared into it. She shrugged her shoulders and followed him. To her amazement, she found herself in a large white chamber with Lord Marco standing next to the central control column. The walls of the chamber were decorated with many paintings of a diverse subject matter and styles. Lord Marco welcomed her to his TARDIS and with that, he set the controls and they were off in time and space.

Unknown to both of them, Korlisk had survived Joxane's attack and has since placed a bounty on her head – dead or alive. He is unsure how she escaped but he suspects the man known as Lord Marco who it turned out, had a fraudulent invitation to his party.

She would spend the following year travelling with Lord Marco and see some wonderful sights – the Reverse Waterfalls of Belasora Major, the Singing Trees of Zhro, the Eye of Orion, the Great Exhibition of 1851, the Flavian Amphitheatre (a.k.a. the Colosseum) of ancient Rome, the Hanging Gardens of Babylon, and many more. She was even able to reunite with her parents after all those years they didn't know if she was dead or alive. Joxane still considers her family reunion to the greatest thing that Marco has shown her.

STUFF

Konkur (a Draconian knife) (Strength +2 damage)