

# Red Nine

*Pronouns: She/Her*

## Background / Bio

Born on Ace's World, Red Nine has always been aware of the role of fortune in her life. A well placed bet here, a lucky streak in cards there, stumbling into the right person in the right casino at the right time... it got her around. Eventually, though, Nine became increasingly aware that fortune wasn't the only force in her life: she sought out the Sect of the Divine on Ace's World and they introduced her to the light: that while Vyixian Luck was always at play, there were those favoured few on Ace's World who had the attention of the original Ship Heart: *Ace's World*. From then on, Nine knew that she was doubly blessed: once by her own familial fortune, and once by the Ship Heart of her home.

Nine now works to further her power and her blessing: she believes that perhaps in Ship Hearts not only lies the opportunity for blessing, but an opportunity to take control of the very force of Luck itself.

## Stats

- **Species:** Vyixian
- **Class:** Startouched
- **XP:** 29 (13 banked, 1 specific)
- **Background:** Mystic Acolyte
- **Hits:** 9+6
- **Default Loadout:** Rapier, Dagger, Pistol, Hat, Dice
- **Per Encounters:**
  - 2 MISS
  - 3 x EFFECT: CALM (non-sapient)
  - 1 x STRIKEDOWN

## Abilities

- **Vyixian (+):** Retractable Claws (wield a dagger that always PINGS BREAK)
- **Vyixian (-):** Pyrophobia (BURN for 3s longer)
- **Mystic Acolyte:** Intervention (out of combat Intervention from *Ace's World*)
- **Mystic Acolyte:** Mystic Contacts (Downtime question of the Divine Sect)
- **Scion 1:** Concussion Bolt (15s YOU STRIKEDOWN)
- **Scion 1:** Deflection (spend barrier to PARRY)
- **Scion 1:** Air Blast (15s YOU PUSH)
- **Scion 1:** Heartburn (10s add BURN to weapon)
- **Scion 2:** Visionary (2 MISS / encounter)
- **Scion 2:** Thunderlight (15s YOU ZAP)
- **Scion 2:** Vessel (2/mission ask Ace's World a question)
- **Scion 2:** Meditate (60s either 3 x GAIN a call I can make (combat) or gain a minor boon (out of

combat))

- **Bulwark 1:** Repairing Barrier (10s barrier repair 1)
- **Bulwark 1:** Heartbeat (10s HEAL)
- **Bulwark 2:** Solid Barrier (+2 barrier hits)
- **Bulwark 2:** Damage Control (5s MEND)
- **Social 1:** Making Friends and Influencing People x 12 (Divine Sect Clout)
- **Exobiology 2:** Animal Whisperer (3 x EFFECT: CALM / encounter on non-sapient)
- **Smart 1:** Knowledgeable (games of luck)
- **Smart 1:** Knowledgeable (Vyixian history)
- **Tough 1:** Burly (+2 HP)
- **Tough 2:** Beefy (+2 HP, 1 STRIKEDOWN / encounter)

## Factions

- **Mystic Sect of the Divine** - Trusted (15)
- **Ace's World** - Enmity (-1)

## Nemeses

- Dark Water

## Missions

- [All Onboard](#)
- [All Your Base](#)
- [Finite Existence](#)
- [Forging Ahead](#)

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