

# Threes Charmed

Player: James

Pronouns: he/him

## Background / Bio

Cares primarily for the goings on of Ace's World, and less so for off-world affairs. Supports ACE, dislikes bandits, and has little else to say. Broadly uncurious about the powers that have found them.

## Stats

- **Species:** Human
- **Class:** Startouched
  - **Ship Heart:** Ace's World
- **XP:** 13
- **Rank:** 2
- **Hits:** 5 + 6
- **Background:** Starsighted

## Abilities

- Concussion Bolt (Scion 1)
  - 15 seconds hand held overhead to call YOU: STRIKEDOWN
- Heartburn (Scion 1)
  - 10 seconds hovering hand along length of weapon to call BURN on next strike
- Meditate (Scion 2)
  - 60 seconds fingers to temple to meditate on a course of action and gain a minor bonus from Ship Heart while pursuing that course of action
  - In combat: three uses of GAIN X where X is a call from an unmodified gesture-only ability
  - Out of combat: minor bonus at GM discretion equivalent go gaining a once-per-encounter call
- Visionary (Scion 2)
  - 2 uses of MISS per encounter out of cover
- Space Between Space (Voidheart 1) + What We Do In The Shadows (Voidheart 2)
  - 5 seconds waving through the surrounding air to call WARP
  - Can remain hidden as long as desired (unless broken by MASS or YOU LOT)
  - May move and perceive while moving, but may only reappear at start location
  - If unable to return to start location or broken out, take BREAK ALL LIMBS on reappearing
- Use the Land (Voidheart 1)
  - 5 seconds pulling up from the ground to gain an additional MISS from current cover, once per cover
- Starfinder (Voidheart 1)
  - Can find way to a destination that has been described

- Can tell direction to nearest Ship Heart in range
- Reality Check (Voidheart 2)
  - Can see through holographic ruses
  - Once per encounter, see if someone is lying to you
- Heartbeat (Bulwark 1)
  - 10 seconds hand outstretched towards target in reach to call HEAL
- Repairing Barrier (Bulwark 1)
  - 10 seconds hand flat on chest to restore 1 hit of Solar Barrier
- Guidance (Bulwark 2)
  - Prepare an unmodified gesture-only ability that calls X to instead call GAIN X on a target in reach
- Solid Barrier (Bulwark 2)
  - +2 Solar Barrier hits

## Factions

- ACE: 9

## NPC Relations

- Ace's High
  - Has the attention of
- Clubs Chance
  - Neutral
- Big Blind (Bandit Captain)
  - Nemesis
- An animatronic razormonkey which exists somewhere on Ace's World
  - Nemesis

## Other Stuff

- A signed copy of Nine Bold's notes for the campaign from Sightseer

## Missions

- [High Time](#)
- [Sightseer](#)

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