

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:** 9 (+1 unspent)
- **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
- Visionary (Scion 2)
 - 2 uses of MISS per encounter out of cover
- Space Between Space (Voidheart 1)
 - 5 seconds waving through the surrounding air to call WARP
 - May not move or act but can remain hidden as long as desired (unless broken by MASS or YOU LOT)
- 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
- 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](#)
- [pc, threes charmed](#)

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