

**Space Aces:**  
**Friends & Frenemies**



**Catchphrase:**

**Name:** \_\_\_\_\_

**Quirk:** \_\_\_\_\_

**Demeanor:** \_\_\_\_\_

**Desire:** \_\_\_\_\_

**Forte:** \_\_\_\_\_

**Flaw:** \_\_\_\_\_

**Secret:** \_\_\_\_\_

# Intensity



Slightly



Somewhat



Extremely

(Combine with Quirk, Demeanor, Forte, or Flaw for more character depth)

Choose or Roll 1D6 on tables. If 2 choices roll again: 1-2 is 1st, 3-6 is 2nd.

## Quirk:

(Roll 2D6. 1st for column, 2nd for row)



Formal

Hums

Awkward

Mumbles

Rambles

Know-It-All

Narrates

Squeaky

Anecdotes

Terse

Twitchy

Too Familiar

Drawl

Intense

Monotone

Slang

Creepy

Evil Laugh



## Demeanor:

(Roll 2D6. 1st for column, 2nd for row)



Charming

Logical

Scruffy

Bleak

Gentle

Suspicious

Nervous

Goofy

Distracted

Confident

Wild

Sarcastic

Arrogant

Grumpy

Serene

Carefree

Positive

Menacing

## Secret:

- 1 Identity
- 2 Agenda
- 3 Information
- 4 Ability
- 5 History
- 6 Resources

## Desire:

- 1 Give or Seek
- 2 Help or Hinder
- 3 Create or Destroy
- 4 Hide or Reveal
- 5 Save or Escape
- 6 Achieve or Defeat

## Object:

- 1 Knowledge or Love
- 2 Power or Justice
- 3 Friend or Enemy
- 4 Fortune or Object
- 5 Secret or Obligation
- 6 Peace or Conflict

## Forte:

- 1 Liked or Resourceful
- 2 Wealthy or Powerful
- 3 Loyal or Empathetic
- 4 Intelligent or Sneaky
- 5 Famous or Tactical
- 6 Skilled or Brave

## Flaw:

- 1 Greedy or Unstable
- 2 Naive or Infamous
- 3 Paranoid or Temper
- 4 Cowardly or Imposter
- 5 Indebted or Addicted
- 6 Concieted or Sensitive