

CHARACTER:
 Career:
 Description:

Homeworld:
 Background:
 Family:

STARBLAZER ADVENTURES

THE ROCK AND ROLL SPACE OPERA ADVENTURE GAME

SKILLS

+5 Superb	<input type="text"/>
+4 Great	<input type="text"/>
+3 Good	<input type="text"/>
+2 Fair	<input type="text"/>
+1 Average	<input type="text"/>

Notes

STUNTS

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

FATE POINTS

Current ▶ Refresh

PHASES

ASPECTS

1	Training	<input type="text"/>
2	Legend	<input type="text"/>
3	Guest Star	<input type="text"/>
4	Guest Star	<input type="text"/>
5	Guest Star	<input type="text"/>

STRESS

Physical

Composure

CONSEQUENCES

-2	Minor
-4	Major
-6	Severe
-8	Extreme

STUFF

<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>
<input type="text"/>

REFERENCE

Spend a Fate Point to...

- Get +1 on any roll
- Make a Declaration
- Invoke or Tag an Aspect for +2, reroll, or use alternate Skill
- Power some Stunts
- Refuse Compulsion
- Compel opponent Aspect

Earn Fate Points by...

- Accepting Compels
- Good or entertaining roleplay

Each Shift can...

- Improve the time taken, quality, or subtlety of a task
- Increase attack stress

Spin (3 shifts) allows...

- +1 or -1 on very next roll that happens
- Creating a Sticky Aspect with a successful Manoeuvre/effort

Effort = Skill + Dice
Shifts = Effort - Difficulty or Opposing Effort