

SHIP NAME:  
 SHIP TYPE:  
 SHIP SCALE:

# STARBLAZER ADVENTURES

THE ROCK AND ROLL SPACE OPERA ADVENTURE GAME

## STATUS

**STRUCTURAL STRESS**

□ □ □ □ □ □ □ □ □ □  
 1 2 3 4 5 6 7 8 9 10

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**SYSTEMS STRESS**

**CONSEQUENCES (ARMOUR)**

MINOR -2 \_\_\_\_\_  
 MAJOR -4 \_\_\_\_\_  
 SEVERE -6 \_\_\_\_\_

**CONSEQUENCES (SHIELDS)**

MINOR -2 \_\_\_\_\_  
 MAJOR -4 \_\_\_\_\_  
 SEVERE -6 \_\_\_\_\_

**CONSEQUENCES (SHIP)**

MINOR -2 \_\_\_\_\_  
 MAJOR -4 \_\_\_\_\_  
 SEVERE -6 \_\_\_\_\_  
 EXTREME -8 \_\_\_\_\_

## ASPECTS

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## REFERENCE

- Weapon Ranges**
- Medium(3) scale ships: 1 zone
  - Large(4) scale ships: 2 zones
  - Huge(5) scale ships or larger: 4 zones
- Conflict Sequence**
- Frame the Scene
  - Detection
  - Establish Initiative
  - Begin Exchange
- Exchange Sequence**
- Special Actions & Manoeuvres
  - Manoeuvring
  - Ramming
  - Ranged Attacks
  - Evasion & Escape
  - Re-Establish Initiative
  - Begin Next Exchange

## RANK SKILLS

**LEGENDARY (+8)** \_\_\_\_\_  
**EPIC (+7)** \_\_\_\_\_

**FANTASTIC (+6)** \_\_\_\_\_

**SUPERB (+5)** \_\_\_\_\_

**GREAT (+4)** \_\_\_\_\_

**GOOD (+3)** \_\_\_\_\_


**FAIR (+2)** \_\_\_\_\_

**AVERAGE (+1)** \_\_\_\_\_

## STUNT EFFECT STUNTS

STUNT	EFFECT	STUNTS
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## FATE PTS REFRESH SHIP DESIGN

FATE PTS		REFRESH	_____	_____	_____	_____	_____	_____	_____		
			_____	_____	_____	_____	_____	_____	_____	_____	
			_____	_____	_____	_____	_____	_____	_____	_____	_____
			_____	_____	_____	_____	_____	_____	_____	_____	_____