

**CHARACTER:**  
 Career:  
 Description:

**Homeworld:**  
 Background:  
 Family:

# STARBLAZER ADVENTURES

THE ROCK AND ROLL SPACE OPERA ADVENTURE GAME

## SKILLS

+5 Superb

+4 Great

+3 Good

+2 Fair

+1 Average

Notes

## STUNTS

## FATE POINTS

Current

Refresh

## PHASES

## ASPECTS

1

Training

2

Legend

3

Guest Star

4

Guest Star

5

Guest Star

## STRESS

Physical

1 2 3 4 5 6 7 8 9 10

Composure

## CONSEQUENCES

-2

Minor

-4

Major

-6

Severe

-8

Extreme

## STUFF

## 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