

PLAYER:
 CHARACTER:
 CAREER:



STARBLAZER ADVENTURES

THE ROCK AND ROLL SPACE OPERA ADVENTURE GAME

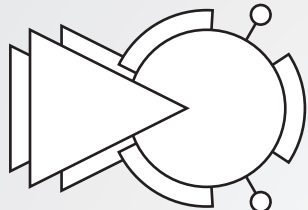
ASPECTS

RANK

- LEGENDARY (+8)
- EPIC (+7)
- FANTASTIC (+6)
- SUPERB (+5)
- GREAT (+4)
- GOOD (+3)
- FAIR (+2)
- AVERAGE (+1)

SKILLS

FATE PTS



REFRESH

STUNT

EFFECT

STUNTS

STUNT	EFFECT

STATUS

PHYSICAL STRESS

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COMPOSURE STRESS

CONSEQUENCES

MINOR -2 _____

MAJOR -4 _____

SEVERE -6 _____

EXTREME -8 _____

ITEM

EFFECT

STUFF

ITEM	EFFECT

NOTES

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...**
- Reduce the time to do a task
 - Increase quality of result
 - Increase subtlety of result
 - Increase attack stress
- Spin (3 shifts) allows...**
- +1 or -1 on very next roll that happens
 - Creating a Sticky Aspect with a successful Manoeuvre or other effort
- Effort = Skill + Dice**
- Shifts = Effort - Difficulty or Opposing Effort**

