

BAROQUE SPACE OPERA

ARCHETYPE

NAME _____

HIGH CONCEPT _____

TROUBLE _____

DRIVING GOAL _____

ASPECT _____

ASPECT _____



SKILLS

SUPERB (+5)

SUPERB (+5)

GREAT (+4)

GREAT (+4)

GREAT (+4)

GOOD (+3)

GOOD (+3)

GOOD (+3)

GOOD (+3)

FAIR (+2)

FAIR (+2)

FAIR (+2)

FAIR (+2)

FAIR (+2)

AVERAGE (+1)

AVERAGE (+1)

AVERAGE (+1)

AVERAGE (+1)

AVERAGE (+1)

AVERAGE (+1)

STUNTS

THINGS

PHYSICAL

MENTAL

WEALTH

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

2

MINOR

4

MODERATE

6

SEVERE

BAROQUE SPACE OPERA

VOIDSHIP



REFRESH

FATE



NAME _____
 ASPECT _____
 ASPECT _____
 ASPECT _____
 ASPECT _____
 ASPECT _____

HULL: _____ (SEE HULL SIZE PG. 396)

CREW/PASS: _____ / _____

HOLDS CAP: _____ / _____ (HULL X HOLDS (PG. 390))

SKILLS

STUNTS

(SEE VOIDSHIP AVAILABLE STUNTS PG. 394)

WEAPONS: _____
 (TACTICS)

STRUCTURE: _____
 (KNACK, PILOT)

SYSTEMS: _____
 (TECHNOSOPHY)

NAVIGATION: _____
 (PILOT, SCIENCE, TACTICS)

SENSORS: _____
 (INVESTIGATE)

STEALTH: _____
 (PILOT)

HOLDS: _____
 (INFLUENCE, PRESENCE)

BOARDING: _____
 (FIGHT, SURVIVAL)

STRUCTURAL

SYSTEMS

MARINES

1

2

3

4

1

2

3

4

1

2

3

4

2

MINOR

4

MODERATE

6

SEVERE

FIGHTERS 1

FIGHTERS 2

FIGHTERS 3

1

2

3

4

1

2

3

4

1

2

3

4

CONFLICT ACTIONS: MOVEMENT, ATTACK, SENSORS, BOARDING (PG. 407)
 FIGHTERS WING CONSUMES HOLDS: HULL SIZE * 2 (PG. 399)
 WEAPON AND SENSORS RANGE IS 2 ZONES