

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



MINOR



MODERATE



SEVERE

FIGHTERS 1

FIGHTERS 2

FIGHTERS 3



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