

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)	
FAIR (+2)	FAIR (+2)		FAIR (+2)		FAIR (+2)	
AVERAGE (+1)	AVERAGE (+1)		AVERAGE (+1)		AVERAGE (+1)	

STUNTS

THINGS

PHYSICAL

MENTAL

WEALTH

1	2	3	4	1	2	3	4	1	2	3	4
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2 MINOR

4 MODERATE

6 SEVERE

BAROQUE SPACE OPERA

VOIDSHIP

NAME _____

ASPECT _____

ASPECT _____

ASPECT _____

ASPECT _____

ASPECT _____



REFRESH

FATE



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



2

MINOR

4

MODERATE

6

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