

PLAYER: Chris Birch
 CHARACTER: Brandon Carter
 CAREER: Security - Star Patrol



STARBLAZER ADVENTURES

THE ROCK AND ROLL SPACE OPERA ADVENTURE GAME

ASPECTS

Dashing Star Patrol Officer
 Clumsy Ass
 First On The Scene
 Astrade! Save Me!
 Girl In Every Starport
 Cutting It Close
 Grew Up In Space
 I'll Get Those Pirates Someday!

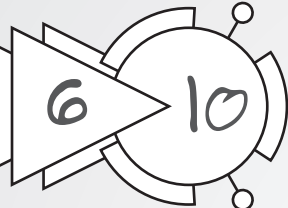
RANK

LEGENDARY (+8)
 EPIC (+7)
 FANTASTIC (+6)
 SUPERB (+5)
 GREAT (+4) Guns
 GOOD (+3) Alertness, Investigation
 FAIR (+2) Drive, Intimidation, Resolve
 AVERAGE (+1) Academics, Rapport, Resources, Starship Pilot

SKILLS



FATE PTS



REFRESH

STATUS

PHYSICAL STRESS

1 2 3 4 5 6 7 8 9 10

COMPOSURE STRESS

CONSEQUENCES

MINOR -2
 MAJOR -4
 SEVERE -6
 EXTREME -8

STUNT

Backup
 Local Office Resources
 Access to Weapons
 Focused Senses

EFFECT

Pay 1 FP to call in backup of Average(+1) officers
 +1 to Resources once/session
 +1 to Resources once/session (to acquire weapons etc)
 +2 to Investigation, -2 to other actions while focusing senses

STUNTS

ITEM

Hand Gun
 Star Patrol Uniform
 Powerful Torch
 Communicator
 Plasti-cuffs
 Security PDA

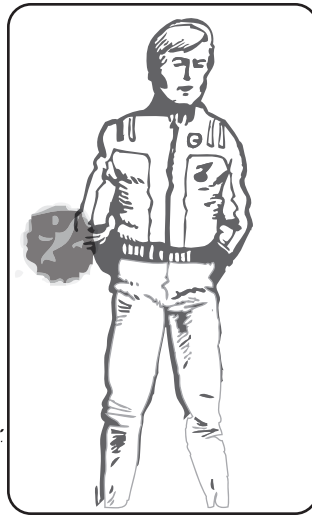
EFFECT

+2 stress, Range: 1 Zone
 +1 Rapport w/ subordinates
 +1 Alertness in dark locations
 +1 to Investigation or Academics

STUFF

NOTES

Grew up as part of a travelling merchant family in the fringe worlds. After his father was killed during a pirate raid he signed up to Star Patrol so he could look after his mum and one day track down the pirates. His standard of living is OK (2nd class). After graduation he caught some slavers in the Killing Trade (continued on back...)



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