

PERSONAL DATA AND HISTORY		1. Date of Preparation											
2. Name		Rating Key											
3. UPP – Universal Personality Profile	4. Noble Title	<table border="1"> <tr><td>BEYOND LEGENDARY</td></tr> <tr><td>LEGENDARY</td></tr> <tr><td>AMAZING</td></tr> <tr><td>SUPERB</td></tr> <tr><td>GREAT</td></tr> <tr><td>GOOD</td></tr> <tr><td>FAIR</td></tr> <tr><td>MEDIOCRE</td></tr> <tr><td>POOR</td></tr> <tr><td>TERRIBLE</td></tr> <tr><td>ABYSMAL</td></tr> </table>	BEYOND LEGENDARY	LEGENDARY	AMAZING	SUPERB	GREAT	GOOD	FAIR	MEDIOCRE	POOR	TERRIBLE	ABYSMAL
BEYOND LEGENDARY													
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MEDIOCRE													
POOR													
TERRIBLE													
ABYSMAL													
Agility _____	5. Military Rank												
Strength _____	6. Birthdate												
Health _____	7. Age Modifiers												
Perception _____	8. Homeworld												
Willpower _____													
Education _____													
Social Standing _____													
9. Notable character Gifts													
10. Notable character Faults													
11. Other character Aspects		<i>Invoke and spend a Fudge Point for +2. When Compelled for consequences gain a Fudge Point.</i>											
12. Known Skills													
Admin & Legal	Instruction	Spacecraft Gunnery ()											
Animals ()	Interrogation	Spacecraft Navigation											
Art ()	Investigation	Spacecraft Pilot ()											
Athletics & Sport ()	Leadership	Stealth											
Battledress	Medical	Steward											
Broker	Melee ()	Streetwise											
Carousing	Persuasion ()	Survival											
Computers	Prospecting	Tactics ()											
Demolition & Explosives	Recon	Technician ()											
Deception ()	Recruiting	Trade ()											
Flying Vehicle ()	Remote Operations	Vacc Suit											
Gambling	Robotics	Water Vehicle ()											
Ground Vehicle ()	Science ()()	Zero-G											
Gun Combat ()	Sensors, Comms & Screens												
Heavy Weapons ()	Spacecraft Engineering												

PERSONAL DATA AND HISTORY (Page 2)		1. Date of Preparation		
2. Name		Known Injuries		
13. Combat Ratings and Medical Status				
Initiative _____ Parry _____				
Armour worn _____ + _____				
Scratch O No Effect	Hurt O 1 wound die	Very Hurt O 2 wound dice	Incapacitated O 3 wound dice	
		Near Death O 4 wound dice		
14. Preferred Weapons				
Weapon	Range (Norm/Max)	Damage	Shots	Notes
Unarmed	Melee	Strength impact, perm Str - 2	-	-

PERSONAL DATA AND HISTORY (Page 3)

1. Date of Preparation

2. Name

16. Known Allies, Contacts, Rivals and Enemies

17. Career History

18. Service

19. Speciality

20. Terms Served

21. Final Rank

22a. Retired? Yes No

22b. Retirement Pay

Term 1

Service and Speciality

Skills Training

Commision/Advancement Yes No

Rank

Notable Events

Term 2

Service and Speciality

Skills Training

Commision/Advancement Yes No

Rank

Notable Events

Term 3

Service and Speciality

Skills Training

Commision/Advancement Yes No

Rank

Notable Events

Term 4

Service and Speciality

Skills Training

Commision/Advancement Yes No

Rank

Notable Events

Term 5

Service and Speciality

Skills Training

Commision/Advancement Yes No

Rank

Notable Events

Term 6

Service and Speciality

Skills Training

Commision/Advancement Yes No

Rank

Notable Events

Term 7

Service and Speciality

Skills Training

Commision/Advancement Yes No

Rank

Notable Events

Term 8

Service and Speciality

Skills Training

Commision/Advancement Yes No

Rank

Notable Events

PERSONAL DATA AND HISTORY (Page 4)

1. Date of Preparation

2. Name

24. **Psionics** Warning: Information regarding an individual's psionic ability is confidential, and may not be released without his or her consent.

25. Date of Test

26. Psi Rating

27a. Trained? Yes No

27b. Date Completed

28. Talents and Powers

TAS Office Use Only

29. Current Fudge Points

30. Current Experience Points

31. **Spending Experience Points**

Effective Terms (ET) is equal to (terms served/2 (round up)) +1 for every 4 Attribute/Skill/Psionics advances bought.

Terms served

Advances bought

Current Effective Terms

Cost to advance to listed level

	Attribute	Skill	Psionics
Superb	10 + ET	6 + ET	8 + ET
Great	9 + ET	5 + ET	7 + ET
Good	8 + ET	4 + ET	6 + ET
Fair	7 + ET	3 + ET	5 + ET
Mediocre	6 + ET	2 + ET	4 + ET
Poor	5 + ET	-	-

Effective Terms may be ignored for current advance by permanently lowering a trait rated Good or higher by one level.

Gifts may be bought for 3xp

32. **Notes**