

PERSONAL DATA AND HISTORY		1. Date of Preparation											
2. Name		Rating Key											
3. UPP – Universal Personality Profile Agility _____ Strength _____ Health _____ Perception _____ Willpower _____ Education _____ Social Standing _____	4. Noble Title 5. Military Rank 6. Birthdate 7. Age Modifiers 8. Homeworld	<table border="1" style="margin: auto; border-collapse: collapse;"> <tr><td style="text-align: center;">BEYOND LEGENDARY</td></tr> <tr><td style="text-align: center;">LEGENDARY</td></tr> <tr><td style="text-align: center;">AMAZING</td></tr> <tr><td style="text-align: center;">SUPERB</td></tr> <tr><td style="text-align: center;">GREAT</td></tr> <tr><td style="text-align: center;">GOOD</td></tr> <tr><td style="text-align: center;">FAIR</td></tr> <tr><td style="text-align: center;">MEDIOCRE</td></tr> <tr><td style="text-align: center;">POOR</td></tr> <tr><td style="text-align: center;">TERRIBLE</td></tr> <tr><td style="text-align: center;">ABYSMAL</td></tr> </table>	BEYOND LEGENDARY	LEGENDARY	AMAZING	SUPERB	GREAT	GOOD	FAIR	MEDIOCRE	POOR	TERRIBLE	ABYSMAL
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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 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 <input type="checkbox"/> No <input type="checkbox"/>	22b. Retirement Pay
Term 1 Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events	Term 2 Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events
Term 3 Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events	Term 4 Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events
Term 5 Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events	Term 6 Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events
Term 7 Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events	Term 8 Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> 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 +1 for every 4 improvements previously bought.

Terms Served	+	Improvements Bought	=	Current Effective Terms												
		<table border="0"> <tr> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +1</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +2</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +3</td> </tr> <tr> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +4</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +5</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +6</td> </tr> <tr> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +7</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +8</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +9</td> </tr> <tr> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +10</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +11</td> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> +12</td> </tr> </table>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +11	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +12		
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Types of Improvement

Totally Random: 1xET

Partly Random: 2xET +1 for Attribute table

Specific Choice: 3xET 2xET for a Gift +2 for Attribute or Attribute related Gift

Must have a reason to choose Psionic table or skills.

Must have appropriate career background or reason to choose some Gifts.

Effective Terms multiplier may be lowered by 1 by permanently lowering Fair or higher trait by one level – minimum cost of 1 XP.

32. **Notes**