

| | | |
|---|--------------------------|--|
| PERSONAL DATA AND HISTORY | | 1. Date of Preparation |
| 2. Name | | Rating Key <div style="border: 1px solid black; padding: 5px; text-align: center;"> <p>BEYOND LEGENDARY</p> <p>LEGENDARY</p> <p>AMAZING</p> <p>SUPERB</p> <p>GREAT</p> <p>GOOD</p> <p>FAIR</p> <p>MEDIOCRE</p> <p>POOR</p> <p>TERRIBLE</p> <p>ABYSMAL</p> </div> |
| 3. UPP – Universal Personality Profile | 4. Noble Title | |
| 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 | |

1. Date of Preparation

PERSONAL DATA AND HISTORY (Page 2)

2. Name

Known Injuries

13. Combat Ratings and Medical Status

1

Initiative _____ Parry _____

5

2-4

6

Armour worn _____

7

8

9

10

| | | | | |
|----------------|-------------|------------------|----------------------|-------------------|
| _____ + | | | | |
| Scratch | Hurt | Very Hurt | Incapacitated | Near Death |
| ○ | ○ | ○ | ○ | ○ |
| No Effect | 1 wound die | 2 wound dice | 3 wound dice | 4 wound dice |

14. Preferred Weapons

| Weapon | Range (Norm/Max) | Damage | Shots | Notes |
|---------|------------------|-------------------------------|-------|-------|
| Unarmed | Melee | Strength impact, perm Str - 2 | - | - |
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15. Equipment Carried

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PERSONAL DATA AND HISTORY (Page 3)

2. Name

16. Known Allies, Contacts, Rivals and Enemies

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17. Career History

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| 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 Commission/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events | Term 2 Service and Speciality Skills Training Commission/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events |
| Term 3 Service and Speciality Skills Training Commission/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events | Term 4 Service and Speciality Skills Training Commission/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events |
| Term 5 Service and Speciality Skills Training Commission/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events | Term 6 Service and Speciality Skills Training Commission/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events |
| Term 7 Service and Speciality Skills Training Commission/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events | Term 8 Service and Speciality Skills Training Commission/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events |

PERSONAL DATA AND HISTORY (Page 4)

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 <input type="checkbox"/> No <input type="checkbox"/> | 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 |
| | | <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3 <input type="checkbox"/> +4 <input type="checkbox"/> +5 <input type="checkbox"/> +6 <input type="checkbox"/> +7 <input type="checkbox"/> +8 <input type="checkbox"/> +9 <input type="checkbox"/> +10 <input type="checkbox"/> +11 <input type="checkbox"/> +12 | | |

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