

<b>PERSONAL DATA AND HISTORY</b>		1. Date of Preparation											
2. Name		Rating Key											
3. <b>UPP</b> – Universal Personality Profile	4. Noble Title	<table border="1"> <tr><td><b>BEYOND LEGENDARY</b></td></tr> <tr><td><b>LEGENDARY</b></td></tr> <tr><td><b>AMAZING</b></td></tr> <tr><td><b>SUPERB</b></td></tr> <tr><td><b>GREAT</b></td></tr> <tr><td><b>GOOD</b></td></tr> <tr><td><b>FAIR</b></td></tr> <tr><td><b>MEDIOCRE</b></td></tr> <tr><td><b>POOR</b></td></tr> <tr><td><b>TERRIBLE</b></td></tr> <tr><td><b>ABYSMAL</b></td></tr> </table>	<b>BEYOND LEGENDARY</b>	<b>LEGENDARY</b>	<b>AMAZING</b>	<b>SUPERB</b>	<b>GREAT</b>	<b>GOOD</b>	<b>FAIR</b>	<b>MEDIOCRE</b>	<b>POOR</b>	<b>TERRIBLE</b>	<b>ABYSMAL</b>
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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													
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
<b>Term 1</b> Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events	<b>Term 2</b> Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events
<b>Term 3</b> Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events	<b>Term 4</b> Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events
<b>Term 5</b> Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events	<b>Term 6</b> Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events
<b>Term 7</b> Service and Speciality Skills Training Commision/Advancement Yes <input type="checkbox"/> No <input type="checkbox"/> Rank Notable Events	<b>Term 8</b> 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/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
<b>Superb</b>	10 + ET	6 + ET	8 + ET
<b>Great</b>	9 + ET	5 + ET	7 + ET
<b>Good</b>	8 + ET	4 + ET	6 + ET
<b>Fair</b>	7 + ET	3 + ET	5 + ET
<b>Mediocre</b>	6 + ET	2 + ET	4 + ET
<b>Poor</b>	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