Univ	ersal	Character Elaboration				ampaign:				
Universal Tales		Character:				Player:				
Birth Date:		Bir	Birth Place:					Have	Aun	
Vocation:			Employment:			Karma: Good; Bad;				
Sleep Pattern: Bedd	ing Time;	I	Number of Hours;							
Family			Family Crest Character		Character Portrait	ait Finances & Wealth				
Family Station:						Wealth:	Vealth: $UEs = {\text{Wealth Factor}} \times {\text{Resource Lev}} $			
Family Standing:						Mortgage/Collatera	Mortgage/Collateral Dent:			
Family Response:	2					Non-Collateral Dep			UEs	
Family Occupation/s ² :							Total Bills:			
									UEs	
						Quarterly/Annual T	l'axes:	UEs /	UEs	
Sibling Position:	of									
Brothers: Sisters:			Goals/Ambitions			Total Variable Income/Loot: UEs				
Members:						Occupation Income				
						Occupation	:	UEs Base	UEs × Step Value	
						Occupation	:	= Base	× Step value	
						Occupation	:	= Base	X Step value	
						Occupation	:	UEs = Base UEs	UEs Step Value UEs	
		(II[45 (PI	. 10.15 . 5			<u> </u>		UEs 1	UEs	
Health (Physical & Mental)						On Hand Funds Currency Amount UEs each				
						Currency	F	Amount	OES each	
				nmon A	ctions/Tasks			A 40		
	Tasks/Actio	ons	Action Ticks	Mods	Т	asks/Actions		Action Ticks	Mods	
			TICKS					Tiens		
									:	

1) Heraldry section in the Character Enchiridion has informatio for creating the crest.

2) The player would choose occupations for the parents or guardian. This is part of the background.

More Activities/Tasks at;