<table>
<thead>
<tr>
<th>Name</th>
<th>AOS</th>
<th>DOB</th>
<th>Age</th>
<th>Sex</th>
</tr>
</thead>
</table>

### Attributes

<table>
<thead>
<tr>
<th>Perception</th>
<th>Reasoning</th>
<th>Resolve</th>
<th>Strength</th>
<th>Dexterity</th>
<th>Vigor</th>
</tr>
</thead>
</table>

### Gifts and Faults

### Fudge Levels

- Superb
- Great
- Good
- Fair
- Mediocre
- Poor
- Terrible

### Skills

### NagOps of Note

### Wounds

<table>
<thead>
<tr>
<th>Scratch</th>
<th>3-4 Hurt</th>
<th>5-6 Very Hurt</th>
<th>7-8 Incapacitated</th>
<th>9+ Near Death</th>
</tr>
</thead>
</table>

### Combat Factors

- Offensive DF’s
- Defensive DF’s

### Standard Equipment

### NagTech Items