

# JUDGMENT DAY

Portrait placeholder box.

player ..... character .....  
background ..... concept .....  
homeland ..... fluent .....  
common knowledge .....  
age ..... height ..... weight ..... gender ..... misc. ....

## ABILITIES

charisma	dexterity	intelligence	perception	psyche	spirit	strength	charisma
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## ATTRIBUTES

defense	depravity	initiative	speed	experience points available / spent	rank
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## SKILLS


## QUALITIES


## TRACKERS

### HEALTH TRACK

<div>40 health circles</div>	<div>maximum</div> <div>Wounded</div> <div>Injured</div>
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### HERO POINTS

starting
stockpiled
rewarded

### CONDITIONS

<div>5 conditions</div>
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5
10
15
20
25
30
35

### COMBAT ACTION TRACKER

1	2	3	Bonus
notes			

### ARMOR TRACK

<div>20 armor circles</div>
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### FATIGUE

tired -2	drained -4	exhausted -6	unconscious
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## GEAR

[illegible]

## WEALTH & POSSESSIONS

[illegible]

## INQUISITIONAL NOTES

## KNOWLEDGE/LORE

## CLOCKWORK

## WEIRD POINTS

current

[illegible]