

Character Name: *Juram*  
 High Concept: *Necromancer / Speaker for the Dead*

# +FATE

## Character Record

<b>Advancement</b>	<b>Goal Aspect</b> <i>Spooky</i>	<b>Wound Track</b>	<b>Fudge Points</b>																																																																		
<input type="checkbox"/> 1: <input type="checkbox"/> 2: <input type="checkbox"/> B: <input type="checkbox"/> 4:			<b>Key/Combat Skills</b>																																																																		
<b>Aspects</b>	<b>5</b> Phases	<b>Combat Modifiers</b>	Stealth <input type="checkbox"/> Fair (+1) Brawling <input type="checkbox"/> Fair (+1) Climbing <input type="checkbox"/> Average (0)																																																																		
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