

Character Name:  
High Concept:

# +FATE Character Record

<b>Advancement</b> <input type="checkbox"/> 1: <input type="checkbox"/> 2: <input type="checkbox"/> 3: <input type="checkbox"/> 4:	<b>Goal Aspect</b>	<b>Wound Track</b>	<b>Fudge Points</b>
<b>Aspects</b>	<b>Phases</b>	<b>Combat Modifiers</b>	<b>Key/Combat Skills</b>
<b>Skills</b>	<b>Equipment &amp; Notes</b>		
<b>Allies, Minions &amp; Items</b>	<b>Character Portrait</b>		