

Character Name: Joram
High Concept: Necromancer / Speaker for the Dead

+FATE Phased Worksheet

1	Aspect Connection: Gustav	Average: Alertness Area Knowledge (Catacombs)	Skills
	Fair: Stealth		
2	Aspect Chaos (Plot Hook)	Average: Alertness Survival (Underground) Brawling	Skills
	Fair: Stealth A.K. (Catacombs) Item: (loak of Faces (2))		
3	Aspect Void Ancestry	Fair: Stealth A.K. (Catacombs) Average: Alertness Survival (Underground) Brawling	Item: (loak of Faces (2)) Skills House Lore (Void)
	Good: Voices of the Dead		
4	Aspect Chaos (2)	Fair: Stealth A.K. (Catacombs) Average: Alertness Survival (Underground) House Lore (Void)	Brawling Item: (loak of Faces (2)) Skills Bribery Climbing Intimidation
	Good: Voices of the Dead		
5	Aspect Void Ancestry (2)	Good: Voices of the Dead Fair: Stealth, Brawling, A.K. (Catacombs) Average: Alertness, Survival (Underground), House Lore (Void), Bribery, Climbing, Intimidation	Item: (loak of Faces (2)) Minions: Spirit Guides (2) Skills
	Great: N/A		
6	Aspect	Good:	Skills
	Great:	Fair:	
		Average:	
7	Aspect	Good:	Skills
	Great:	Fair:	
		Average:	
8	Aspect	Good:	Skills
	Great:	Fair:	
		Average:	
9	Aspect	Good:	Skills
	Superb:	Fair:	
	Great:	Average:	
10	Aspect	Good:	Skills
	Superb:	Fair:	
	Great:	Average:	