

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER PHASES WORKSHEET

CHARACTER	PLAYER
TEMPERATURE	HIGH CONCEPT ASPECT
MUSTS	TROUBLE ASPECT

PHASE ONE	<i>Events</i>	BACKGROUND: WHERE DID YOU COME FROM?	<p><i>What nation, region, culture are you from? What were your family circumstances like? What's your relationship with your family? How were you educated? What were your friends like? Did you get into trouble much? If you're supernatural, how early did you learn this? Were there problems?</i></p>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
PHASE TWO	<i>Events</i>	RISING CONFLICT: WHAT SHAPED YOU?	<p><i>Who were the prominent people in your life at this point? Do you have enemies? Close and fast friends? How did your high concept and trouble aspects shape you and events around you? What were the most significant choices you made? What lessons did you learn in this time?</i></p>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
PHASE THREE	<i>Events</i>	THE STORY: WHAT WAS YOUR FIRST ADVENTURE?	<p style="text-align: right;"><i>Story Title</i></p> <p style="text-align: right;"><i>Guest Starring ...</i></p>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
PHASE FOUR	<i>Events</i>	GUEST STAR: WHOSE PATH HAVE YOU CROSSED?	<p style="text-align: right;"><i>Story Title</i></p> <p style="text-align: right;"><i>Whose story was this? Who else was in it?</i></p>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
PHASE FIVE	<i>Events</i>	GUEST STAR REDUX: WHO ELSE'S PATH HAVE YOU CROSSED?	<p style="text-align: right;"><i>Story Title</i></p> <p style="text-align: right;"><i>Whose story was this? Who else was in it?</i></p>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER

PLAYER

ASPECTS

HIGH CONCEPT

TROUBLE

OTHER ASPECTS

SKILLS

SUPERB (+5)
OF SLOTS:

GREAT (+4)
OF SLOTS:

GOOD (+3)
OF SLOTS:

FAIR (+2)
OF SLOTS:

AVERAGE (+1)
OF SLOTS:

STRESS

1 2 3 4 5 6 7 8

PHYSICAL (ENDURANCE) ○ ○ ○ ○ ○ ○ ○ ○

MENTAL (CONVICTION) ○ ○ ○ ○ ○ ○ ○ ○

SOCIAL (PRESENCE) ○ ○ ○ ○ ○ ○ ○ ○

ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

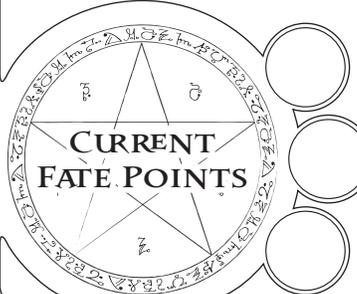
POWER LEVEL SKILL CAP

SKILL POINTS SPENT ○ TOTAL AVAILABLE ○

○ BASE REFRESH LEVEL

○ ADJUSTED REFRESH

○ FP FROM LAST SESSION



THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

○ TOTAL REFRESH ADJUSTMENT

Herald of Night

Combat Stats:

Initiative = Fair (+2)
Attack = Mediocre (+0)
Dodge = Mediocre (+0)
Damage = Margin of Success

Powers

Marked by Power [-1]

Description: You've been marked by Night Herself, in a way recognizable to those with a magical affinity. Such people and creatures will think twice about acting against you, but they'll also see you as a representative of Night.

Skills Affected: Varies.

Effects:

Aegis of Respect. A magical mark is upon you, placed Night. It's not that the mark provides any actual protection, but magically aware people and creatures can perceive this mark upon you and word tends to get around that you've been "claimed." Whenever dealing with someone in the magical community, all of your social skill rolls operate at a +1 bonus. The downside, of course, is that people tend to see you as a representative of Night, which can lead to some uncomfortable entanglements and assumptions. If you absolutely must conceal this mark, you can, but it takes some concentration—use any appropriate skill (Stealth or Deceit, usually) restricted by Discipline to do so, but you can't do anything stressful (like combat) without dropping the concealment.

Cloak of Shadows [-1]

Description: You and the shadows are as one. You're able to melt into the shadows with ease; the cover of night offers easy concealment.

Skills Affected: Stealth, perception skills.

Effects:

See in the Dark. Perception skill rolls are not penalized by darkness.

Melt into the Shadows. You're more effective than most at hiding in a reasonably sized area of darkness or shadow. Under the cover of darkness, you get a +2 bonus to your Stealth rolls.

Inhuman Recovery [-2]

Description: You have an incredible fortitude, able to exert yourself longer and heal faster than a normal human can.

Musts: You must attach this power to a Catch.

Skills Affected: Endurance, other physical skills.

Effects:

Total Recovery. You're able to recover from physical harm that would leave a normal person permanently damaged. You can recover totally from any consequence (excluding extreme ones) with no other excuse besides time; simply waiting long enough will eventually heal you completely.

Fast Recovery. Out of combat, you may recover from physical consequences as if they were one level lower in severity. So, you recover from moderate consequences as though they were mild, etc. Consequences reduced below mild are always removed by the beginning of a subsequent scene.

Vigorous. Endurance never restricts other skills due to a lack of rest. You may skip a night of sleep with no ill effects.

Shrug It Off. In combat, once per scene, you may clear away a mild physical consequence as a supplemental action.

Inhuman Toughness [-2]

Description: You're unusually tough and have incredible fortitude. You're able to take more punishment than a normal human can.

Musts: You must attach this power to a Catch.

Skills Affected: Endurance, other physical skills.

Effects:

Hard to Hurt. You naturally have Armor:1 against all physical stress.

Hard to Kill. You have two additional boxes of physical stress capacity.

The Catch [+2]

Description: Your Toughness abilities are limited in some way.

Skills Affected: None.

Effects:

The Catch. Your Inhuman Recovery and Inhuman Toughness function only at night.

Stunts

Soul of Night: Your mistress has filled your soul with her own dark, cold power. During the hours of darkness, you can use your Presence instead of Intimidation to threaten someone.