The Dresden Files Role-Playing Game
Character Phases Worksheet

Character	Player
Pure Mortal Template	Rookie Cop High Concept Aspect
Musts	Checkered Past Trouble Aspect

Phase One

Background: Where did you come from?

Events

You were getting in trouble at a young age. Shoplifting, certainly, maybe drugs, even the occasional joy ride in a stolen car. Your family didn't care much - All of that was pretty standard in your neighbourhood.

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?

Grew Up On The Streets
Phase Aspect

Phase Two

Rising Conflict: What shaped you?

Events

Things turned around when a police sergeant took an interest in your life, seeing the potential for something more. He stuck by you through some rough patches, and got you some opportunities you would not otherwise have had. He's why you became a cop.

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?

Sergeant Jason Crouse
Phase Aspect

Phase Three

The Story: What was your first adventure?

Events

While patrolling in the north end, you happened on a gang fight. Before your eyes, one of the men involved changed into some cat-like creature and killed the rest. It took some doing, and some help, but you tracked down the were-cougar and ended it.

Story Title

Meaner Streets

Guest Starring . . .

The Things I've Seen...
Phase Aspect

Phase Four

Guest Star: Whose Path Have You Crossed?

Events

Story Title

Whose story was this? Who else was in it?

Phase Aspect

Phase Five

Guest Star Redux: Who Else's Path Have You Crossed?

Events

Story Title

Whose story was this? Who else was in it?

Phase Aspect

© 2010 by Evil Hat Productions, LLC. Permission granted to make copies for personal use.

The Dresden Files Role-Playing Game
Character Sheet

Character

Player

Aspects

High Concept

Rookie Cop

Trouble

Checkered Past

Other Aspects

Grew Up On The Streets
Sergeant Jason Crouse
The Things I've Seen...

Skills

Superb (+5)
# of Slots:

Great (+4)
# of Slots: 2
Alertness, Endurance

Good (+3)
# of Slots: 2
Athletics, Driving

Fair (+2)
# of Slots: 3
Contacts, Guns, Presence

Average (+1)
# of Slots: 5
Burglary, Fists, Intimidation, Weapons, Rapport

Stress

	1	2	3	4	5	6	7	8
Physical (Endurance)	○	○	◎	◎	◉	◉	◉	◉
Mental (Conviction)	○	○	◉	◉	◉	◉	◉	◉
Social (Presence)	○	○	◎	◉	◉	◉	◉	◉

Armor, etc:

Consequences

Type	P/M/S	Stress	Used?	Aspect
Mild	ANY	-2	○	
Moderate	ANY	-4	○	
Severe	ANY	-6	○	
Mild	P	-2	○	
			○	
			○	
Extreme	ANY	-8	○	*Replace Permanent*

Stunts & Powers

Cost	Ability
+2	Pure Mortal Bonus
-1	No Pain, No Gain - 1 extra mild physical consequence
-1	Officer of the Law - +2 to Presence with civilians while in uniform
-1	Blue Network - +2 to Contacts when looking for information on a criminal
-1	Gone in 60 Seconds - Any Burglary attempt to steal a car gets +1 and takes 1 time interval less

Power Level: Waist Deep

Skill Cap: Great

Skill Points Spent: 25 Total Available: 25

Current Fate Points

7 Base Refresh Level

5 Adjusted Refresh

FP From Last Session

-2 Total Refresh Adjustment

The Ladder

Legendary	+8
Epic	+7
Fantastic	+6
Superb	+5
Great	+4
Good	+3
Fair	+2
Average	+1
Mediocre	+0
Poor	−1
Terrible	−2

© 2010 by Evil Hat Productions, LLC. Permission granted to make copies for personal use.

Rookie Cop Cheat Sheet

Combat Stats:

Initiative = Great (+4)
Attack = Fair (+2) with Guns, Average (+1) with Fists or Weapons
Dodge = Good (+3)
Damage = Margin of Success with Fists, Margin of Success + 1 with Baton, Margin of Success + 2 with pistol

Stunts

No Pain, No Gain: You can take a bunch of punishment before it starts to add up. You may take one additional mild physical consequence.

Officer of the Law: You are a duly authorized police officer. When in uniform, you gain a +2 to Presence checks with civilians.

Blue Network: Cops keep track of things, and they'll talk to other cops. Gain a +2 to Contacts checks when looking for information on crime or criminals.

Gone in 60 Seconds: Vestige of a misspent youth, you still have the touch when boosting cars. Any Burglary attempt to steal a car gains a +1 bonus and takes 1 time interval less.