

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER PHASES WORKSHEET

CHARACTER

PLAYER

TEMPER

HIGH CONCEPT ASPECT

MUSTS

TROUBLE ASPECT

PHASE ONE
Events

BACKGROUND: WHERE DID YOU COME FROM?

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?

PHASE ASPECT

PHASE TWO
Events

RISING CONFLICT: WHAT SHAPED YOU?

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?

PHASE ASPECT

PHASE THREE
Events

THE STORY: WHAT WAS YOUR FIRST ADVENTURE?

Story Title

Guest Starring . . .

PHASE ASPECT

PHASE FOUR
Events

GUEST STAR: WHOSE PATH HAVE YOU CROSSED?

Story Title

Whose story was this? Who else was in it?

PHASE ASPECT

PHASE FIVE
Events

GUEST STAR REDUX: WHO ELSE'S PATH HAVE YOU CROSSED?

Story Title

Whose story was this? Who else was in it?

PHASE ASPECT

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	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

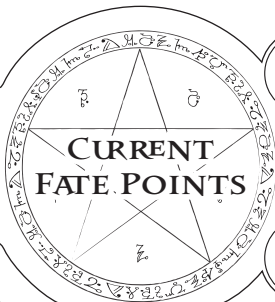
POWER LEVEL

SKILL CAP

SKILL POINTS SPENT

☐

TOTAL AVAILABLE

☐


BASE REFRESH LEVEL

☐

ADJUSTED REFRESH

☐

FP FROM LAST SESSION

☐

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

Coyote Shifter Cheat Sheet

Combat Stats:

Initiative = Great (+4) as human, Legendary (+8) as coyote

Attack = Average (+1) as human, Good (+3) as coyote

Dodge = Fair (+2) as human, Fantastic (+6) as coyote

Damage = Margin of Success as human, Margin of Success + 2 (Claws) as coyote

Powers

Beast Change - Coyote [-1]

Description: You're able to take on the form of a coyote, rearranging the priorities of your skill list.

Skills Affected: Many.

Effects:

Beast Form. You take on the shape and appearance of a coyote. This only covers a cosmetic change of form and does not convey additional abilities like Claws or any supernatural Strength, Speed, or Toughness abilities—you will need to take those separately to get the appropriate benefit.

Skill Shuffle. When in coyote form, use the skill configuration in brackets on your character sheet.

Echoes of the Beast [-1]

Description: Some part of you is a coyote, due to your shapechanging. This brings along the benefits of that animal's senses.

Skills Affected: Alertness, Investigation, and Survival.

Effects:

Beast Senses. Whether in human form or otherwise, your senses are strongly tuned in a fashion fitting a coyote. Whenever it seems reasonable that you'd have some sort of beast-born advantage of the senses (for example, a keen sense of smell while making an Alertness or Investigation roll), you get a +1 on the roll.

Beast Trappings. You are able to track by smell, using your Alertness skill.

Beast Friend. You may achieve at least an instinctual understanding (if not actual communication) with canines. This can allow you to make assessment actions to suss out a particular animal's motives.

Human Form [+1]

Description: You're a shapeshifter, but when you haven't shapeshifted, you're just a normal person.

Skills Affected: Varies.

Effects:

Regular Joe/Regular Jane. Your Claws and Inhuman Speed are not available to you when you are in human form.

Claws [-1]

Description: You have fangs, natural weapons that let you add damage when attacking with your "bare hands".

Note: You need to be in coyote form to use your fangs.

Skills Affected: Fists.

Effects:

Natural Weapons. You have fangs which act as Weapon:2 for your Fists attacks. This bonus stacks with stress increases due to Strength abilities, but won't stack with other Weapon:[X] effects.

Inhuman Speed [-2]

Description: You are very fast, just past the edge of human capability.

Skills Affected: Athletics, Alertness, and some other physical skills.

Effects:

Improved Initiative. Your Alertness is at +4 for the purpose of determining initiative.

Athletic Ability. All your Athletics checks are made at +1, including dodging. When sprinting, this bonus is increased to +2.

Casual Movement. Whenever moving as part of another physical activity, you may move one zone without taking the -1 penalty for a supplemental action.

Almost Too Fast To See. Difficulty factors due to moving are reduced by two when rolling Stealth.

Stunts

At Home on Four Legs: You've spent so much time in your coyote form that you find it easier to move that way than as a human. When in coyote form, your Athletics is considered to be Superb (+5) for all forms of movement, including dodging.