

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

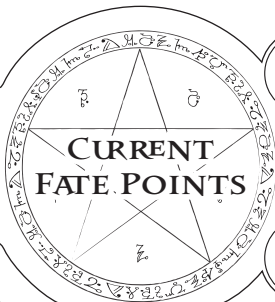
TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

SKILL CAP

SKILL POINTS SPENT

TOTAL AVAILABLE



BASE REFRESH LEVEL

ADJUSTED REFRESH

FP FROM LAST SESSION

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

New Age Wiccan Cheat Sheet

Combat Stats:

Initiative = Fair (+2)
Attack = Mediocre (+0)
Dodge = Average (+1)
Damage = Margin of Success

Powers

Psychometry [-1]

Description: You have a semi-magical (“psychic”) talent for catching glimpses of the past when you touch objects.

Skills Affected: Investigation.

Effects:

Echoes of the Past. You can perform an assessment action on the history of a given object that you are able to touch and contemplate. This is a standard Investigation roll, but instead of searching a physical location, you are rifling through the situations that the object has been exposed to in the past, looking for glimpses of something significant. Psychometry assessments are more difficult than normal (Good or higher), so even with a high roll, you may only get one aspect or fact, and you may not receive any additional context to help you make sense of it.

For example, a knife used as a murder weapon might only give you fleeting images from the scene, not enough to make a positive ID on the killer; but you might see something like A Butterfly Necklace that you can tag later as a clue on a future roll.

Bless This House [-1]

Description: Your faith is proof against the invasion of the supernatural, enabling you to improve the strength of a threshold in a place where you reside.

Skills Affected: Conviction.

Effects:

Bless This House. By your very presence in a place, you may increase the strength of its threshold—assuming you have anything to work with (a place without a threshold can’t get one). If your Conviction is higher than the threshold rating of a particular place, the threshold gets a +2 bonus while you are there. Multiple individuals who have this power can stack the effects, making a den of the faithful potentially very safe from supernatural incursion—unless someone’s so foolish as to invite a powerful supernatural creature in.

Guide My Hand [-1]

Description: By giving yourself over to your faith, you may sense the purpose the higher powers have in mind for you, guiding your hands (and your feet) to take you to where you are most needed.

Skills Affected: Conviction, others.

Effects:

Faith Manages. Given the time to pray for guidance and provided that your goals are pure and your actions are selfless, you may spend a fate point to use your Conviction skill instead of any other skill for one roll. This effect cannot be used for any attacks or maneuvers, but it can be used to bypass other kinds of obstacles.

Spiritual Guidance. You have a semi-conscious awareness of where you are needed most. Usually, this simply means you are guided to the right place at the right time. If the GM agrees that such a circumstance is in effect, you need not spend a fate point to stage a fortuitous arrival. Sometimes this might work in reverse, allowing an ally to show up where you already are.

Stunts

Person of Conviction: Your social presence is tightly rooted in your identity as a person of deep faith. You may use Conviction instead of Presence to determine your social stress capacity.

Blessed Words: Given a proper amount of time to pray to the Lord and Lady, you may lay an aspect upon a scene with a successful Conviction declaration representing the effects of that prayer.