

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER PHASES WORKSHEET

CHARACTER

PLAYER

TEMPERATURE

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

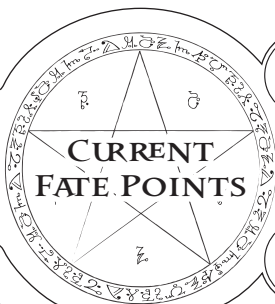
TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

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

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.

