

# 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

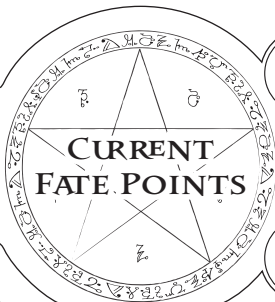
TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

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

# Apprentice Wizard Cheat Sheet

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## Combat Stats:

Initiative = Fair (+2)

Attack = Mediocre (+0)

Dodge = Fair (+2)

Damage = Margin of Success

## Powers

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### The Sight [-1]

**Description:** Wizards and others have learned to open their third eye, perceiving the magical world in great detail. The downside here is that the often phantasmagorical images are burned into their brains—never forgotten, always vivid.

**Skills Affected:** Lore, Discipline.

#### Effects:

**Arcane Senses.** Even with your third eye closed you have heightened arcane senses. You may use Lore as if it were an arcane Investigation skill as well as an arcane Alertness skill. You also gain +1 to Lore when using it in this fashion.

**Wizard's Touch.** As another aspect of your arcane senses, when you touch another being who has some magic potential, the GM may ask you to roll Lore to catch just a hint of a “spark”—indicating their nature as something other than mundanely mortal. Even on a failed roll, you might experience some sort of sense that something is “off,” without being able to pin it down.

**Opening the Third Eye.** You may use the Sight to fully open your third eye, with all of the risks and rewards that come with it.

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### Soulgaze [-1]

**Description:** Wizards (and a rare few others) have the ability to gaze upon another's soul directly—but only the first time they make more than a moment of eye contact, and only if the one they gaze upon actually has a mortal soul. When it doesn't happen, that in and of itself is an interesting piece of information!

**Skills Affected:** Conviction, Discipline.

#### Effects:

**Soulgaze.** You are subject to the uses and effects of Soulgaze.

**Application of the Sight [+1].** If you have the Sight, above, you may take Soulgaze for free if you so choose. It's not mandatory.

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### Channeling – Aeromancy [-2]

**Description:** “Channeling” is one of the many general names given to a lesser form of Evocation that is only able to use one particular element. But more often such abilities are referred to by names such as pyromancy (fire evocation) and kinetomancy (kinetic force evocation).

**Skills Affected:** Discipline, Conviction.

#### Effects:

**Channeling.** You are able to use Evocation, but your use is restricted to the Air element.

**Item Slots.** Channeling comes with two free Focus Item Slots.

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### Ritual – Wards [-2]

**Description:** “Ritual” covers the ability to do one particular application of thaumaturgy—wards—to the exclusion of any others.

**Skills Affected:** Discipline, Conviction, Lore.

#### Effects:

**Ritual.** You are able to use Thaumaturgy, but your use is restricted to wards.

**Item Slots.** Ritual comes with two free Focus Item Slots.

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### Wizard’s Constitution [-0]

**Description:** You are a wizard, or are like a wizard—incredibly long lived for a human, able to recover from injuries just a little better than the next guy.

**Skills Affected:** Endurance.

#### 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 physical ones—with no other excuse besides time; simply waiting long enough will eventually heal you completely. (Many wizards use this ability to avoid hospitals, where their tendency to disrupt technology can put others in serious danger.)

**Long Life.** As a side-effect of your improved ability to recover from injury, your lifespan is significantly extended. In game terms this will rarely have relevance, but it’s why the Senior Council of the White Council of wizards can talk at length about the events of the American Civil War (many of them were there) and several can go back even further than that.

### Stunts

**Finely Tuned Third Eye:** Your sixth sense that can perceive the presence of a supernatural “ick” factor is unusually sensitive. Gain +2 to your Lore whenever using it as an Alertness substitute to pick up on the presence of the supernatural.

## Magic

Focus Items: Ring (+1 Air Offensive Power, +1 Air Defensive Power), Amulet (+1 Wards Complexity, +1 Wards Control)

## Evocation

You can only use the element of Air in your evocations.

1. Decide what you want to do – Attack, Block, Maneuver.
2. Decide what the effect will look like.
3. Decide how many shifts of power to call – you can call up to 5 shifts for 1 Mental stress, each additional shift inflicts 1 more Mental stress. (This is based on your Conviction, boosted by your ring focus item.)
4. Roll to control and target your spell, using Discipline. You must equal or exceed the shifts of power to control it all. The result of your roll is the difficulty for the target to evade the spell.
5. If you did not control all the power in the spell, you need to deal with the uncontrolled shifts.
  - a. Take the shifts as backlash – either Mental or Physical stress. Spell goes off as normal.
  - b. Dump the shifts as fallout, causing damage in the environment around you. Spell power is reduced by the number of uncontrolled shifts that go to fallout.

## Thaumaturgy

You can only use thaumaturgy to create wards.

1. Decide what kind of ward you're creating.
2. Calculate the complexity.
  - a. If complexity is 4 or lower, proceed to casting the spell. (This is based on your Lore, boosted by your amulet focus item.)
  - b. If complexity is higher than 4, you must make up the difference in preparation.
3. Cast the spell by calling the required power. You need shifts of power equal to the complexity of the spell to cast it.
  - a. Decide how many shifts of power to call this turn.
  - b. Roll to control using Discipline vs. the shifts of power. You can automatically control 1 shift; any more per turn, and you have to roll.
  - c. If you succeed, the power is added to the spell. If you fail, all power in the spell becomes uncontrolled, and you must decide whether to take it as backlash or fallout.

## Rote Evocations

You have no chance of failing to control your rote evocations.

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### Wind Punch

You strike a foe with a blast of concentrated wind.

**Type:** Air evocation, offensive attack

**Power:** 4 shifts

**Targeting:** Roll Discipline to set the difficulty to dodge.

**Effect:** Weapon:4 attack against a single target.

**Cost:** 1 Mental stress

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### Zephyr Shield

You surround yourself with swirling winds to deflect attacks.

**Type:** Air evocation, defensive block

**Power:** 4 shifts

**Effect:** Strength:3 block for two exchanges. If overcome, the zephyr shield collapses.

**Cost:** 1 Mental stress

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### Leaf Blower

You blast your target away from you with a powerful gust of wind, knocking him or her (or it) sprawling in the distance.

**Type:** Air evocation, offensive maneuver

**Power:** 5 shifts

**Targeting:** Roll Discipline to set the difficulty to dodge.

**Effect:** The target gets the Knocked Sprawling temporary aspect, and is thrown two zones away.

## Example Thaumaturgic Rituals

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### Artificial Threshold

You temporarily imbue a doorway with the power of a threshold. It's not all that powerful, but it's better than nothing.

**Type:** Thaumaturgy, wards

**Complexity:** 4 shifts for Strength:4 threshold. You can cast this with no preparation.

**Duration:** Until sunrise or sunset, whichever comes first.

**Effect:** You set up a low-powered, temporary threshold on a doorway that otherwise does not have one. If the threshold is penetrated by magic, it collapses.

**Variations:** You can boost the power of the threshold by increasing the complexity – and thus the power you need to call. If you increase it above 4 shifts, however, you will have raised the complexity above your Lore skill (boosted by your amulet), and so will need to do some preparation.

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### Booby Trap

You create a magical trap for an enemy.

**Type:** Thaumaturgy, wards

**Complexity:** 6 – 1 shift for the containing ward, 5 shifts for the power of the evocation.

You will need to make up 2 shifts of complexity in preparation.

**Duration:** Until sunrise, sunset, or when triggered, whichever comes first.

**Effect:** The creature triggering the trap takes a 5-shift air blast in the face. He, she, or it can dodge this with Athletics vs. a Superb (+5) attack roll.

**Variations:** You can make the trap pretty much anything that gets touched or opened. If you want to make it something more abstract, like getting triggered when someone says a certain word, increase the complexity by 2. You can also increase the power of the stored attack by increasing the complexity of the spell on a 1-for-1 basis.

**Note:** A Strength:5 attack has a very good chance of killing a normal mortal outright. Keep in mind the First Law when using this.

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### Safe House

You reinforce the magical threshold of a location, making it a much stronger defense.

**Type:** Thaumaturgy, wards

**Complexity:** 8 shifts to provide a Strength:8 ward. You will need to make up 4 shifts of complexity in preparation.

**Duration:** Until sunrise, sunset, or destruction, whichever comes first.

**Effect:** You create a Strength:8 ward on a location that already has a threshold. This ward blocks intrusion into the area by mystical beings or powers, and reflects any attempts back on the attacker. Breaching the ward does not automatically make it collapse, but it can erode its protection until it fails.

**Variations:** You can increase or decrease the power of the ward by increasing or decreasing the complexity on a 1-for-1 basis. You can also increase the complexity to increase duration: +1 brings it up to a full day, +2 brings it up to a few days, +3 brings it up to a week, etc.

