

# 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

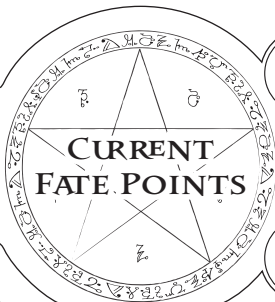
TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

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

# Wendigo's Child Cheat Sheet

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## Combat Stats:

Initiative = Fair (+2)

Attack = Great (+4)

Dodge = Fair (+2)

Damage = Margin of Success + 2 (Inhuman Might) + 2 (Claws)

Hunger Stress Track: **OOO**

## Powers:

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### Emotional Vampire ( Despair)[-1]

**Description:** You can (and, with Feeding Dependency, must) “eat” strong despair. Those who feed on despair tend to be fearsome creatures (or at least control freaks).

As a baseline, whenever you're near a source of strong despair, you may draw in mild sustenance from it. This just grazes the surface of the victim's life force, maybe making them just a shade less vital in the long term, but it doesn't have much of an immediate effect. Being in the presence of many people experiencing strong despair has a multiplicative effect; as such, emotional vampires are nearly always drawn to such events.

**Skills Affected:** Deceit.

### Effects:

**Feeding Touch.** Physical contact is where it's at for a satisfying, long-term meal. When a victim is in the throes of despair (easy if using the Incite Emotion ability), you may draw some of his life force out of him to sustain you. This is done as a psychological attack with Deceit. With the Incite Emotion ability, inciting the emotion and feeding on it may be done as a single action, based on a single roll. On subsequent exchanges, if the emotion is still in place you may continue to feed, gaining a +1 on the roll.

**The Taste of Death.** Once per scene, if you inflict enough stress and consequences to kill a victim from feeding, you may take an immediate “free” recovery period equal to an extra scene. This will clear your stress track and mild physical consequences.

**Feeding Frenzy.** When in the presence of heightened emotions and willing victims, you feel a nearly uncontrollable urge to feed. The GM is within her rights to call for Discipline rolls to resist the urge. In some cases, the urge may take the form of a compel against your high concept.

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### Claws [-1]

**Description:** You have claws, natural weapons that let you add damage when attacking with your “bare” hands.

**Note:** You need to use your Human Guise to conceal your claws. Otherwise, they are very obvious.

**Skills Affected:** Fists.

#### Effects:

**Natural Weapons.** You have claws 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.

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### Human Guise [-0]

**Description:** Congratulations, you pretty much look like everyone else.

**Skills Affected:** Discipline.

**Notes:** The effects of this ability are so minor that they’re really considered to be almost cosmetic, at least in terms of the impact on the game mechanics; hence the zero cost.

#### Effects:

**Normal Appearance.** You have a number of supernatural abilities that give you an appearance that’s noticeably, often horrifically, different from normal folks. With this ability, you are able to take on a human guise that conceals your supernatural nature from mundane senses. Supernaturally gifted individuals may still sense your unusual nature using Investigation, Alertness, or Lore.

Your other abilities are still technically available to you while you’re looking normal. The moment you choose to use your powers, however, the human guise drops away. So long as you do not use your abilities, you don’t give away your nature to mundane senses—though under times of great stress or high emotion, you may be called on to make a Discipline roll to keep the guise in place.

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## Feeding Dependency [+1]

**Description:** You gain your Inhuman Strength and Incite Emotion powers by feeding on despair.

**Skills Affected:** Discipline.

### Effects:

**Hunger Is Stressful.** You have an additional stress track called Hunger, based on your Discipline. Unlike other stress tracks, you may not clear this out at the end of a scene (see below).

**Limited Reserves.** At the end of a scene whenever you have heavily exerted your affected powers, you must check to see if you experience feeding failure. This manifests as an attack with a strength equal to the total refresh cost of the abilities you used; you roll Discipline to defend. For example, if you used Inhuman Strength and Incite Emotion in the scene, that's a total of 4 refresh, so you'd be rolling your Discipline to meet or beat a target of 4.

- If you succeed, you may clear out your hunger stress track.
- If you fail, you take hunger stress as though you'd suffered an attack. If you have physical or mental consequence slots open, you may use them to buy off the stress as per the normal rules. If you cannot or do not wish to spare consequences, then you must lose access to a number of your powers, up to a refresh cost equal to the amount of stress taken. These options can be combined however you choose.
- If you have no powers left to lose and are taken out by a feeding failure, you are actually taken out (resulting in complete incapacitation, extreme emaciation, and other nasty fates).

Highly stressful or emotional situations can still trigger your need to feed, even if you've already lost some or all of your abilities. In such situations (often as the result of a compel), the strength of the attack is equal to half of the refresh value of your affected abilities, rounded up.

**Failure Recovery.** You can recover your lost abilities at the rate of up to one point per scene so long as you opt out of the scene, essentially because you are spending it feeding. You can regain all of your lost abilities in one scene if you feed so forcefully as to kill a victim outright. In either case, your hunger stress clears out completely, and any consequences that resulted from feeding failure vanish regardless of the usual recovery time.

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### Incite Emotion [-1]

**Description:** You are able to incite strong despair in a target. Emotions created by this ability are real, but not True.

**Skills Affected:** Deceit

#### Effects:

**Emotion-Touch.** If you can touch someone, you can make him feel despair. You're able to do maneuvers at +2 to your roll (using Deceit) that force despair on a target (as a temporary aspect), so long as you're in the same zone as he is and you can physically touch him. The victim defends with his Discipline. You may be able to prevent the victim from taking other actions as well if you do this as a block instead of as a maneuver.

**At Range [-1].** You may use this ability on targets up to one zone away without touching them.

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### Inhuman Strength [-2]

**Description:** You are able to lift more and hit harder than the average human can, due to your supernatural heritage.

**Skills Affected:** Might, other physical skills.

#### Effects:

**Improved Lifting.** Whenever lifting or breaking inanimate things, you gain a +3 to your Might score.

**Bruising Strength.** Roll Might at +1 whenever using that skill in conjunction with grappling. This also allows you to inflict a 2-stress hit on an opponent as a supplemental action during a grapple.

**Superior Strength.** Whenever using your Might to modify another skill, it always provides a +1 regardless of the actual comparison of your Might score to the skill in question.

**Hammer Blows.** With attacks that depend on muscular force (such as your claws), you are at +2 to damage, increasing the stress dealt by two on a successful hit.

### Stunts

**Know Where It Hurts:** Your own struggles with despair over your nature have given you insight into the insecurities of others. When inciting despair using your Incite Emotion ability, your Deceit is considered to be Fantastic (+6)