

# 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

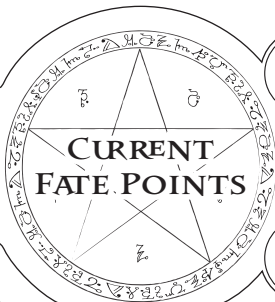
TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

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

# Herald of Night

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## Combat Stats:

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

## Powers

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### Marked by Power [-1]

**Description:** You've been marked by Night Herself, in a way recognizable to those with a magical affinity. Such people and creatures will think twice about acting against you, but they'll also see you as a representative of Night.

**Skills Affected:** Varies.

### Effects:

**Aegis of Respect.** A magical mark is upon you, placed Night. It's not that the mark provides any actual protection, but magically aware people and creatures can perceive this mark upon you and word tends to get around that you've been "claimed." Whenever dealing with someone in the magical community, all of your social skill rolls operate at a +1 bonus. The downside, of course, is that people tend to see you as a representative of Night, which can lead to some uncomfortable entanglements and assumptions. If you absolutely must conceal this mark, you can, but it takes some concentration—use any appropriate skill (Stealth or Deceit, usually) restricted by Discipline to do so, but you can't do anything stressful (like combat) without dropping the concealment.

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### Cloak of Shadows [-1]

**Description:** You and the shadows are as one. You're able to melt into the shadows with ease; the cover of night offers easy concealment.

**Skills Affected:** Stealth, perception skills.

### Effects:

**See in the Dark.** Perception skill rolls are not penalized by darkness.

**Melt into the Shadows.** You're more effective than most at hiding in a reasonably sized area of darkness or shadow. Under the cover of darkness, you get a +2 bonus to your Stealth rolls.

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### Inhuman Recovery [-2]

**Description:** You have an incredible fortitude, able to exert yourself longer and heal faster than a normal human can.

**Musts:** You must attach this power to a Catch.

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

#### 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 ones) with no other excuse besides time; simply waiting long enough will eventually heal you completely.

**Fast Recovery.** Out of combat, you may recover from physical consequences as if they were one level lower in severity. So, you recover from moderate consequences as though they were mild, etc. Consequences reduced below mild are always removed by the beginning of a subsequent scene.

**Vigorous.** Endurance never restricts other skills due to a lack of rest. You may skip a night of sleep with no ill effects.

**Shrug It Off.** In combat, once per scene, you may clear away a mild physical consequence as a supplemental action.

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### Inhuman Toughness [-2]

**Description:** You're unusually tough and have incredible fortitude. You're able to take more punishment than a normal human can.

**Musts:** You must attach this power to a Catch.

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

#### Effects:

**Hard to Hurt.** You naturally have Armor:1 against all physical stress.

**Hard to Kill.** You have two additional boxes of physical stress capacity.

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### The Catch [+2]

**Description:** Your Toughness abilities are limited in some way.

**Skills Affected:** None.

#### Effects:

**The Catch.** Your Inhuman Recovery and Inhuman Toughness function only at night.

### Stunts

**Soul of Night:** Your mistress has filled your soul with her own dark, cold power. During the hours of darkness, you can use your Presence instead of Intimidation to threaten someone.