

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER PHASES WORKSHEET

CHARACTER	PLAYER
TEMPERATURE	HIGH CONCEPT ASPECT
MUSTS	TROUBLE ASPECT

PHASE ONE	<i>Events</i>	<p>BACKGROUND: WHERE DID YOU COME FROM?</p> <p><i>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?</i></p>	<div style="border: 1px solid black; border-radius: 10px; padding: 10px; width: 80%; margin: 0 auto;">PHASE ASPECT</div>
PHASE TWO	<i>Events</i>	<p>RISING CONFLICT: WHAT SHAPED YOU?</p> <p><i>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?</i></p>	<div style="border: 1px solid black; border-radius: 10px; padding: 10px; width: 80%; margin: 0 auto;">PHASE ASPECT</div>
PHASE THREE	<i>Events</i>	<p>THE STORY: WHAT WAS YOUR FIRST ADVENTURE?</p>	<p style="text-align: right;"><i>Story Title</i></p> <p style="text-align: right;"><i>Guest Starring ...</i></p> <div style="border: 1px solid black; border-radius: 10px; padding: 10px; width: 80%; margin: 0 auto;">PHASE ASPECT</div>
PHASE FOUR	<i>Events</i>	<p>GUEST STAR: WHOSE PATH HAVE YOU CROSSED?</p>	<p style="text-align: right;"><i>Story Title</i></p> <p style="text-align: right;"><i>Whose story was this? Who else was in it?</i></p> <div style="border: 1px solid black; border-radius: 10px; padding: 10px; width: 80%; margin: 0 auto;">PHASE ASPECT</div>
PHASE FIVE	<i>Events</i>	<p>GUEST STAR REDUX: WHO ELSE'S PATH HAVE YOU CROSSED?</p>	<p style="text-align: right;"><i>Story Title</i></p> <p style="text-align: right;"><i>Whose story was this? Who else was in it?</i></p> <div style="border: 1px solid black; border-radius: 10px; padding: 10px; width: 80%; margin: 0 auto;">PHASE ASPECT</div>

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

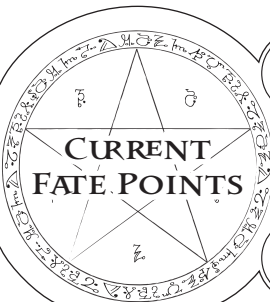
TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<input type="radio"/>	
MODERATE	ANY	-4	<input type="radio"/>	
SEVERE	ANY	-6	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

SKILL CAP

SKILL POINTS SPENT

TOTAL AVAILABLE



BASE REFRESH LEVEL

ADJUSTED REFRESH

FP FROM LAST SESSION

TOTAL REFRESH
ADJUSTMENT

THE LADDER

LEGENDARY	+8
EPIC	+7
FANTASTIC	+6
SUPERB	+5
GREAT	+4
GOOD	+3
FAIR	+2
AVERAGE	+1
MEDIOCRE	+0
POOR	-1
TERRIBLE	-2

THE DRESDEN FILES ROLE-PLAYING GAME

CITY SHEET (HIGH LEVEL)

CITY NAME

CAMPAIGN TITLE

CITY-WIDE THEMES AND THREATS

<p><input type="radio"/> THEME (OR) THREAT <input type="radio"/></p> <p>THE IDEA</p> <p>THE ASPECT</p> <p>THE FACES</p> <p>NAME CONCEPT</p>	<p><input type="radio"/> THEME (OR) THREAT <input type="radio"/></p> <p>THE IDEA</p> <p>THE ASPECT</p> <p>THE FACES</p> <p>NAME CONCEPT</p>	<p><input type="radio"/> THEME (OR) THREAT <input type="radio"/></p> <p>THE IDEA</p> <p>THE ASPECT</p> <p>THE FACES</p> <p>NAME CONCEPT</p>
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THE BALANCE OF POWER

THE STATUS QUO

WHAT IS THE **SUPERNATURAL** STATUS QUO?

WHAT IS THE **MUNDANE** STATUS QUO?

MOVERS AND SHAKERS

THE CURRENT ORDER

WHO WANTS TO MAINTAIN THE STATUS QUO?

WHO WANTS TO **ROCK THE BOAT**?

THE SUPERNATURAL
WHO IS
IN THE KNOW?
WHO IS
IN THE DARK?

THE DRESDEN FILES ROLE-PLAYING GAME

CITY SHEET (LOCATIONS)

CITY NAME

CAMPAIGN TITLE

NAME

DESCRIPTION

THEME (OR) THREAT

THE IDEA

THE ASPECT

THE FACE

NAME

CONCEPT

NAME

DESCRIPTION

THEME (OR) THREAT

THE IDEA

THE ASPECT

THE FACE

NAME

CONCEPT

NAME

DESCRIPTION

THEME (OR) THREAT

THE IDEA

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DESCRIPTION

THEME (OR) THREAT

THE IDEA

THE ASPECT

THE FACE

NAME

CONCEPT

THE DRESDEN FILES ROLE-PLAYING GAME

CITY SHEET (FACES)

CITY NAME

CAMPAIGN TITLE

NAME

IS THE FACE OF...

WITH THE HIGH CONCEPT...

AND MOTIVATION...

WITH THESE RELATIONSHIPS...

NAME

IS THE FACE OF...

WITH THE HIGH CONCEPT...

AND MOTIVATION...

WITH THESE RELATIONSHIPS...

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AND MOTIVATION...

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NAME

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WITH THE HIGH CONCEPT...

AND MOTIVATION...

WITH THESE RELATIONSHIPS...