

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

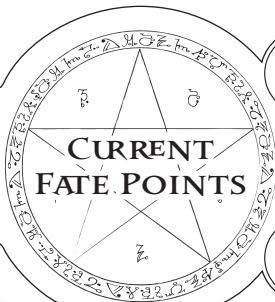
POWER LEVEL

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

☐

THE DRESDEN FILES ROLE-PLAYING GAME

CITY SHEET (HIGH LEVEL)

CITY NAME

CAMPAIGN TITLE

CITY-WIDE THEMES AND THREATS

☐ THEME (OR) THREAT ☐

THE IDEA

THE ASPECT

THE FACES

NAME

CONCEPT

☐ THEME (OR) THREAT ☐

THE IDEA

THE ASPECT

THE FACES

NAME

CONCEPT

☐ THEME (OR) THREAT ☐

THE IDEA

THE ASPECT

THE FACES

NAME

CONCEPT

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

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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...

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