

# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER PHASES WORKSHEET

CHARACTER <b>HARRY DRESDEN</b>	<b>JIM B.</b> PLAYER
TEMPERAMENT <b>WIZARD</b>	<b>WIZARD PRIVATE EYE</b> HIGH CONCEPT ASPECT
MUSTS <b>EVOCATION -3, THAUMATURGY -3, THE SIGHT -1, SOULGAZE, WIZARD'S CONSTITUTION</b>	<b>THE TEMPTATION OF POWER</b> TROUBLE ASPECT

PHASE ONE

**BACKGROUND: WHERE DID YOU COME FROM?**

*Events*  
**GREW UP SON OF STAGE MAGICIAN (MALCOLM). MOTHER (MAGGIE) DIED IN BIRTH. SPENT MUCH TIME ON ROAD W/ DAD. THEN DAD DIED (HEART ATTACK). ADOPTED BY JUSTIN DUMORNE, A WIZARD, TO BE TRAINED IN THE ARTS OF MAGIC.**

*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?*

**MY MOTHER'S SILVER PENTACLE**  
 PHASE ASPECT

PHASE TWO

**RISING CONFLICT: WHAT SHAPED YOU?**

*Events*  
**MET FIRST LOVE, ELAINE MALLORY, A FELLOW APPRENTICE OF DUMORNE'S. EVENTUALLY LEARNED THAT DUMORNE WAS A BAD DUDE. JUSTIN ENTHRALLED ELAINE, I ESCAPED, SOUGHT HELP OF FAERIE GODMOTHER (LEANANSIDHE), RETURNED TO KILL JUSTIN. PLACED UNDER THE DOOM, ADOPTED BY EBENEZAR.**

*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?*

**CHIVALRY IS NOT DEAD, DAMMIT**  
 PHASE ASPECT

PHASE THREE

**THE STORY: WHAT WAS YOUR FIRST ADVENTURE?**

*Events*  
**WHEN A SERIES OF GRISLY SUPERNATURAL MURDERS TEARS THROUGH CHICAGO, WIZARD HARRY DRESDEN SETS OUT TO FIND THE KILLER. BUT WILL HARRY SUCCEED WHEN HE FINDS HIMSELF PITTED AGAINST A DARK WIZARD, A WARDEN OF THE WHITE COUNCIL, A VICIOUS GANG WAR, AND THE CHICAGO POLICE DEPARTMENT?**

*Story Title*  
**STORM FRONT**  
*Guest Starring ...*  
**KARRIN MURPHY**

*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?*

**NOT SO SUBTLE, STILL QUICK TO ANGER**  
 PHASE ASPECT

PHASE FOUR

**GUEST STAR: WHOSE PATH HAVE YOU CROSSED?**

*Events*  
**WHEN A CHILD IS MISSING, BEAT-COP KARRIN MURPHY GOES LOOKING FOR HER. BUT WILL SHE SUCCEED WHEN A TROLL COMES INTO THE PICTURE?**

*Story Title*  
**RESTORATION OF FAITH**  
*Whose Story Was This? Who else was in it?*  
**KARRIN MURPHY**

**HARRY DRESDEN GETS RIGHT UP IN THE TROLL'S FACE, TRADES SOME QUIPS WITH IT, AND UNLOADS ON IT—USING ITS OWN WEAPON TO SMASH IT OPEN!**

**EPIC WISEASS**  
 PHASE ASPECT

PHASE FIVE

**GUEST STAR REDUX: WHO ELSE'S PATH HAVE YOU CROSSED?**

*Events*  
**WHEN AN APE NAMED MOE STANDS ACCUSED OF A MURDER HE DID NOT COMMIT, CAN WILLAMENA ROGERS CLEAR HIS NAME? MURPHY IS ASSIGNED TO THE CASE AND CALLS IN HARRY. HARRY UNCOVERS A PLOT COOKED UP BY A TRIO OF HECATEAN HASS, AND MANAGES TO DEFEAT THEM WITH THE HELP OF MOE!**

*Story Title*  
**WELCOME TO THE JUNGLE**  
*Whose Story Was This? Who else was in it?*  
**WILL ROGERS, PLUS MURPH**

**PERPETUALLY BROKE**  
 PHASE ASPECT

# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **HARRY DRESDEN**

**JIM B.** PLAYER

**ASPECTS**

HIGH CONCEPT  
**WIZARD PRIVATE EYE**

TROUBLE  
**THE TEMPTATION OF POWER**

OTHER ASPECTS  
**MY MOTHER'S SILVER PENTACLE  
CHIVALRY IS NOT DEAD, DAMMIT  
NOT SO SUBTLE,  
STILL QUICK TO ANGER  
EPIC WISEASS  
PERPETUALLY BROKE**

**SKILLS**

**SUPERB (+5)** **CONVICTION**  
# OF SLOTS: 1

**GREAT (+4)** **ENDURANCE, INTIMIDATION**  
# OF SLOTS: 2

**GOOD (+3)** **ALERTNESS, DISCIPLINE, LORE**  
# OF SLOTS: 3

**FAIR (+2)** **ATHLETICS, CONTACTS,  
INVESTIGATION, RAPPORT**  
# OF SLOTS: 4

**AVERAGE (+1)** **FISTS, PRESENCE, SCHOLARSHIP,  
STEALTH, WEAPONS**  
# OF SLOTS: 5

**STRESS**

1 2 3 4 5 6 7 8

**PHYSICAL** (ENDURANCE) ○ ○ ○ ○ ~~○ ○ ○ ○ ○ ○ ○ ○~~

**MENTAL** (CONVICTION) ○ ○ ○ ○ ~~○ ○ ○ ○ ○ ○ ○ ○~~

**SOCIAL** (PRESENCE) ○ ○ ○ ~~○ ○ ○ ○ ○ ○ ○ ○~~

ARMOR, ETC:

**STUNTS & POWERS**

COST ABILITY

- 1 LISTENING (INVESTIGATION) - +4 TO HEAR THINGS, BUT ALERTNESS DROPS TO TERRIBLE WHILE LISTENING.
- 3 EVOCATION
- 3 THAUMATURGY
- 1 THE SIGHT
- +0 SOULGAZE
- +0 WIZARD'S CONSTITUTION
- 1 LAWBREAKER (FIRST) - ONE STRIKE?

**SPECIALIZATIONS**

EVOCATION  
ELEMENTS (FIRE, AIR, SPIRIT)  
POWER (FIRE +1)

THAUMATURGY  
CONTROL (DIVINATION +1)

**CONSEQUENCES**

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
+1 MILD	MENTAL	-2	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

**FOCUS ITEMS**

STAFF  
(+1 SPIRIT OFFENSE CON.)

BLASTING ROD  
(+1 FIRE OFF. CONTROL)

SHIELD BRACELET  
(+1 SPIRIT DEF. CONTROL)

**ENCHANTED ITEMS**

2 SLOTS OPEN FOR POTIONS, ETC

○ -9 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

POWER LEVEL **SUBMERGED** SKILL CAP **SUPERB (+5)**

SKILL POINTS SPENT **35** TOTAL AVAILABE **35**

**10** BASE REFRESH LEVEL

**1** ADJUSTED REFRESH

FP FROM LAST SESSION