# The Dresden Files Role-Playing Game
## Character Phases Worksheet

### Phase One
**Character:** Harry Dresden  
**Player:** Jim B.

**Template:** Wizard  
**High Concept Aspect:** The Temptation of Power

**Musts:**  
- Evocation -3, Thaumaturgy -3, The Sight -1, Soulgaze

**Trouble Aspect:** My Mother's Silver Pentacle

**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?

**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?

**The Story:** What was your first adventure?  
Story Title: Storm Front  
Guest Starring: Karrin Murphy

**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.

**Phase Two**

**Guest Star:** Whose Path Have You Crossed?  
Story Title: Restoration of Faith  
Whose Story Was This? Who else was in it?  
Karrin Murphy

**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.

**Phase Three**

**Guest Star Redux:** Who Else's Path Have You Crossed?  
Story Title: Welcome to the Jungle  
Whose Story Was This? Who else was in it?  
Will Rogers + Murph

**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?

**Phase Four**

**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? 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!

**Phase Five**

**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 Hags, and manages to defeat them with the help of Moe!
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## Character Sheet

### Current Fate Points
- **1** adjusted refresh

### 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

### 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)

**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

### The Ladder

- **Legendary** +8
- **Epic** +7
- **Fantastic** +6
- **Superb** +5
- **Great** +4
- **Good** +3
- **Fair** +2
- **Average** +1
- **Mediocre** +0
- **Poor** −1
- **Terrible** −2

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