

# THE DRESDEN FILES ROLE-PLAYING GAME

## CHARACTER PHASES WORKSHEET

CHARACTER	PLAYER
TEMPERATURE	HIGH CONCEPT ASPECT
MUSTS	TROUBLE ASPECT

<b>PHASE ONE</b>	<i>Events</i>	<b>BACKGROUND: WHERE DID YOU COME FROM?</b>	<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; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
<b>PHASE TWO</b>	<i>Events</i>	<b>RISING CONFLICT: WHAT SHAPED YOU?</b>	<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; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
<b>PHASE THREE</b>	<i>Events</i>	<b>THE STORY: WHAT WAS YOUR FIRST ADVENTURE?</b>	<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; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
<b>PHASE FOUR</b>	<i>Events</i>	<b>GUEST STAR: WHOSE PATH HAVE YOU CROSSED?</b>	<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; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
<b>PHASE FIVE</b>	<i>Events</i>	<b>GUEST STAR REDUX: WHO ELSE'S PATH HAVE YOU CROSSED?</b>	<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; width: 80%; margin: 0 auto; padding: 5px;">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	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

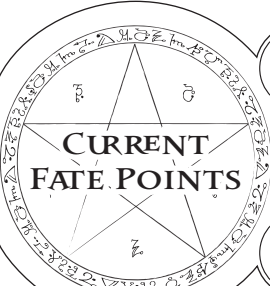
POWER LEVEL SKILL CAP

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

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

### 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**

**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**

**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**

**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**

**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...

**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...

**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...

**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...

**NAME**

IS THE FACE OF...

WITH THE HIGH CONCEPT...

AND MOTIVATION...

WITH THESE RELATIONSHIPS...