

# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER

PLAYER

**ASPECTS**

HIGH CONCEPT

TROUBLE

OTHER ASPECTS

**SKILLS (HUMAN)**

**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:

**SKILLS (CHANGED)**

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

**GREAT (+4)**  
# OF SLOTS:

**GOOD (+3)**  
# OF SLOTS:

**FAIR (+2)**  
# OF SLOTS:

**AVERAGE (+1)**  
# OF SLOTS:

**CONSEQUENCES**

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

**STUNTS & POWERS**

COST ABILITY

**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

POWER LEVEL SKILL CAP

SKILL POINTS SPENT ○ TOTAL AVAILABLE ○

○ BASE REFRESH LEVEL

○ ADJUSTED REFRESH

○ FP FROM LAST SESSION

