

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER PHASES WORKSHEET

CHARACTER

PLAYER

TEMPER

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	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

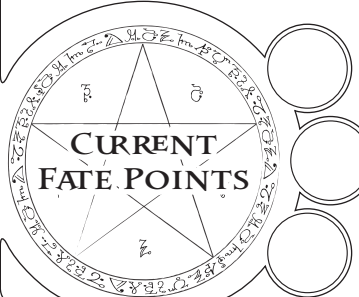
POWER LEVEL SKILL CAP

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