

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER PHASES WORKSHEET

CHARACTER	PLAYER
TEMPERATURE	HIGH CONCEPT ASPECT
MUSTS	TROUBLE ASPECT

PHASE ONE	<i>Events</i>	BACKGROUND: WHERE DID YOU COME FROM?	<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>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
PHASE TWO	<i>Events</i>	RISING CONFLICT: WHAT SHAPED YOU?	<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>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
PHASE THREE	<i>Events</i>	THE STORY: WHAT WAS YOUR FIRST ADVENTURE?	<div style="text-align: right;"> <i>Story Title</i> <i>Guest Starring ...</i> </div>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
PHASE FOUR	<i>Events</i>	GUEST STAR: WHOSE PATH HAVE YOU CROSSED?	<div style="text-align: right;"> <i>Story Title</i> <i>Whose story was this? Who else was in it?</i> </div>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	
PHASE FIVE	<i>Events</i>	GUEST STAR REDUX: WHO ELSE'S PATH HAVE YOU CROSSED?	<div style="text-align: right;"> <i>Story Title</i> <i>Whose story was this? Who else was in it?</i> </div>
		<div style="border: 1px solid black; border-radius: 10px; width: 80%; margin: 0 auto; padding: 5px;">PHASE ASPECT</div>	

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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

