

# THE DRESDEN FILES ROLE-PLAYING GAME

## CHARACTER PHASES WORKSHEET

CHARACTER

PLAYER

TEMPERATURE

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     | <input type="radio"/> |                   |
| MODERATE | ANY   | -4     | <input type="radio"/> |                   |
| SEVERE   | ANY   | -6     | <input type="radio"/> |                   |
|          |       |        | <input type="radio"/> |                   |
|          |       |        | <input type="radio"/> |                   |
|          |       |        | <input type="radio"/> |                   |
| EXTREME  | ANY   | -8     | <input type="radio"/> | REPLACE PERMANENT |

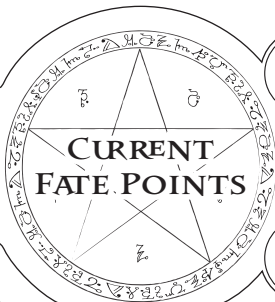
POWER LEVEL

SKILL CAP

SKILL POINTS SPENT

☐

TOTAL AVAILABLE

☐


BASE REFRESH LEVEL

☐

ADJUSTED REFRESH

☐

FP FROM LAST SESSION

☐

TOTAL REFRESH  
ADJUSTMENT

☐

### THE LADDER

|           |    |
|-----------|----|
| LEGENDARY | +8 |
| EPIC      | +7 |
| FANTASTIC | +6 |
| SUPERB    | +5 |
| GREAT     | +4 |
| GOOD      | +3 |
| FAIR      | +2 |
| AVERAGE   | +1 |
| MEDIOCRE  | +0 |
| POOR      | -1 |
| TERRIBLE  | -2 |

# THE DRESDEN FILES ROLE-PLAYING GAME

## CITY SHEET (HIGH LEVEL)

CITY NAME

CAMPAIGN TITLE

### CITY-WIDE THEMES AND THREATS

☐ THEME (OR) THREAT ☐

THE IDEA

THE ASPECT

THE FACES

NAME

CONCEPT

☐ THEME (OR) THREAT ☐

THE IDEA

THE ASPECT

THE FACES

NAME

CONCEPT

☐ THEME (OR) THREAT ☐

THE IDEA

THE ASPECT

THE FACES

NAME

CONCEPT

### 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**

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CONCEPT

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☐ **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

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WITH THE HIGH CONCEPT...

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