

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

