

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

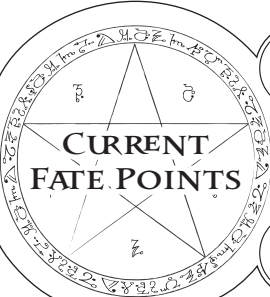
POWER LEVEL SKILL CAP

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