

# The Dresden Files Role-Playing Game

## Phases Worksheet

Eric Edward Jorgenson (EJ)
Character

Jason Zvonkin
Player

Messenger of Thor
High Concept
Living a double life
Trouble

Emissary of Power
Template
Marked by Power (-1)
Musts

Phase One	<b>Events</b>	<b>Background: Where did you come from?</b>	<b>Phase Aspect</b>
	<p>True nerd, tabletop gamer who memorized the rules to every game he ever played. Bullied a lot at school, but always dreamed of being able to stand up to the bullies like the comic book heroes or the characters he played. Always writing stories about the bad guys and exposing the truth.</p>	<p>Hey, that's not in the rules!</p> <p><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></p>	

Phase Two	<b>Events</b>	<b>Rising Conflict: What shaped you?</b>	<b>Phase Aspect</b>
	<p>While on a story lead, he witnessed a policeman being jumped by mobsters. He distracted them, but became the target of their attacks. He ran and hid from them -- when he made it home he found a silver Thor's Hammer pendant in his pocket. The mob finally caught up to him -- beating him badly -- knowing it was only a matter of moments before they kill him, he grasped the pendant tightly and begged anyone that could hear, to aide him. When looking back on the whole thing, Eric could only imagine the silly little grin that must have crept across the Odin-son's lips at that moment...</p>	<p>Thor's Hammer (Pendant)</p> <p><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></p>	

Phase Three	<b>Events</b>	<b>The Story: What was your first adventure?</b>	<b>Phase Aspect</b>
	<p>When a new street drug kills EJ's best mystical informant, EJ pursues the story with a vengeance. But will he survive to tell his tale when the dealers turns out to have Fangs?</p>	<p>You gotta be kidding me!</p> <p>Story Title: <b>Abscess makes the heart grow hungered</b></p> <p>Guest Starring...</p>	

Phase Four	<b>Events</b>	<b>Guest Star: Whose Path Have You Crossed?</b>	<b>Phase Aspect</b>
	<p>When the Vampire War spills into the streets, Warden Nels Wilhelm sets out to quell the blood letting before the mortals figure out what is truly going on. But will Nels succeed when the Red Court starts a recruitment drive to replenish their ranks from the fetish clubs within the city?</p> <p>As EJ "the reporter" shows up, it becomes necessary for his alter ego to come forth. In the end, he promises to cover up the War, if Nels keeps Erik's Secret.</p>	<p>Sometimes it IS what you know.</p> <p>Story Title: <b>In war, truth is the first casualty.</b></p> <p>Whose Story Was This? Who else was in it?</p> <p style="text-align: center;"><b>Nels Wilhelm</b></p>	

Phase Five	<b>Events</b>	<b>Guest Star Redux: Who Else's Path Have You Crossed?</b>	<b>Phase Aspect</b>
		<p>Story Title:</p> <p>Whose Story Was This? Who else was in it?</p>	

# The Dresden Files Role-Playing Game

## Character Sheet

EJ (Mortal Form)
Character

Jason Zvonkin
Player

Aspects	
High Concept	Messenger of Thor
Trouble	Living a double life
Other Aspects	Hey, that's not in the rules! Thor's Hammer (Pendant) You gotta be kidding me! Sometimes it IS what you know.

Skills	
Superb (+5)	
# of Slots:	
Great (+4)	Scholarship, Investigation, Intimidation
# of Slots:	3
Good (+3)	Rapport, Contacts, Alertness
# of Slots:	3
Fair (+2)	Driving, Weapons, Presence*
# of Slots:	3
Average (+1)	Fists, Endurance*, Guns
# of Slots:	3

Stress	
	1 2 3 4 5 6 7 8
Physical (Endurance)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Mental (Conviction)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Social (Presence)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Hunger (Discipline)	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Armour:	

Power Level	Chest-Deep	Skill Cap	Superb (+5)	Base Refresh Level	8
Skill Points Spent	30	Total Available	0	Adjusted Refresh	3
				Fate Points From Last Session	3



Stunts & Powers			
Cost	Ability	Cost	Ability
-1	Marked by Power - Thor's Messenger	--	Item's Powers:
+2	Item Of Power - Pendant/Hammer of Mjöllnir (Me-Yoll-Ner)	--	- It's a Hammer (Weapon:3)
		-1	- Beast Change - Viking Form (A Large Red-Haired Viking)
		+1	- Human Form - Affecting:
		-2	- Inhuman Speed
		-2	- Inhuman Strength
		-2	- Inhuman Toughness
		-2	- Inhuman Recovery
		+2	- The Catch - Loss of pendant or serpent vemon causes reversion
		-5	<b>Total Refresh Adjustment</b>

Skill List	
Alertness	+7
Athletics	+7
Burglary	+6
Contacts	+5
<b>Conviction*</b>	
Craftsmanship	+4
Deceit	+3
<b>Discipline*</b>	
Driving	+2
Empathy	+1
<b>Endurance*</b>	
Fists	+0
Guns	-1
Intimidation	-1
Investigation	-2
Lore	-2
Might	-2
Performance	-2
<b>Presence*</b>	
Rapport	+1
Resources	+1
Scholarship	+1
Stealth	+1
Survival	+1
Weapons	+1
<b>*Affects Stress Track (pg 201)</b>	

The Ladder		
Legendary	+8	
Epic	+7	
Fantastic	+6	
Superb	+5	
Great	+4	
Good	+3	
Fair	+2	
Average	+1	
Mediocre	+0	
Poor	-1	
Terrible	-2	

Consequences				
Type	P/M/S	Stress	Used?	Aspect
Mild	Any	-2	<input type="checkbox"/>	
Moderate	Any	-4	<input type="checkbox"/>	
Severe	Any	-6	<input type="checkbox"/>	
			<input type="checkbox"/>	
			<input type="checkbox"/>	
			<input type="checkbox"/>	
Extreme	Any	-8	<input type="checkbox"/>	Replace Permanent

Time Increment	
an instant	
a few moments	
half a minute	
a minute	
a few minutes	
15 minutes	
half an hour	
an hour	
a few hours	
an afternoon	
a day	
a few days	
a week	

# The Dresden Files Role-Playing Game

## Character Sheet

Eric The Hawk (Viking Form)
Character

Jason Zvonkin
Player

Aspects	
High Concept	Messenger of Thor
Trouble	Living a double life
Other Aspects	Hey, that's not in the rules! Thor's Hammer (Pendant) You gotta be kidding me! Sometimes it IS what you know.

Skills	
Superb (+5)	# of Slots:
Great (+4)	Weapons, Fists, Intimidation
Good (+3)	# of Slots: 3
Fair (+2)	Endurance*, Presence*, Alertness
Average (+1)	# of Slots: 3
	Rapport, Investigation, Contacts
	# of Slots: 3
	Scholarship, Driving, Guns

Stress	
	1 2 3 4 5 6 7 8
Physical (Endurance)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Mental (Conviction)	<input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Social (Presence)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Hunger (Discipline)	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/>
Armour:	Inhuman Toughness:1

Power Level	Skill Cap	Base Refresh Level	8
Chest-Deep	Superb (+5)	Adjusted Refresh	3
Skill Points Spent	30	Fate Points From Last Session	
Total Available	0		



Stunts & Powers			
Cost	Ability	Cost	Ability
-1	Marked by Power - Thor's Messenger	--	Item's Powers:
+2	Item Of Power - Pendant/Hammer of Mjöllnir (Me-Yoll-Ner)	--	- It's a Hammer (Weapon:3)
		-1	- Beast Change - Viking Form (A Large Red-Haired Viking)
		+1	- Human Form - Affecting:
		-2	- Inhuman Speed
		-2	- Inhuman Strength
		-2	- Inhuman Toughness
		-2	- Inhuman Recovery
		+2	- The Catch - Must be in Viking form for any of this to work
		-5	<b>Total Refresh Adjustment</b>

Skill List	
Alertness	+7
Athletics	+7
Burglary	+6
Contacts	+5
<b>Conviction*</b>	
Craftsmanship	+4
Deceit	+3
<b>Discipline*</b>	
Driving	+2
Empathy	+1
<b>Endurance*</b>	
Fists	+0
Guns	-1
Intimidation	-1
Investigation	-1
Lore	-1
Might	-1
Performance	-1
<b>Presence*</b>	
Rapport	+0
Resources	+0
Scholarship	+0
Stealth	+0
Survival	+0
Weapons	+0
<b>*Affects Stress Track (pg 201)</b>	

The Ladder	
Legendary	+8
Epic	+7
Fantastic	+6
Superb	+5
Great	+4
Good	+3
Fair	+2
Average	+1
Mediocre	+0
Poor	-1
Terrible	-2

Consequences				
Type	P/M/S	Stress	Used?	Aspect
Mild	Any	-2	<input type="checkbox"/>	
Moderate	Any	-4	<input type="checkbox"/>	
Severe	Any	-6	<input type="checkbox"/>	
			<input type="checkbox"/>	
			<input type="checkbox"/>	
			<input type="checkbox"/>	
Extreme	Any	-8	<input type="checkbox"/>	Replace Permanent

Time Increment	
an instant	
a few moments	
half a minute	
a minute	
a few minutes	
15 minutes	
half an hour	
an hour	
a few hours	
an afternoon	
a day	
a few days	
a week	

# The Dresden Files Role-Playing Game

## Stunts & Powers Information

Eric Edward Jorgenson (EJ)
Character

Stunt / Power	Effects & Upgrades
<b>Marked by Power</b>	Aegis of Respect -- A magical "claimed" mark is upon you, placed by a being of significant power. Magically aware beings can perceive this mark. Whenever dealing with someone in the magical community, all of your social skill rolls operate at a +1 bonus. The downside, is people tend to see you as a representative of that being, which can lead to uncomfortable entanglements and assumptions.
<b>Item of Power *</b>	It Is What It Is -- The item is either a pendant or a Hammer (Weapon:3) when in Viking Form. Within 1 Zone you can recall the Hammer to your Unbreakable -- How this manifests may vary; the item may be breakable but able to repair itself, or it may simply refuse to be fractured. Imparted Abilities -- Beast Change, Human Form, Inhuman Speed, Inhuman Strength, Inhuman Toughness, Inhuman Recovery
<b>* Beast Change</b>	Beast Form -- In this case a Viking with Hammer Form. (Whatever clothes each form is wearing, remains with that form -- Armour does not change) Skill Shuffle -- Can shuffle around skills while changed. Knowledge & Social skills cannot be increased, however Physical & Perception skills can.
<b>* Human Form #</b>	Regular Joe -- The following powers are unavailable when not in Viking form: Inhuman Speed, Inhuman Strength, Inhuman Toughness, Inhuman Recovery.
<b># Inhuman Speed</b>	Skills Affected: Athletics, Alertness, and some other physical skills. Improved Initiative -- Your Alertness is at +4 for the purpose of determining initiative. Athletic Ability -- All your Athletics checks are made at +1, including dodging. When sprinting, this bonus is increased to +2. Casual Movement -- Whenever moving as part of another physical activity, you may move 1 zone without taking the -1 penalty for supplemental action. Almost Too Fast To See -- Difficulty factors due to moving are reduced by two when rolling Stealth.
<b># Inhuman Strength</b>	Skills Affected: Might, other physical skills. Improved Lifting -- Whenever lifting or breaking inanimate things, you gain a +3 to your Might score. Bruising Strength -- Roll Might at +1 whenever using it with grappling and allows you to inflict a 2-stress hit as a supplemental action during a grapple. Superior Strength -- Whenever using your Might to modify another skill, it always provides a +1 regardless of the actual comparison. Hammer Blows -- With attacks that depend on muscular force, you are at +2 stress to damage on a successful hit.

Jason Zvonkin
Player

Stunt / Power	Effects & Upgrades
<b># Inhuman Recovery</b>	Musts: You must attach this power to a Catch. Skills Affected: Endurance, other physical skills. Total Recovery -- You can recover from any consequence (excluding extreme) with no other excuse besides time. Fast Recovery -- Out of combat, you recover from physical consequences as if they were a level lower. Mild or less are removed at the end of the scene. Vigorous -- Endurance never restricts other skills due to a lack of rest. You may skip a night of sleep with no ill effects. Shrug It Off -- In combat, once per scene, you may clear away a mild physical consequence as a supplemental action.
<b># Inhuman Toughness</b>	Musts: You must attach this power to a Catch. Skills Affected: Endurance, other physical skills. Hard to Hurt -- You naturally have Armour:1 against all physical stress. Hard to Kill -- You have two additional boxes of physical stress capacity.
<b>* The Catch</b>	Must be in Viking Form, otherwise nothing occurs and you can even die if your wounds are greater than your reverted Human Form. You will revert to your Human Form if you are apart from the Hammer for more than one hour. Serpent Venom will force you to revert to Human Form until it is purged from your system. Must abide by the Ethos of the god Thor or lose his pendant.