

# The Dresden Files Role-Playing Game

## Phases Worksheet

Warden Nels Wilhelm
Character

Stephen Johnson
Player

Newly Cloaked Warden
High Concept
Too Cocky For My Own Good
Trouble

Wizard
Template
Evocation [1-3] (page 180), Thaumaturgy [1-3] (page 181), The Sight [1-1] (page 174), Soulgaze [1-0] (page 174), Wizard's Constitution [1-0] (page 170)
Musts

	Events	Background: Where did you come from?	Phase Aspect
Phase One	Grew up in the northern district of Jokkmokk, Sweden. Spent most of my early childhood in secular studies within the Jokkmokk Church, but always thought that there was something the Priests weren't telling us. With a few of the other orphans, we made up a secret society to find out what these things were -- which got us into no end of trouble and punishment. This also led to my discovery of the White Council, when I stumbled through a Warden's Veil and witnessed the execution of a Warlock by one of my teachers.		<b>There is no such thing as Coincidence!</b>  <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>
Phase Two	Father Baltasar Ahl, who was a Warden for the White Council, was impressed that I had been able to walk through their Veil - which prompted my Testing. Apparently I had a strong Bloodline and potential enough to become a Warden. I was then whisked away to an even more secluded place and my Training as a Wizard and Warden began. This was around the time that the Vampire War started and due to the massive losses suffered by the Wardens, my training was rushed through and I was sent out to fight in the War.	<b>Rising Conflict: What shaped you?</b>	<b>The Ends justify the Means</b>  <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>
Phase Three	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?	<b>The Story: What was your first adventure?</b>	<b>Blooded Warrior</b>  Story Title: <b>In war, truth is the first casualty.</b>  Guest Starring...  <b>Eric Jones - "Absinthe Steam" Club Owner</b>
Phase Four	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?  Warden Nels -- who was hunting the Vampires -- happens on the scene and manages to turn the tide enough to get them both out of there.	<b>Guest Star: Whose Path Have You Crossed?</b>	<b>What finds you in the Strangest Places</b>  Story Title: <b>Abscess makes the heart grow hungered</b>  Whose Story Was This? Who else was in it?  <b>Eric Edward Jorgenson (EJ)</b>
Phase Five		<b>Guest Star Redux: Who Else's Path Have You Crossed?</b>	  Story Title:  Whose Story Was This? Who else was in it?

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## Character Sheet

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Character

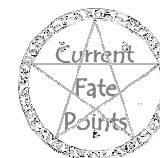
Stephen Johnson
Player

Aspects	
High Concept	Newly Cloaked Warden
Trouble	Too Cocky For My Own Good
Other Aspects	There is no such thing as Coincidence! The Ends justify the Means Blooded Warrior What finds you in the Strangest Places

Skills	
Superb (+5)	# of Slots:
Great (+4)	Alertness, Discipline*, Lore
Good (+3)	Conviction*, Endurance*, Resources
Fair (+2)	Presence*, Rapport, Weapons
Average (+1)	Athletics, Contacts, Scholarship

Stress									
	1 2 3 4 5 6 7 8								
Physical (Endurance)	<table border="1" style="width: 100%;"> <tr> <td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td> </tr> </table>					X	X	X	X
				X	X	X	X		
Mental (Conviction)	<table border="1" style="width: 100%;"> <tr> <td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td> </tr> </table>					X	X	X	X
				X	X	X	X		
Social (Presence)	<table border="1" style="width: 100%;"> <tr> <td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;"> </td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td> </tr> </table>					X	X	X	X
				X	X	X	X		
Hunger (Discipline)	<table border="1" style="width: 100%;"> <tr> <td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td><td style="width: 25px;">X</td> </tr> </table>	X	X	X	X	X	X	X	X
X	X	X	X	X	X	X	X		
Armour:									

Power Level	Chest-Deep	Skill Cap	Superb (+5)	Base Refresh Level	8
Skill Points Spent	30	Total Available	0	Adjusted Refresh	1
				Fate Points From Last Session	



Stunts & Powers			
Cost	Ability	Cost	Ability
-3	Evocation	<b>Focus Items (2 Slots):</b>	
-3	Thaumaturgy	Ring (+1 Water Defensive Power)	
-1	The Sight	Ring (+1 Water Offensive Power)	
+0	Soulgaze	<b>Enchanted Items (4 Slots):</b>	
+0	Wizard's Constitution	Warden Sword: Cuts through any thing (Weapon:3 sword);	
		3x/session acts as a Fantastic (+6) counterspell or a Weapon:6 item;	
		Greatcoat: Armour:2, 2 uses/session.	
		1 slot open for potions, etc	
		-7	<b>Total Refresh Adjustment</b>

Skill List	
Alertness	+8
Athletics	+7
Burglary	+6
Contacts	+5
<b>Conviction*</b>	Great +4
Craftsmanship	Good +3
Deceit	Fair +2
<b>Discipline*</b>	Average +1
Driving	Mediocre +0
Empathy	Poor -1
<b>Endurance*</b>	Terrible -2
Fists	
Guns	
Intimidation	
Investigation	
Lore	
Might	
Performance	
<b>Presence*</b>	
Rapport	
Resources	
Scholarship	
Stealth	
Survival	
Weapons	
<small>*Affects Stress Track (pg 201)</small>	

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		
Moderate	Any	-4		
Severe	Any	-6		
Extreme	Any	-8		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

## Spellcasting Information

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Player

**Spellcasting Skills:** Conviction:   +3   This is the amount of power you can put into your spells.

Discipline:   +4   This is the amount of control you can obtain with your spells. Lore:   +4   This is how tuned your senses are to the supernatural world.

**Base Power:**   +3   Shifts of power for 1 point of Mental Stress. The cost increases if you reach for more, inflicting additional mental stress equal to the difference between your Conviction and the Shifts of power.

### Evocation (and Channelling)

**Known Elements:**   Earth     Spirit/Force     Water  

**Barred Elements:**   Air     Fire  

Specializations		
Maximum Bonus Level is equal to Lore: +4	Power Bonuses (+ to Conviction)	Control Bonuses (+ to Discipline)
<b>Superb (+5)</b>		
# of Slots:		
<b>Great (+4)</b>		
# of Slots:		
<b>Good (+3)</b>		
# of Slots:		
<b>Fair (+2)</b>		
# of Slots:		
<b>Average (+1)</b>		Water
# of Slots: 1		

**Limitations:** Line of sight only  
Short duration: An Instant or 1 combat round, unless paid higher with Shifts

- How To Cast The Spell:**
- Determine the effect you want to achieve and the element you want to use.
  - Describe the effect in terms of: Attack, Block, Manoeuvre, or Counterspell.
  - Decide how many shifts of power you want to put into the spell.
  - Make a Discipline roll to cast. The difficulty equals the shift of power you put in.
  - Failure results in Backlash & Fallout equal to the amount to failed your roll by.

**Failure:** **Backlash:** Does not reduce the Power of the spell. The Shifts are taken by you as either Physical or Mental stress -- but not both!  
**Fallout:** Reduce the Power of the spell by every Shift taken. The Shifts taken flow into the environment, causing unintended consequences.

**Rote Spells:**   +4   You may know as many as your Lore skill. It is defined as a specific application of evocation that must always manifests in the same way.

### Thaumaturgy (and Ritual)

**Functional:** Summoning & Binding, Conjuraton, Divination, Veils, Wards, Crafting, Transformation & Disruption, Transportation & Worldwalking, etc.

**or Thematic:** Biomancy, Diabolism, Ectomancy, Entropomancy, Necromancy, Photomancy, Psychomancy, etc.

Specializations		
Maximum Bonus Level is your Lore: +4	Complexity Bonuses	Control Bonuses (+ to Discipline)
<b>Superb (+5)</b>		
# of Slots:		
<b>Great (+4)</b>		
# of Slots:		
<b>Good (+3)</b>		
# of Slots:		
<b>Fair (+2)</b>		
# of Slots:		
<b>Average (+1)</b>	Crafting (Frequency)	
# of Slots: 1		

**Limitations:** The first is a matter of time. The fastest of spells taking a minute or more.  
The second is a matter of symbols. A symbolic link must be made to the target.

- How To Cast The Spell:**
- Determine the desired effect and complexity of the spell in shifts.
  - If the complexity is equal or less than your Lore, you have everything you need. Otherwise you need to do further preparation, which can be handled by invoking aspects, making declarations and accepting or inflicting consequences.
  - When the complexity is met, you cast the ritual. The casting process is identical to evocation, except that you continue to make your Discipline rolls each round until enough power has been funnelled into the spell.
  - Each round decide how much power to bring. Taking mental stress equal to the amount you go over Conviction; if you don't go over, take none.
  - Make a Discipline roll to cast. The difficulty equals the shift of power you put in.
  - If you fail at any point, the total number of shifts already channelled into the spell turn into Backlash or Fallout. If you release any as Fallout, the spell fails.

# The Dresden Files Role-Playing Game

## Frequent Evocation Spells

Warden Nels Wilhelm

Stephen Johnson

Character

Player

Elements:	Earth			Spirit/Force			Water		
	Base	Bonuses	Total Off. / Def.	Base	Bonuses	Total Off. / Def.	Base	Bonuses	Total Off. / Def.
Power:	+3		+3 / +3	+3		+3 / +3	+3	+1 / +1	+4 / +4
Control:	+4		+4 / +4	+4		+4 / +4	+4	+1 / +1	+5 / +5

<p><b>Name:</b> Ice Bolts -- "vultar"</p> <p><b>Type:</b> Water -- Offensive (Spray) Attack</p> <p><b>Power:</b> 4 Shifts</p> <p><b>Control:</b> Discipline + Water Spec = Superb (+5)</p> <p><b>Target:</b> One or more Creatures and Objects</p> <p><b>Duration:</b></p> <p><b>Opposed By:</b></p> <p><b>Effect:</b> A Weapon:4 Attack, which can be broken down into smaller attacks.</p> <p><b>Variations:</b> Can change it to a spray attack or add more Shifts to increase the damage, or even create an Ice Storm in an entire Zone.</p> <p><b>Notes:</b> Rote Spell Think of it like an Icy Magic Missiles :)</p>	<p><b>Name:</b> Water Geyser ("yiser")</p> <p><b>Type:</b> Water -- Offensive Manoeuvre</p> <p><b>Power:</b> 4 Shifts (3 to power + 1 for duration)</p> <p><b>Control:</b> Discipline + Water Spec = Superb (+5)</p> <p><b>Target:</b> One Creature or Object</p> <p><b>Duration:</b> One scene</p> <p><b>Opposed By:</b> Target's Might vs. the knockdown</p> <p><b>Effect:</b> A 5' wide geyser of forced water erupts under the target, soaking them and potentially knocking them down.</p> <p><b>Variations:</b> The Caster can move the geyser on the second exchange. The Aspects "Drenched", "Gasping for breath" and/or "Knocked down" could be applied to the target.</p> <p><b>Notes:</b> Rote Spell</p>	<p><b>Name:</b> Entropy Shield ("kelt")</p> <p><b>Type:</b> Water -- Defensive Block</p> <p><b>Power:</b> 4 Shifts</p> <p><b>Control:</b> Discipline + Water Spec = Superb (+5)</p> <p><b>Target:</b></p> <p><b>Duration:</b> One exchange</p> <p><b>Opposed By:</b></p> <p><b>Effect:</b> A weird-looking hemisphere of entropy appears in front of the caster, which will disintegrate incoming attacks.</p> <p><b>Variations:</b> You may decide whether to use the block as a 4-Shift block, or as Armour: 2 Or add more Shifts to make it stronger, larger or last longer.</p> <p><b>Notes:</b> Rote Spell May be used as an Attack if it hasn't been used yet this exchange.</p>	<p><b>Name:</b> Icover ("freesa")</p> <p><b>Type:</b> Water -- Defensive Manoeuvre</p> <p><b>Power:</b> 4 Shifts (3 to power + 1 for duration)</p> <p><b>Control:</b> Discipline + Water Spec = Superb (+5)</p> <p><b>Target:</b> A Zone</p> <p><b>Duration:</b> One scene</p> <p><b>Opposed By:</b></p> <p><b>Effect:</b> Cools the Zone and covers everything in an icy film. Places a Zone aspect of "Icy &amp; Slick"</p> <p><b>Variations:</b> Can add more Shifts to increase the Chill or expand the area or duration.</p> <p><b>Notes:</b> Can cause objects to become slick enough to drop, and potentially jam guns and other exposed mechanisms.</p>
<p><b>Name:</b> Earth Stomp ("yorden åter")</p> <p><b>Type:</b> Earth -- Offensive Spray Attack</p> <p><b>Power:</b> 3 Shifts</p> <p><b>Control:</b> Discipline = Great (+4)</p> <p><b>Target:</b> One or more creature in a single zone</p> <p><b>Duration:</b></p> <p><b>Opposed By:</b> Target's Might</p> <p><b>Effect:</b> The ground itself swallow up the target and crush it.</p> <p><b>Variations:</b> A caster could extend this to the entire zone if he found a way to protect himself from it.</p> <p><b>Notes:</b></p>	<p><b>Name:</b> Entanglement ("greppa")</p> <p><b>Type:</b> Earth -- Offensive Manoeuvre</p> <p><b>Power:</b> 3 Shifts (2 to power + 1 for duration)</p> <p><b>Control:</b> Discipline = Great (+4)</p> <p><b>Target:</b></p> <p><b>Duration:</b> One scene</p> <p><b>Opposed By:</b> Target's Athletics</p> <p><b>Effect:</b> The ground flows up over the target it's ankles -- adds the sticky Aspect "Bound in Place" to target.</p> <p><b>Variations:</b> Power levels may be changed based on the target's ability to oppose the spell.</p> <p><b>Notes:</b> This spell is non-lethal.</p>	<p><b>Name:</b> Sun Dazzle ("blick")</p> <p><b>Type:</b> Spirit/Force -- Offensive Attack/Manoeuvre</p> <p><b>Power:</b> 3 Shifts</p> <p><b>Control:</b> Discipline = Great (+4)</p> <p><b>Target:</b> A Zone</p> <p><b>Duration:</b> One exchange</p> <p><b>Opposed By:</b> An observer's Alertness skill</p> <p><b>Effect:</b> The area is filled with bright sunlight that briefly blinds/dazzles anyone looking -- adds the temporary Aspect "Blinded".</p> <p><b>Variations:</b></p> <p><b>Notes:</b> This does no damage, but satisfies the Catch for a number of supernatural creatures.</p>	<p><b>Name:</b> Quick Veil ("velya")</p> <p><b>Type:</b> Spirit/Force -- Defensive Block</p> <p><b>Power:</b> 3 Shifts</p> <p><b>Control:</b> Discipline = Great (+4)</p> <p><b>Target:</b> Self</p> <p><b>Duration:</b> One exchange</p> <p><b>Opposed By:</b> An observer's Alertness skill</p> <p><b>Effect:</b> Renders the caster invisible</p> <p><b>Variations:</b> Can add more shifts of power to make the veil stronger, to veil more people, to "throw" the veil over an object at a distance.</p> <p><b>Notes:</b></p>