

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Ash Williams (Evil Dead)**

PLAYER

ASPECTS

HIGH CONCEPT

One-Handed Deadite Slayer

TROUBLE

The Necronomicon

OTHER ASPECTS

I Lost My Hand, So I Got a Chainsaw

This is My Boomstick

Shop Smart, Shop S-Mart

It's a Trick, Get an Axe

Listen Up You Primitive Screwheads

SKILLS

SUPERB (+5)

OF SLOTS:

Endurance

GREAT (+4)

OF SLOTS:

Craftsman, Fists

GOOD (+3)

OF SLOTS:

Alertness, Guns, Presence

FAIR (+2)

OF SLOTS:

Conviction, Deceit,
Intimidation, Survival

AVERAGE (+1)

OF SLOTS:

Athletics, Discipline, Lore,
Scholarship, Weapons

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)

○ ○ ○ ○ ● ● ● ●

MENTAL
(CONVICTION)

○ ○ ○ ● ● ● ● ●

SOCIAL
(PRESENCE)

○ ○ ○ ○ ● ● ● ●

ARMOR, ETC: +1 Blunt, +1 Social/Mental

STUNTS & POWERS

COST ABILITY

- 1 **Chainsaw Stump:** Use Fists to attack with Chainsaw
- 1 **Chemistry for Fun and Profit:** Demolitions Training
- 1 **Come Get Some:** Resilient Self Image
- 1 **Eyes in the Back of His Head:** +2 Alertness vs Surprise
- 1 **Foul-Mouthed Braggart:** Infuriate
- 1 **Gauntlet:** Use Fists for Might
- 1 **If Chins Could Kill:** Armor 1 vs Blunt Attacks
- 1 **Wall of Death:** Chainsaw

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○ ○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

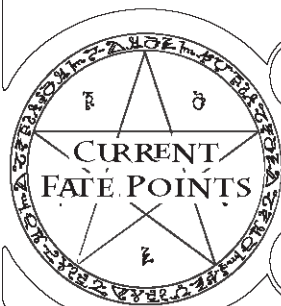
Superb (+5)

SKILL POINTS SPENT

35

TOTAL AVAILABLE

35



10

BASE REFRESH LEVEL

4

ADJUSTED REFRESH

FP FROM LAST SESSION

Items

**Chainsaw (Weapon 3),
Gauntlet (Weapon 1),
Shotgun (Weapon 2)**

-8

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

NAME: Ash Williams

ALIAS: Strange One, The King

HEIGHT: 6'1" **HAIR:** Brown

WEIGHT: 185 **EYES:** Brown

SEX: Male **SKIN:** White

CONCEPT: One-Handed Deadite Slayer

TROUBLE: The Necronomicon

ASPECTS: I Lost My Hand So I Got a Chainsaw,
This is My Boomstick, Shop Smart Shop S-Mart,
It's a Trick-Get an Axe, Listen Up You Primitive
Screwheads

SKILLS: Alertness (+3), Athletics (+1), Conviction
(+2), Craftsmanship (+4), Deceit (+2), Discipline
(+1), Endurance (+5), Fists (+4), Guns (+3),
Intimidation (+2), Lore (+1), Presence (+3),
Scholarship (+1), Survival (+2), Weapons (+1)

STUNTS: Chainsaw Stump (Use Fists to attack with Chainsaw), Chemistry for Fun and Profit (Demolitions Training), Come Get Some (Resilient Self Image), Eyes in the Back of His Head (+2 Alertness vs Surprise), Foul-Mouthed Braggart (Infuriate), Gauntlet (Use Fists for Might), If Chins Could Kill (Armor 1 vs Blunt Attacks), Wall of Death (attack several)

POWERS: N/A

EQUIPMENT: Chainsaw (Weapon: 3), Gauntlet (Weapon: 1), Shotgun "Boomstick" (Weapon: 2)

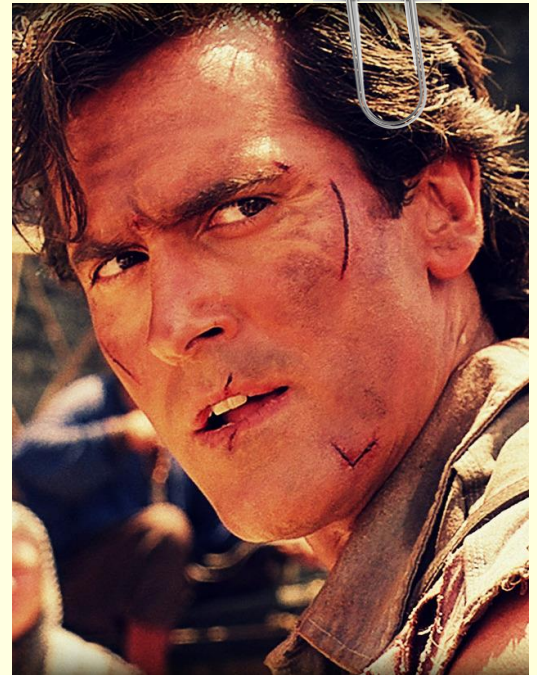
FATE POINTS: 4 (Mortal)

STRESS: Physical ○○○○, Mental ○○○, Social ○○○○

Trapped in time. Surrounded by Evil. Low on gas.

Ash was once a carefree student who spent a weekend in a cabin with his friends. They accidentally woke a demon through the Necronomicon, and only Ash escaped. But he had to cut off his own hand to do it. Now he has a chainsaw attached to his arm stump.

He eats bravado for breakfast. He's rude, selfish, and mostly crazy, but he might be humanity's best hope.



THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Johnny Blaze (Ghost Rider)**

PLAYER

ASPECTS

HIGH CONCEPT

Half-Demonic Stuntman

TROUBLE

Sold His Soul and Wants It Back

OTHER ASPECTS

Adrenaline Junkie

Biker from Hell

Fiery Visage

The Guilty Must be Punished

Love is Stronger than Death

SKILLS

SUPERB (+5)

OF SLOTS:

GREAT (+4)

OF SLOTS:

GOOD (+3)

OF SLOTS:

FAIR (+2)

OF SLOTS:

AVERAGE (+1)

OF SLOTS:

Driving, Might, Weapons

Athletics, Conviction,
Intimidation

Discipline, Lore,
Performance

Alertness, Burglary, Deceit,
Endurance, Fists, Guns,
Presence, Stealth

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)

○ ○ ○ ○ ○ ● ● ●

MENTAL
(CONVICTION)

○ ○ ○ ○ ● ● ● ●

SOCIAL
(PRESENCE)

○ ○ ○ ● ● ● ● ●

ARMOR, ETC: +1 Physical, +1 Blunt

STUNTS & POWERS

COST ABILITY

+1 **Johnny Blaze:** Human Form

-1 **Mechanic:** Use Driving skill to repair

Demonic Form: Includes...

-2 **Demonic Form:** Inhuman Toughness*

-2 **Hellfire:** "Breath" Weapon that can add +2 damage to Chain or Fists

-1 **Hellish Motorcycle:** Item of Power (+1 to Driving Skill, Spider Walk, World Walker)

-1 **Infernal Nature:** Wall of Death

-1 **Penance Stare:** Soulgaze

-1 **That's a Hell of a Stare:** "Killer Blow" for Soulgaze

THE LADDER

LEGENDARY +8

EPIC +7

FANTASTIC +6

SUPERB +5

GREAT +4

GOOD +3

FAIR +2

AVERAGE +1

MEDIOCRE +0

POOR -1

TERRIBLE -2

* **Catch:** Innocent

Items

Chain (Weapon 2),

Leathers (Armor 1),

Shotgun (Weapon 2)

-8 TOTAL REFRESH ADJUSTMENT

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

Superb (+5)

SKILL POINTS SPENT

35

TOTAL AVAILABLE

35

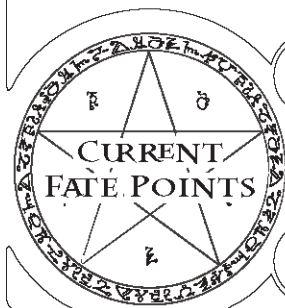
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BASE REFRESH LEVEL

2

ADJUSTED REFRESH

FP FROM LAST SESSION



NAME: Jonathon Blaze

ALIAS: Ghost Rider

HEIGHT: 6'2"

HAIR: Brown (Fire)

WEIGHT: 170

EYES: Blue (Empty Sockets)

SEX: Male

SKIN: White (Bone)

CONCEPT: Half-Demonic Stuntman

TROUBLE: Sold His Soul and Wants It Back

ASPECTS: Adrenaline Junkie, Biker from Hell,
Fiery Visage, The Guilty Must be Punished,
Love is Stronger than Death

SKILLS: Alertness (+1), Athletics (+3), Burglary (+1),
Conviction (+3), Craftsmanship (+2), Deceit (+1),
Discipline (+2), Driving (+4), Endurance (+1),
Fists (+1), Guns (+1), Intimidation (+4), Lore (+3),
Might (+1), Performance (+2), Presence (+1),
Weapons (+4)

STUNTS: *Infernal Nature* (fire, attack several), *Keep It Running* (use Driving skill to repair vehicles), *That's a Hell of a Stare* ("Killer Blow" for Soul gaze; +3 to Soul gaze Stress once per scene; spend a Fate Point)

POWERS: *Human Form* [+1], *Inhuman Toughness* [-2, Armor: 1, +2 Stress boxes],
Hellfire ("Breath" Weapon) [-2], *Item of Power* (Hellish Motorcycle) [-1], *Soul gaze* [-1,
Conviction vs Discipline]

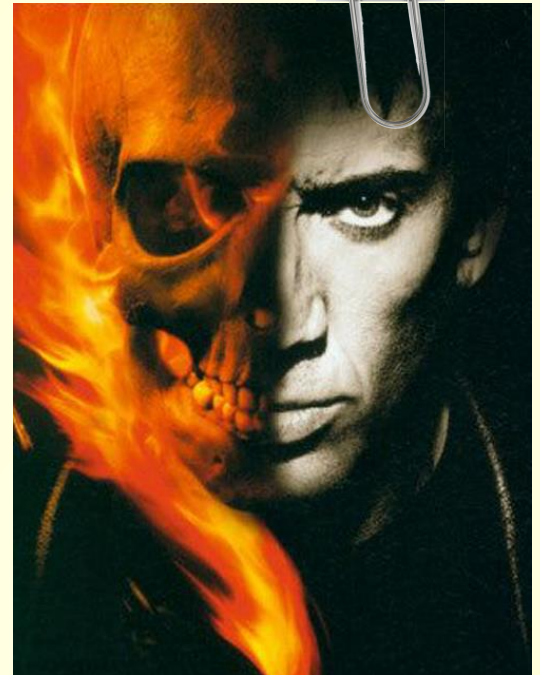
EQUIPMENT: *Chain* (Weapon: 2), *Leathers and Chaps* (Armor: 1), *Motorcycle* (+1 to
Driving Skill, Spider Walk, World Walker), *Shotgun* (Weapon: 2)

FATE POINTS: 2

STRESS: Physical ○○○○○, Mental ○○○○, Social ○○○

Johnny was a motorcycle stunt rider, who was tricked into binding himself to Zarathos, the spirit of vengeance. Although he cannot free himself, he chases justice for others by punishing the guilty. Sometimes by beating them or burning them, but most horrifically by forcing them to suffer all the evil they themselves have caused through his penance stare.

His possessed motorcycle (although it could extend to any vehicle he rides) can ride up walls, across water, and even to Hell and back.



THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Peter Venkman (Ghostbuster)**

PLAYER

ASPECTS

HIGH CONCEPT

Goofy Ghostbuster

TROUBLE

A Disaster of Biblical Proportions

OTHER ASPECTS

Back Off, Man—I'm a Scientist

Behaves Like a Game Show Host

Rampant Property Damage

Ready to Believe You

Show 'em How We Do Things Downtown

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)

○ ○ ○ ● ● ● ● ●

MENTAL
(CONVICTION)

○ ○ ○ ● ● ● ● ●

SOCIAL
(PRESENCE)

○ ○ ○ ○ ● ● ● ●

ARMOR, ETC: +1 Mental/Social

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

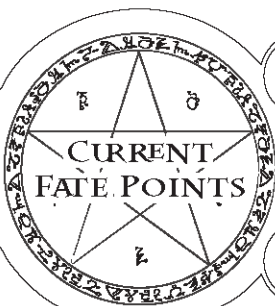
Superb (+5)

SKILL POINTS SPENT

35

TOTAL AVAILABLE

35



10

BASE REFRESH LEVEL

4

ADJUSTED REFRESH

FP FROM LAST SESSION

SKILLS

SUPERB (+5)

OF SLOTS:

Deceit, Rapport

GREAT (+4)

OF SLOTS:

Presence, Scholarship

GOOD (+3)

OF SLOTS:

Empathy, Lore

FAIR (+2)

OF SLOTS:

Discipline, Intimidation,
Investigation

AVERAGE (+1)

OF SLOTS:

Alertness, Athletics,
Conviction, Endurance,
Guns

STUNTS & POWERS

COST ABILITY

- 1 **Ghostbuster:** +1 to Hit Supernatural
- 1 **Ingratiate:** Personal Magnetism
- 1 **Irritate:** +2 to Make People Angry
- 1 **Scientist:** Psychology and Parapsychology
- 1 **Smug:** Resilient Self Image
- 1 **Swift:** +2 to Dodge vs Supernatural
- 1 **Trapper Keeper:** Use Proton Pack as a bind maneuver
- 1 **Unlicensed Nuclear Accelerator:** +1 with Guns when using Proton Pack

Items

**PKE Meter,
Proton Pack
(Weapon 4),
Tarot Cards,
Unpaid Parking
Tickets**

THE LADDER

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

-8

TOTAL REFRESH
ADJUSTMENT

NAME: Dr. Peter Venkman

ALIAS: Ghostbuster

HEIGHT: 5'11" **HAIR:** Black

WEIGHT: 175 **EYES:** Green

SEX: Male **SKIN:** White

CONCEPT: Goofy Ghostbuster

TROUBLE: A Disaster of Biblical Proportions

ASPECTS: Back Off Man—I'm a Scientist, Behaves Like a Game Show Host, Rampant Property Damage, Ready to Believe You, Show 'em How We Do Things Downtown

SKILLS: Alertness (+1), Athletics (+1), Conviction (+1), Deceit (+5), Discipline (+2), Empathy (+3), Endurance (+1), Guns (+1), Intimidation (+2), Investigation (+2), Lore (+3), Presence (+4), Rapport (+5), Scholarship (+4)

STUNTS: Ghostbuster (+1 to hit supernatural), Ingratiate (Personal Magnetism), Irritate (+2 to make people angry), Scientist (+1 psychology, +2 parapsychology), Smug (resilient self-image), Swift (+2 to dodge supernatural), Trapper Keeper (use Proton Pack as a bind maneuver), Unlicensed Nuclear Accelerator (+1 to Guns for Proton Pack)

POWERS: N/A

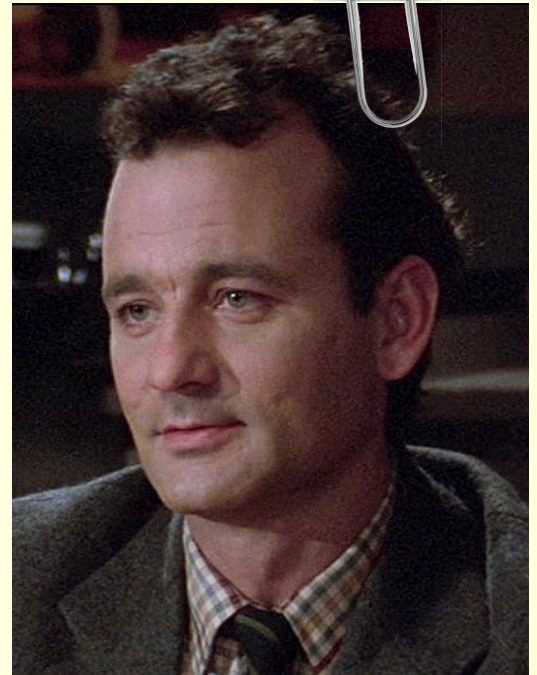
EQUIPMENT: PKE Meter, Proton Pack (Weapon: 4), Tarot Cards, Unpaid Parking Tickets

FATE POINTS: 4 (Mortal)

STRESS: Physical ○○○, Mental ○○○, Social ○○○○

Dr. Venkman acts more like a game show host than a scientist. He's been described as the ultimate New Yorker - cynical, sarcastic, and secretly sweet-natured. His postmodern heroism is evident in his womanizing demeanor, flippant persona, lackadaisical science, and crass self-interest. He's more of a con artist who unintentionally went legit.

His trap can actually catch a ghost, and his proton pack can cause massive damage. Sometimes it even hits where he wants it to go.



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER **Nick Burkhardt (Grimm)**

PLAYER

ASPECTS

HIGH CONCEPT

Newbie Wesen-Slayer

TROUBLE

Law-Abiding Cop

OTHER ASPECTS

Aunt's Trailer

Hereditary Grimm

Homicide Detective

"On the Job" Training

Reputation Among Wesen

SKILLS

SUPERB (+5)

OF SLOTS:

GREAT (+4)

OF SLOTS:

GOOD (+3)

OF SLOTS:

FAIR (+2)

OF SLOTS:

AVERAGE (+1)

OF SLOTS:

Alertness, Investigation

Conviction, Fists, Guns

Athletics, Discipline, Lore, Scholarship, Weapons

Contacts, Empathy, Endurance, Intimidation,

Presence, Rapport, Resources, Survival

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)

○ ○ ○ ○ ○ ● ● ●

MENTAL
(CONVICTION)

○ ○ ○ ○ ● ● ● ●

SOCIAL
(PRESENCE)

○ ○ ○ ● ● ● ● ●

ARMOR, ETC: +1 Physical, +1 Kevlar

STUNTS & POWERS

COST ABILITY

-2 **Grimm Strong:** Inhuman Strength

-2 **Grimm Tough:** Inhuman Toughness*

-1 **Journals:** Lore +1 and one step faster

-1 **Scene of the Crime:** +1 to Investigation and One Step Faster

-1 **Woge:** Supernatural Sense to Determine a Wesen's True Nature

-1 **You're a Grimm!** Marked by Power

* The "Catch": Not Mortals

Items

Badge, Flashlight, Handcuffs, Kevlar (Armor: 1), Pistol (Weapon: 2), Radio

THE LADDER

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

-8 TOTAL REFRESH ADJUSTMENT

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

Superb (+5)

SKILL POINTS SPENT

35

TOTAL AVAILABLE

35

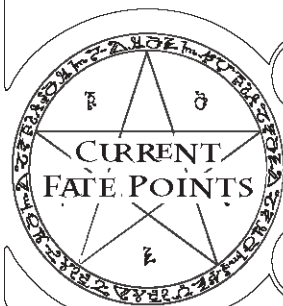
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BASE REFRESH LEVEL

2

ADJUSTED REFRESH

FP FROM LAST SESSION



NAME: Nick Burkhardt

ALIAS: Grimm

HEIGHT: 5'10" **HAIR:** Black
WEIGHT: 160 **EYES:** Green
SEX: Male **SKIN:** White

CONCEPT: Newbie Wesen-Slayer

TROUBLE: Law-Abiding Cop

ASPECTS: Aunt's Trailer, Hereditary Grimm,
Homicide Detective, "On the Job" Training,
Wesen Reputation

SKILLS: Alertness (+4), Athletics (+2), Contacts (+1),
Conviction (+3), Discipline (+2), Empathy (+1),
Endurance (+1), Fists (+3), Guns (+3),
Intimidation (+1), Investigation (+4), Lore (+2),
Presence (+1), Rapport (+1), Resources (+1),
Scholarship (+2), Survival (+1), Weapons (+2)

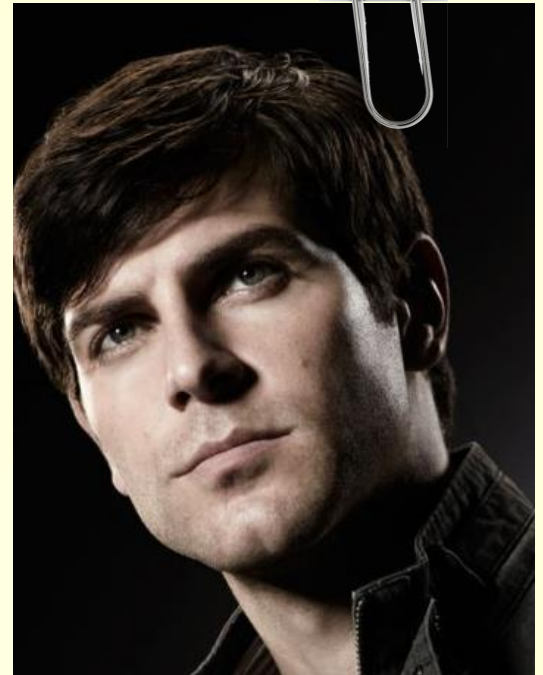
STUNTS: Journals (+1 to Lore and one step faster), Scene of the Crime (+1 to
Investigation and one step faster) [-1]

POWERS: Inhuman Strength [-2, +3 Lift, +2 Damage], Inhuman Toughness [-2, Armor:
1, +2 Stress boxes], Woge [-1, determine a Wesen's true nature], Marked by Power [-1,
±1 Social]

EQUIPMENT: Flashlight, Handcuffs, Kevlar Vest, Pistol (Weapon: 2), Radio

FATE POINTS: 2

STRESS: Physical ○○○○○, Mental ○○○○, Social ○○○



Nick Burkhardt didn't realize he came from a long line of monster hunters, until he was the last in his family and inherited those powers. He can see "Wesen" (glamoured fae and other creatures), the tradition is that he kills any he finds. But Nick is also a police detective, and tries to balance his duty and justice with the strange beings that are targeting him.

He's befriended several non-violent Wesen, who can sometimes offer him information about this new "jurisdiction."

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Buffy Summers (Slayer)**

PLAYER

ASPECTS

HIGH CONCEPT

Cheerleading Slayer

TROUBLE

Bound to Power

OTHER ASPECTS

Birthright of the Slayer
Like, Totally from the Valley
The Scooby Gang
Sarcasm Powers, Activate!
Star-Crossed Love Life

SKILLS

SUPERB (+5)
OF SLOTS:

GREAT (+4) **Athletics, Fists**
OF SLOTS:

GOOD (+3) **Empathy, Presence, Weapons**
OF SLOTS:

FAIR (+2) **Alertness, Contacts, Conviction, Investigation, Lore, Scholarship**
OF SLOTS:

AVERAGE (+1) **Discipline, Endurance, Intimidation, Performance, Rapport, Stealth**
OF SLOTS:

STRESS

1 2 3 4 5 6 7 8

PHYSICAL ○ ○ ○ ○ ○ ● ● ●
(ENDURANCE)

MENTAL ○ ○ ○ ● ● ● ● ●
(CONVICTION)

SOCIAL ○ ○ ○ ○ ● ● ● ●
(PRESENCE)

ARMOR, ETC: +1 Physical

STUNTS & POWERS

COST ABILITY

- 2 **Built Slayer Strong:** Inhuman Strength
- 2 **Built Slayer Tough:** Inhuman Toughness*
- 1 **Legacy:** Knowledge of Previous Slayer's Memories
- 1 **Slay:** Killer Blow (+3 to damage once per scene for a Fate Point)
- 1 **Tactician:** +1 to Dodge when Outnumbered
- 1 **Vampire Slayer:** +1 to Damage against Targets with Toughness

* The "Catch" - Toughness Relies on Athletics & Mobility

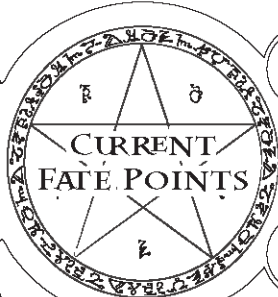
CONSEQUENCES

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

Submerged **Superb (+5)**

SKILL POINTS SPENT **35** TOTAL AVAILABLE **35**



10 BASE REFRESH LEVEL

2 ADJUSTED REFRESH

FP FROM LAST SESSION

Items

**Cell Phone,
Handbag,
Keen Fashion Sense,
Stakes (Weapon: 1)**

THE LADDER

LEGENDARY +8

EPIC +7

FANTASTIC +6

SUPERB +5

GREAT +4

GOOD +3

FAIR +2

AVERAGE +1

MEDIOCRE +0

POOR -1

TERRIBLE -2

-8 TOTAL REFRESH ADJUSTMENT

NAME: Buffy Summers

ALIAS: The Slayer, The Chosen One

HEIGHT: 5'4" **HAIR:** Blonde

WEIGHT: 110 **EYES:** Green

SEX: Female **SKIN:** White

CONCEPT: Cheerleading Slayer

TROUBLE: Bound to Power

ASPECTS: Birthright of the Slayer, Like Totally from the Valley, Scooby Gang, Sarcasm Powers Activate!, Star-Crossed Love Life

SKILLS: Alertness (+2), Athletics (+4), Contacts (+2), Conviction (+2), Discipline (+1), Empathy (+3), Endurance (+1), Fists (+4), Intimidation (+1), Investigation (+2), Lore (+2), Performance (+1), Presence (+3), Rapport (+1), Scholarship (+2), Stealth (+1), Weapons (+3)

STUNTS: Legacy (knowledge of previous slayer's memories), Slay (+3 damage once per scene for a fate point), Tactician (+1 to dodge when outnumbered), Vampire Slayer (+1 damage vs targets with Toughness)

POWERS: Inhuman Strength [-2, +3 Lift, +2 Damage], Inhuman Toughness [-2, Armor: 1, +2 Stress boxes]

EQUIPMENT: Cell Phone, Handbag, Keen Fashion Sense, Stakes (Weapon: 1)

FATE POINTS: 2

STRESS: Physical ○○○○○, Mental ○○○, Social ○○○○



Once a generation, a slayer is born. She is the chosen one who has the strength and skills to fight vampires, demons, and forces of darkness. Unexpectedly, this slayer was an airhead cheerleader, and her Watcher didn't find her to begin training until she was already a high school student with no interest in all this gross stuff.

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER **John Constantine**

PLAYER

ASPECTS

HIGH CONCEPT

Doomed Seer

TROUBLE

Trying to Buy His Way to Heaven

OTHER ASPECTS

Chain-Smoking Cynic

Gutsy Exorcist Out of His League

Irreverence Born of Desperation

Soul that Satan Would Collect Himself

Whatever; He's Not Impressed

STRESS

1 2 3 4 5 6 7 8

PHYSICAL (ENDURANCE) ○ ○ ○ ● ● ● ● ●

MENTAL (CONVICTION) ○ ○ ○ ○ ● ● ● ●

SOCIAL (PRESENCE) ○ ○ ○ ● ● ● ● ●

ARMOR, ETC: +1 Mental

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

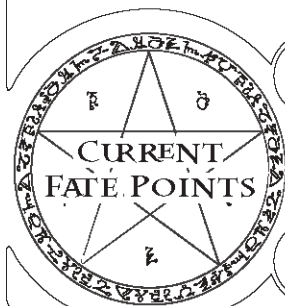
Superb (+5)

SKILL POINTS SPENT **35** TOTAL AVAILABLE **35**

10 BASE REFRESH LEVEL

2 ADJUSTED REFRESH

FP FROM LAST SESSION



SKILLS

SUPERB (+5)

OF SLOTS:

GREAT (+4)

OF SLOTS:

GOOD (+3)

OF SLOTS:

FAIR (+2)

OF SLOTS:

AVERAGE (+1)

OF SLOTS:

Conviction, Discipline,
Lore

Burglary, Deceit,
Scholarship

Contacts, Intimidation,
Investigation

Alertness, Endurance, Fists,
Guns, Presence, Resources,
Stealth, Weapons

STUNTS & POWERS

COST ABILITY

-2 **Channeling** (Spirit)

-1 **Demonologist**; Occultist
(Angels/Demons)

-1 **Exorcist**; +2 to Exorcise

-1 **Hellwalker**; +2 to Open a Way

-2 **Ritual** (Diabolism)

-1 **Seer**; Supernatural Sense to See
Angels and Demons Naturally

Rote Spells

Get Thee Behind Me (exorcise),
Hell and Back (open a Way),
Shield (+4 Block), **Veil** (+4 Stealth)

Items

Holy Water (area
Weapon: 1 vs Icky),
King James Bible
(+1 mental armor),
Silver Cross
(+1 mental stress)

-8 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

NAME: John Constantine

ALIAS: Hellblazer

HEIGHT: 6'1" **HAIR:** Black
WEIGHT: 175 **EYES:** Brown
SEX: Male **SKIN:** White

CONCEPT: Doomed Seer

TROUBLE: Trying to Buy His Way into Heaven

ASPECTS: Chain-Smoking Cynic, Gutsy Exorcist Out of His League, Irreverence Born of Desperation, Soul that Satan Would Collect Himself, Whatever—He's Not Impressed

SKILLS: Alertness (+1), Burglary (+3), Contacts (+2), Conviction (+4), Discipline (+4), Deceit (+3), Endurance (+1), Fists (+1), Guns (+1), Intimidation (+2), Investigation (+2), Lore (+4), Presence (+1), Resources (+1), Scholarship (+3), Stealth (+1), Weapons (+1)

STUNTS: Demonologist (+1 Lore), Exorcist (+2 exorcise), Hellwalker (+2 open Way)

POWERS: Channeling [-2, spirit], Ritual [-2, diabolism], Supernatural Sense [-1, angels and demons]

ROTE SPELLS: Get Thee Behind Me (exorcise, spirit attack, 4 shifts mental), Hell and Back (open a Way), Shield (spirit block, 4 shifts), Veil (spirit block, 4 shifts)

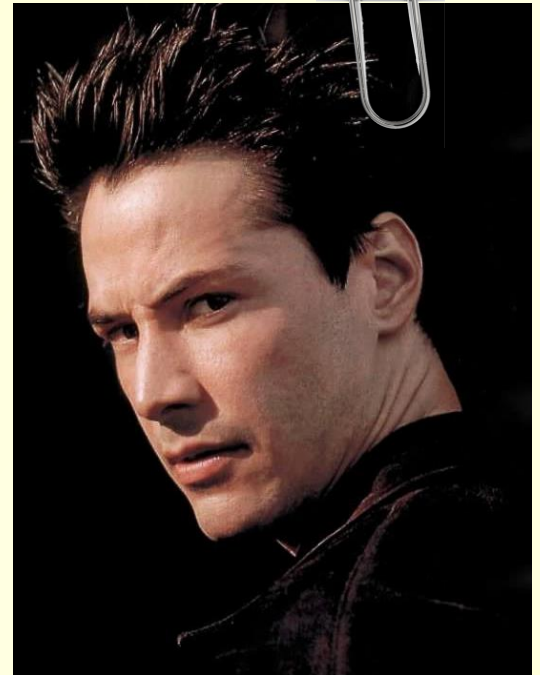
EQUIPMENT: Holy Water (area Weapon: 1 vs demonic), King James Bible (+1 mental armor), Silver Cross (+1 Stress for exorcisms), Zippo Lighter

FATE POINTS: 2

STRESS: Physical ○○○, Mental ○○○○, Social ○○○

John Constantine is a manipulator of black magic and exorcisms, but an even more skilled manipulator of people and emotions. Sentenced to eternity in Hell, he's trying to buy his way out through good deeds. A reluctant hero at best, John hates his circumstances, the supernatural beings he must deal with, and most people - especially himself.

His skill at spellcraft and knowledge of the afterlife are rivaled only by his swindling, cunning intellect, and self-interest.



THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Selene (Underworld)**

PLAYER

ASPECTS

HIGH CONCEPT

Vampire Crusader

TROUBLE

Headstrong to a Fault

OTHER ASPECTS

Death Dealer

Forgot that She was a Woman

Lycans Must Die

Not Good with Feelings

You Wouldn't Like Me When I'm Angry

SKILLS

SUPERB (+5)

OF SLOTS:

Athletics

GREAT (+4)

OF SLOTS:

Fists, Weapons

GOOD (+3)

OF SLOTS:

**Discipline, Endurance,
Guns**

FAIR (+2)

OF SLOTS:

**Alertness, Intimidation,
Might, Stealth**

AVERAGE (+1)

OF SLOTS:

**Conviction, Investigation,
Lore, Presence, Survival**

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)

○ ○ ○ ○ ○ ○ ● ●

MENTAL
(CONVICTION)

○ ○ ○ ● ● ● ● ●

SOCIAL
(PRESENCE)

○ ○ ○ ● ● ● ● ●

HUNGER
(DISCIPLINE)

○ ○ ○ ● ● ● ● ●

STUNTS & POWERS

COST ABILITY

-1 **Blood Drinker:**

-1 **Cloak of Shadows:** See in Darkness, +2 Stealth in Darkness

+1 **Feeding Dependency:** Roll Discipline skill against Hunger track

-2 **Inhuman Speed:** +4 Alertness for Initiative, +1 Athletics

-2 **Inhuman Strength:** +2 Fists Stress

-2 **Inhuman Toughness:** +1 Armor vs all Physical Stress

-1 **Spider Walk**

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

Superb (+5)

SKILL POINTS SPENT

35

TOTAL AVAILABLE

35

10

BASE REFRESH LEVEL

2

ADJUSTED REFRESH

FP FROM LAST SESSION

Items

**Leathers (Armor 1),
Pistol (Weapon 2),
Shotgun (Weapon 2),
Shuriken (Weapon 1)**

* **"Catch": Sunlight**

-8

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

NAME: Selene

ALIAS: None

HEIGHT: 5'8"

HAIR: Black

WEIGHT: 125

EYES: Blue

SEX: Female

SKIN: White

CONCEPT: Vampire Crusader

TROUBLE: Headstrong to a Fault

ASPECTS: Death Dealer, Forgot that She was a Woman, Lycans Must Die, Not Good with Feelings, You Wouldn't Like Me When I'm Angry

SKILLS: Alertness (+2), Athletics (+5), Conviction (+1), Discipline (+3), Endurance (+3), Fists (+4), Guns (+3), Intimidation (+2), Investigation (+1), Lore (+1), Might (+2), Presence (+1), Stealth (+2), Weapons (+4)

STUNTS: None

POWERS: Blood Drinker [-1, clear all Stress if kill], Cloak of Shadows [-1, +2 Stealth], Feeding Dependency [+1, roll Discipline vs Powers used], Inhuman Speed [-2, +4 Alertness, +1 Athletics], Inhuman Strength [-2, +3 Lift, +2 Damage], Inhuman Toughness [-2, Armor: 1, +2 Stress boxes], Spider Walk [-1]

EQUIPMENT: Leather (Armor: 1), Pistol (Weapon: 2), Shotgun (Weapon: 2), Shuriken and Throwing Knives (Weapon: 1+2)

FATE POINTS: 2

STRESS: Physical ○○○○○○, Mental ○○○, Social ○○○, Hunger ○○○

Selene was a happy child from a happy family, until her family was brutally murdered. That killer vampire, Viktor, sired her and made her his loyal Death Dealer (assassin), with the goal of exterminating werewolves.

Her humanity reawakened when she fell in love with a human who then got turned into a werewolf. She defended him against both sides of the ensuing war.



THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Hellboy**

PLAYER

ASPECTS
HIGH CONCEPT
Demon on the Side of Angels
TROUBLE
Fated to Herald the Apocalypse

OTHER ASPECTS
Enough Talking, How Do I Kill It
It Takes a Monster to Catch a Monster
Raised by a Righteous Man
Right Hand of Doom
Traitor to His Kind

SKILLS

SUPERB (+5)
OF SLOTS:

GREAT (+4) **Athletics, Fists, Guns**
OF SLOTS:

GOOD (+3) **Intimidation, Presence, Weapons**
OF SLOTS:

FAIR (+2) **Endurance, Lore, Might**
OF SLOTS:

AVERAGE (+1) **Alertness, Contacts, Conviction, Deceit, Discipline, Investigation, Scholarship, Stealth**
OF SLOTS:

STRESS

	1	2	3	4	5	6	7	8
PHYSICAL (ENDURANCE)	○	○	○	○	○	○	○	●
MENTAL (CONVICTION)	○	○	○	●	●	●	●	●
SOCIAL (PRESENCE)	○	○	○	○	●	●	●	●

ARMOR, ETC: **+2 Physical**

STUNTS & POWERS

COST ABILITY

- 1 **Mighty Leap:** Reduce Borders by 2
- 1 **Takes One to KO One:** +1 to Fists Damage vs targets with Toughness
- 2 **Inhuman Strength:** +2 Fists Stress
- 4 **Infernal:** Supernatural Toughness* (Armor: 2)

* The "Catch" - True Name, Holy

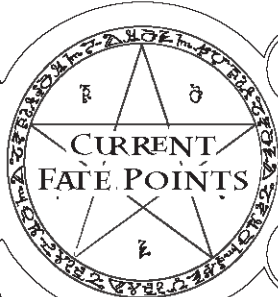
CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

Items

Pistol "The Samaritan" (Weapon 2), Radio, Smelly Cigar, Tracer

POWER LEVEL Submerged	SKILL CAP Superb (+5)
SKILL POINTS SPENT 35	TOTAL AVAILABLE 35



10 BASE REFRESH LEVEL

2 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

-8 TOTAL REFRESH ADJUSTMENT

NAME: Hellboy

ALIAS: The Right Hand of Doom

HEIGHT: 6'8" **HAIR:** Black
WEIGHT: 420 **EYES:** Yellow
SEX: Male **SKIN:** Red

CONCEPT: Demon on the Side of Angels

TROUBLE: Fated to Herald the Apocalypse

ASPECTS: Enough Talking—How Do I Kill It, It
Takes a Monster to Catch a Monster, Raised
by a Righteous Man, Right Hand of Doom,
Traitor to His Kind

SKILLS: Alertness (+1), Athletics (+4), Contacts (+1),
Conviction (+1), Deceit (+1), Discipline (+1),
Endurance (+2), Fists (+4), Guns (+4),
Intimidation (+3), Investigation (+1), Lore (+2),
Might (+2), Presence (+3), Scholarship (+1),
Stealth (+1), Weapons (+3)

STUNTS: Mighty Leap (reduce borders by 2), Takes One to KO One (+1 to damage
versus targets with Toughness)

POWERS: Inhuman Strength [-2, +3 Lift, +2 Damage], Supernatural Toughness [-4,
Armor: 2, +4 Stress boxes]

EQUIPMENT: Pistol "The Samaritan" (Weapon: 3), Radio, Smelly Cigar, Tracer

FATE POINTS: 2

STRESS: Physical ○○○○○○○○, Mental ○○○, Social ○○○○

A prince of Hell summoned in an interrupted ritual, Hellboy was adopted by a kindly paranormal professor and raised to live righteously. At least, as much as he could. Hellboy is the ultimate Nature vs Nurture dichotomy.

Despite his foretold destiny to bring about the apocalypse, he works to protect humanity from otherworldly evils. For just as it takes a thief to catch a thief, Hellboy is the monster that can catch the monsters.



THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Melinda Gordon (Whisperer)**

PLAYER

ASPECTS

HIGH CONCEPT

Ghost Whisperer

TROUBLE

Ghosts Need Closure

OTHER ASPECTS

I See Dead People

The Past is Fascinating

Redemption/Restoration is at Hand
Same As It Never Was Antique Store

Sucker for a Good Ghost Story

SKILLS

SUPERB (+5)

OF SLOTS:

Rapport

GREAT (+4)

OF SLOTS:

Empathy, Resources

GOOD (+3)

OF SLOTS:

**Conviction, Discipline,
Scholarship**

FAIR (+2)

OF SLOTS:

**Alertness, Craftsmanship,
Contacts, Investigation**

AVERAGE (+1)

OF SLOTS:

**Deceit, Investigation, Lore,
Performance, Presence**

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)

○ ○ ● ● ● ● ● ●

MENTAL
(CONVICTION)

○ ○ ○ ○ ● ● ● ●

SOCIAL
(PRESENCE)

○ ○ ○ ● ● ● ● ●

ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

- 1 **Antique Dealer:** Art Historian
- 1 **Antique Expert:** Scholar (History)
- 1 **Antique Evaluator:** +2 vs Forgery
- 1 **Antique Whisperer:** Psychometry
- 1 **Antique Whiz:** Use Empathy for Psychometry instead of Investigation
- 1 **Ghost Dealer:** Occultist (Ghosts)
- 1 **Ghost Friend:** +1 to Rapport and Empathy when dealing with Spirits
- 1 **Ghost Whisperer:** See and Speak with Spirits; Seek the Dead
- 0 **Prophetic Visions:** Cassandra's Tears

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

Superb (+5)

SKILL POINTS SPENT

35

TOTAL AVAILABLE

35

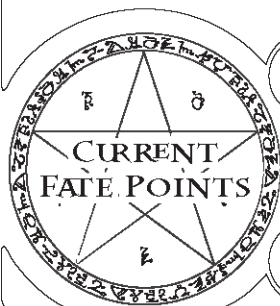
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BASE REFRESH LEVEL

2

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

Items

**First Aid Kit,
Gold Locket,
Restoration Tools**

-8

TOTAL REFRESH
ADJUSTMENT

NAME: Melinda Gordon

ALIAS: The Ghost Whisperer

HEIGHT: 5'2" **HAIR:** Brown

WEIGHT: 110 **EYES:** Brown

SEX: Female **SKIN:** White

CONCEPT: Ghost Whisperer

TROUBLE: Ghosts Need Closure

ASPECTS: I See Dead People, The Past is Fascinating, Redemption/Restoration is at Hand, Same As It Never Was Antique Store, Sucker for a Good Ghost Story

SKILLS: Alertness (+2), Craftsmanship (+2), Contacts (+2), Conviction (+3), Deceit (+1), Discipline (+3), Empathy (+4), Investigation (+2), Lore (+1), Performance (+1), Presence (+1), Rapport (+5), Resources (+4), Scholarship (+3), Stealth (+1)

STUNTS: Art Historian (+1 Art, +2 Sculpture, +3 Mechanized Sculpture), Scholar (History), Forgery Expert (+2), Antique Whiz (Empathy for Psychometry), Ghost Friend (+1 to social skills vs spirits), Occultist (+1 Lore)

POWERS: Ghost Speaker [-1], Psychometry [-1], Cassandra's Tears [-0]

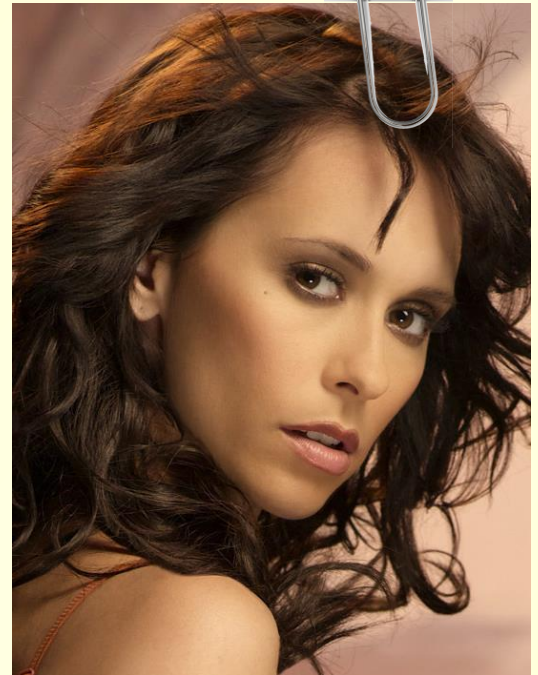
EQUIPMENT: First Aid Kit, Gold Locket, Restoration Tools

FATE POINTS: 2

STRESS: Physical ○○, Mental ○○○○, Social ○○○

Melinda is married and owns an antique store, and has the ability to see and communicate with ghosts. She helps earthbound spirits resolve their problems and cross over to the spirit world. Ghosts are often mysterious and sometimes menacing at first, so she must use available clues to understand the spirits' needs and help them.

She recently learned that some relics have an animus – a bonded spirit. She can unlock the secret past of heirlooms with sentimental or historical value.



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER **Hermione Granger (Potter)**

PLAYER

ASPECTS

HIGH CONCEPT

Know-It-All Witch

TROUBLE

Annoying Stickler for the Rules

OTHER ASPECTS

Born in a Library

Cleverest Witch of Her Age

Fiercely Loyal to Her Friends

Muggle Parents

Scary Sometimes

SKILLS

SUPERB (+5)

OF SLOTS:

Scholarship

GREAT (+4)

OF SLOTS:

Discipline, Lore

GOOD (+3)

OF SLOTS:

Conviction, Empathy,
Investigation

FAIR (+2)

OF SLOTS:

Alertness, Endurance,
Presence, Rapport

AVERAGE (+1)

OF SLOTS:

Burglary, Craftsmanship,
Fists, Intimidation, Stealth

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)

○ ○ ○ ● ● ● ● ●

MENTAL
(CONVICTION)

○ ○ ○ ○ ● ● ● ●

SOCIAL
(PRESENCE)

○ ○ ○ ● ● ● ● ●

ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-1 **Capable Researcher**

-3 **Evocation:** Air, Spirit

-3 **Thaumaturgy**

-1 **Trivia Master:** +2 to Scholarship
when no one else knows

Rote Spells

Expelliarmus (disarm)

Petrificus Totalis (immobilize)

Protego (shield)

Wingardium Leviosa (levitate)

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

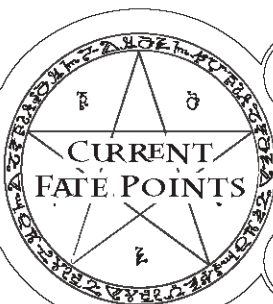
Superb (+5)

SKILL POINTS SPENT

35

TOTAL AVAILABLE

35



10

BASE REFRESH LEVEL

2

ADJUSTED REFRESH

FP FROM LAST SESSION

Items

Polyjuice Potion

(shapeshift, lasts
for one scene),

**Purse of Carrying,
Revealer** (writing),

Wand (+1 Control
for Spirit)

-8

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

NAME: Hermione Granger

ALIAS: None

HEIGHT: 5'5" **HAIR:** Brown

WEIGHT: 110 **EYES:** Brown

SEX: Female **SKIN:** White

CONCEPT: Know-It-All-Witch

TROUBLE: Annoying Stickler for the Rules

ASPECTS: Born in a Library, Cleverest Witch of Her Age, Fiercely Loyal to Her Friends, Muggle Parents, Scary Sometimes

SKILLS: Alertness (+2), Burglary (+1), Conviction (+3), Craftsmanship (+1), Discipline (+4), Empathy (+3), Endurance (+2), Fists (+1), Intimidation (+1), Investigation (+3), Lore (+4), Presence (+2), Rapport (+2), Scholarship (+5), Stealth (+1)

STUNTS: Capable Researcher (2 steps faster), Trivia Master (+2 to Scholarship when no one else present knows)

POWERS: Evocation [-3, Air, Spirit], Thaumaturgy [-3]

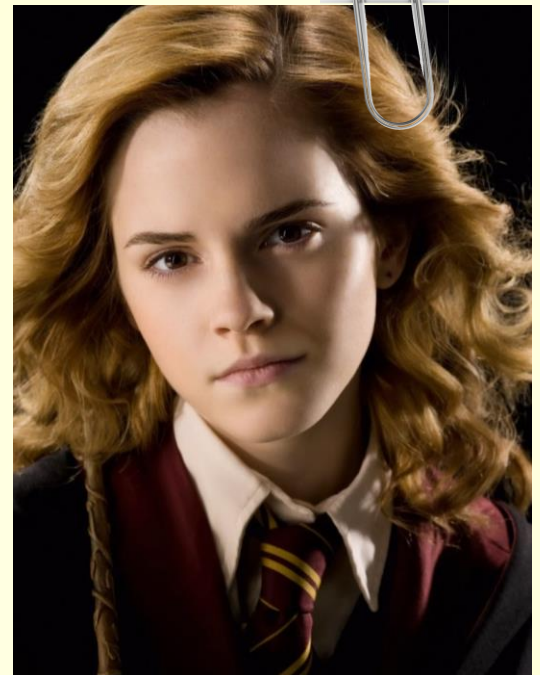
ROTE SPELLS: Expelliarmus (air attack, disarm vs Athletics, 4 shifts effect), Petrificus Totalis (spirit grapple, immobilize vs Discipline, 3 shifts effect, 1 shift duration), Protego (spirit block, shield, 4 shifts), Wingardium Leviosa (air grapple, levitate vs Athletics, 4 shifts effect)

EQUIPMENT: Polyjuice Potion (shapeshift for one scene), Purse of Carrying (several dozen small items), Revealer (displays magically hidden writing), Witching Wand (+1 Control for Spirit)

FATE POINTS: 2

STRESS: Physical ○○○, Mental ○○○○, Social ○○○

Hermione is a borderline-genius overachieving know-it-all, often described as “the brightest witch of her age.” Her chosen field of study is the wizarding arts, thanks to a natural magical talent. She uses her quick wit, deft recall, and encyclopedic knowledge in really bad situations, despite her insecurity and fear of failure.



THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Mouse (Dresden Files)**

PLAYER

ASPECTS
HIGH CONCEPT
Smart Temple Dog
TROUBLE
It's a Dog's Life
OTHER ASPECTS
Chewbacca on All Fours
Extra Large Can of Dog Whoop Ass
Raised by a Wizard
Sacred Foo Dog
Uriel Calls Him "Little Brother"

SKILLS

SUPERB (+5)
OF SLOTS:

GREAT (+4) **Alertness, Fists, Intimidation**
OF SLOTS:

GOOD (+3) **Athletics, Conviction, Endurance**
OF SLOTS:

FAIR (+2) **Empathy, Lore, Presence**
OF SLOTS:

AVERAGE (+1) **Discipline, Investigation, Might, Rapport, Scholarship, Survival**
OF SLOTS:

STRESS

1 2 3 4 5 6 7 8

PHYSICAL ○ ○ ○ ○ ● ● ● ●
(ENDURANCE)

MENTAL ○ ○ ○ ● ● ● ● ●
(CONVICTION)

SOCIAL ○ ○ ○ ● ● ● ● ●
(PRESENCE)

ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

- 2 **Bark:** Use Intimidation to protect friends from mind-clouding effects as a block maneuver
- 1 **Claws**
- 1 **Sacred Guardian:** Take a mental stress to boost attack or defense by +1 per stress taken, or take a two-stress hit to satisfy the "Catch"
- 2 **Inhuman Recovery**
- 2 **Supernatural Senses:** Detect unnatural with enough detail to know to attack or just growl

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

* The "Catch" - Must Protect His Charge

THE LADDER

LEGENDARY +8

EPIC +7

FANTASTIC +6

SUPERB +5

GREAT +4

GOOD +3

FAIR +2

AVERAGE +1

MEDIOCRE +0

POOR -1

TERRIBLE -2

-8 TOTAL REFRESH ADJUSTMENT

POWER LEVEL SKILL CAP

Submerged **Superb (+5)**

SKILL POINTS SPENT **35** TOTAL AVAILABLE **35**

10 BASE REFRESH LEVEL

2 ADJUSTED REFRESH

FP FROM LAST SESSION

NAME: Mouse

ALIAS: Dogasaurs Rex, Chewbacca

HEIGHT: 3'3" (6'9") **HAIR:** Grey

WEIGHT: 310 **EYES:** Black

SEX: Male **SKIN:** Grey

CONCEPT: Smart Temple Dog

TROUBLE: It's a Dog's Life

ASPECTS: Chebacca on All Fours, Extra Large
Can of Dog Whoop Ass, Raised by a Wizard,
Sacred Foo Dog, Uriel Calls His "Little Brother"

SKILLS: Alertness (+4), Athletics (+3),
Conviction (+3), Discipline (+1), Empathy (+2),
Endurance (+3), Fists (+4), Intimidation (+4),
Investigation (+1), Lore (+2), Might (+1),
Presence (+2), Rapport (+1), Scholarship (+1),
Survival (+1)

STUNTS: N/A

POWERS: Bark [-2, use Intimidation to remove mind-clouding effects], Claws [-1, +1
Stress], Sacred Guardian [-1, take mental stress to boost attack or defense by +1 per
stress taken, or take two-stress hit to satisfy the "Catch"], Inhuman Recovery [-2],
Supernatural Senses [-2, unnatural evil]

EQUIPMENT: N/A

FATE POINTS: 2

STRESS: Physical ○○○○, Mental ○○○, Social ○○○

Mouse is a temple dog – a scion of a celestial being called a Foo Dog. He's "cared for" by Harry Dresden. He is roughly as smart as a human. He can detect evil, voice a bark that can be heard for miles (even into the spirit realm), and even bite spirits.

Uriel (the "black ops" archangel) himself called Mouse a "little brother," a clear indication of his celestial background.



THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Flynn Carsen (The Librarian)**

PLAYER

ASPECTS

HIGH CONCEPT

Slacker Genius

TROUBLE

Book Learnin', Not Real World

OTHER ASPECTS

Curator at "The Library"

Keeper of Esoteric Knowledge

Knows a Little of Everything

Tomb Raider

Twenty-Two Graduate Degrees

SKILLS

SUPERB (+5)

OF SLOTS:

Lore, Scholarship

GREAT (+4)

OF SLOTS:

Burglary, Investigation

GOOD (+3)

OF SLOTS:

Conviction, Craftsmanship

FAIR (+2)

OF SLOTS:

Alertness, Discipline,
Performance

AVERAGE (+1)

OF SLOTS:

Athletics, Empathy,
Presence, Survival,
Weapons

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)

MENTAL
(CONVICTION)

SOCIAL
(PRESENCE)

ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

- 1 **Doctor:** Trained in Medicine
- 1 **I'll Look It Up:** Capable Researcher
- 1 **I've Read About This:** Fate Point to use Scholarship for another skill
- 1 **I've Seen That:** Art Historian
- 1 **I Speak That:** Linguist
- 1 **Kibitzer:** +2 to Assist Others
- 1 **Outfox:** Use Scholarship to Block in Combat
- 1 **The Secrets of History:** Scholar (Legendary Artifacts)

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"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Submerged

SKILL CAP

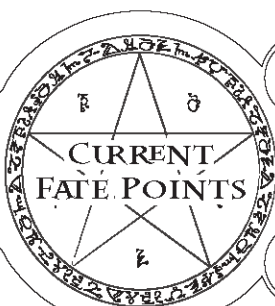
Superb (+5)

SKILL POINTS SPENT

35

TOTAL AVAILABLE

35



10

BASE REFRESH LEVEL

4

ADJUSTED REFRESH

FP FROM LAST SESSION

-8

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

NAME: Flynn Carsen

ALIAS: The Librarian

HEIGHT: 6'1" **HAIR:** Brown

WEIGHT: 195 **EYES:** Brown

SEX: Male **SKIN:** White

CONCEPT: Slacker Genius

TROUBLE: Book Learnin', Not Real World

ASPECTS: Curator at "The Library", Keeper of Esoteric Knowledge, Knows a Little of Everything, Tomb Raider, Twenty-Two Graduate Degrees

SKILLS: Alertness (+2), Athletics (+1), Burglary (+4), Craftsmanship (+3), Conviction (+3), Discipline (+2), Empathy (+1), Investigation (+4), Lore (+5), Performance (+2), Presence (+1), Scholarship (+5), Survival (+1), Weapons (+1)

STUNTS: Doctor (+1 medicine, +2 forensics), Capable Researcher (2 steps faster), I've Read About This (Fate Point to use Scholarship for any other skill), Art Historian (+1 Art, +2 Sculpture, +3 Holy), Linguist (ten languages, +4 Scholarship), Kibitzer (+2 to assist), Outfox (use Scholarship to Block), Scholar (+1 artifacts, +2 legendary)

POWERS: N/A

EQUIPMENT:

FATE POINTS: 4 (Mortal)

STRESS: Physical ○○○, Mental ○○○○, Social ○○○

Flynn lost his cushy perpetual graduate student status, and was forced to get real-world experience. His mysterious job at the Metro Library led him on quests for the Spear of Destiny, King Solomon's Mines, the Philosopher's Stone, and more. He's traveled to Shangri-La, Castle Dracula, and other fantastical locations.

Tasked with locating and protecting the mystical artifacts of the world against those who would abuse them, Flynn now curates the Library.

