

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Hare Brain*

TEMPLATE *Focused Practitioner*

PLAYER

ASPECTS

High Concept

Genius Billionaire Philanthropist Inventor

Trouble

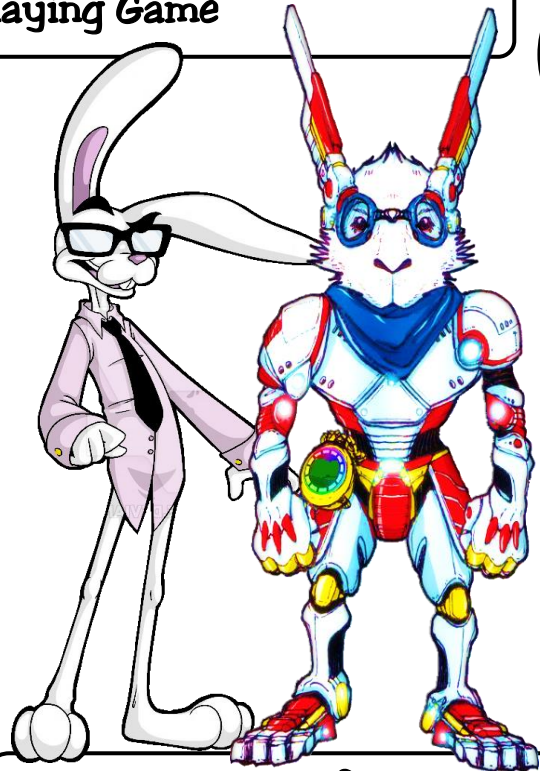
Hole in His Belly

Other Aspects

T.R.I.X. Armor

I Can Fix This!

His Father's Legacy



STUNTS & POWERS

Cost Ability

-2 Channeling: control electricity

-2 Ritual (crafting): create items

-2 Item of Power: Armor 1. Flight

Armor Systems: +1 aim. +2 damage.
+1 armor vs blunt

Programs: Hydraulics (Might +4).

Reserve Power (Endurance +4).

Turbo (+2 to Athletics and Flight).

Zap (electricity 4).

-1 Pilot: +1 to aircraft. +2 for Armor

-1 Scientist: +1 engineering. +1 weapons

SKILLS

+5 *Craft*

+4 *Conviction. *Scholarship**

+3 *Discipline. *Driving*. Resources*

+2 *Alertness. Contacts. *Guns*. Investigation*

+1 **Endurance*. Fists. Lore. Presence. Rapport*

STRESS

PHYSICAL ○○○○○

(ENDURANCE)

MENTAL ○○○○○

(CONVICTION)

SOCIAL ○○○

(PRESENCE)

ARMOR ●○

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS

2

NAME *Alpha Bytes*

TEMPLATE *Construct*

PLAYER

ASPECTS

High Concept

Artificial Flavors Being Trouble

So Monumentally Naive

Other Aspects

Mind Shape Embedded in Forehead

Wants to Belong

Doesn't Truly Understand Self



STUNTS & POWERS

Cost Ability

+1 Synthetic Form

-3 Phase Form: Insubstantial. Flight. Physical Immunity

-2 Inhuman Strength: +2 damage. +3 lift

-2 Inhuman Tough: Armor 1. +2 Stress

-1 Tireless: +2 Endurance vs sleep

-1 Tough Stuff: Armor 1 vs blunt

SKILLS

+5 *Scholarship*

+4 *Alertness. *Endurance**

+3 *Conviction. Discipline. *Might**

+2 *Craft. Fists. Guns. Investigation*

+1 *Athletics. Driving. Empathy. Rapport. Stealth*

STRESS

PHYSICAL ○○○○○○

(ENDURANCE)

MENTAL ○○○

(CONVICTION)

SOCIAL ○○

(PRESENCE)

ARMOR ●○○○○○○○○

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Jack Rapid*

TEMPLATE *Changeling*

PLAYER

ASPECTS

High Concept

The Fastest One There Is

Trouble

No. No. Go On... You Were Saying?

Other Aspects

Attention Deficit Hyper Drive

Doesn't Have a Big Picture

Mischievous Streak



SKILLS

+5 **Athletics**

+4 *Alertness. *Stealth**

+3 *Burglary. Endurance. Fists*

+2 *Deceit. Investigation. Presence. Survival*

+1 *Contacts. Craft. Lore. Rapport. Resources*

STUNTS & POWERS

Cost Ability

-4 *Supernatural Speed: always first. +2 Athletics (+4 when sprinting). +4 Stealth. move 2 Zones for free*

-2 *Inhuman Recovery: as if one track up*

-1 *Human Spider: +2 vs Climbing penalty*

-1 *Too Fast to Hit: +3 dodge. move 1 Zone free*

STRESS

PHYSICAL ○○○○

(ENDURANCE)

MENTAL ○○

(CONVICTION)

SOCIAL ○○○

(PRESENCE)

ARMOR

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS

2

NAME *Dr. Luck*

TEMPLATE *Sorcerer*

PLAYER

ASPECTS

High Concept

Leprechaun Supreme

Trouble

They're Always After His Lucky Charms

Other Aspects

Wields Power beyond His Control

Cosmic Karmic Balance

Mischievous Streak



STUNTS & POWERS

Cost Ability

-3 *Evocation: control (Air, Earth, Spirit).*
+1 Spirit power

-3 *Thaumaturgy: ritual magic*
Green Clover: +1 Spirit power
Pink Heart: +4 Endurance 1 scene
Orange Star: +4 Alertness vs illusions
Yellow Moon: +4 Stealth 1 scene
Purple Shoe: +4 Disguise 1 scene

-1 *Doctor: +1 medicine. +2 surgery*

-1 *Occultist: +1 probability magic.*
+1 on changing the odds

SKILLS

+5 *Conviction*

+4 *Discipline. Lore*

+3 *Presence. Resources. Scholar*

+2 *Alertness. Deceit. Intimidation. Stealth*

+1 *Contacts. Driving. Endurance.*
Investigation. Rapport

STRESS

PHYSICAL
(ENDURANCE)

MENTAL
(CONVICTION)

SOCIAL
(PRESENCE)

ARMOR

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	<input type="radio"/>	
Moderate	-4	<input type="radio"/>	
Severe	-6	<input type="radio"/>	
		<input type="radio"/>	
		<input type="radio"/>	
Extreme	-8	<input type="radio"/>	

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Thoramin, the Vi-King*

TEMPLATE *Emissary of Power*

PLAYER

ASPECTS

High Concept

God of Thunder

Trouble

Chock Full of Himself

Other Aspects

Spunjir, to Me!

We Would Have Meals with Thee

Fortunately He is Mighty



SKILLS

+5 **Weapons**

+4 *Endurance. *Might**

+3 *Conviction. *Fists*. Presence*

+2 *Athletics. Contacts. Lore. Survival*

+1 *Empathy. Intimidation. Rapport. Resources. Scholar*

STUNTS & POWERS

Cost Ability

-2 *Inhuman Strength: +2 damage. +3 lift*

-2 *Inhuman Toughness: Armor 1. +2 to Stress track*

-2 *Item of Power: Spunjir Weapon 1. automatically returns. can use physical or lightning*

-1 *Good Arm: throw items 2 Zones*

-1 *Wall of Death: attack all opponents in current zone*

STRESS

PHYSICAL ○○○○○○

(ENDURANCE)

MENTAL ○○○○

(CONVICTION)

SOCIAL ○○○○

(PRESENCE)

ARMOR ●

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
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		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Tiger King*

TEMPLATE *Emissary of Power*

PLAYER



ASPECTS

High Concept

Ruler of Flakanda

Trouble

Protector of Vitabranium

Other Aspects

Royal Limelight

Father's Legacy

National Pride

SKILLS

+5 **Resources**

+4 *Contacts. *Survival**

+3 **Athletics*. Endurance. *Presence**

+2 *Alertness. *Fists*. *Intimidation*. *Stealth**

+1 *Conviction. Discipline. Investigation. Lore. Scholarship*

STUNTS & POWERS

Cost Ability

-1 *Claws. +1 damage*

-2 *Inhuman Strength. +2 damage. +3 lift*

-2 *Inhuman Speed. +4 Initiative. +1 Athletics. +2 vs Stealth Penalty. Move 1 Zone free*

-1 *Marked by Power. aegis of respect*

-1 *Hunter. +2 Survival to track*

-1 *Windfall. +4 Resources. 1 per game*

STRESS

PHYSICAL ○○○○

(ENDURANCE)

MENTAL ○○○

(CONVICTION)

SOCIAL ○○○○

(PRESENCE)

ARMOR

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
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		○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Two-Cannon Sam*

TEMPLATE *Changeling*

PLAYER

ASPECTS

High Concept

Wingman Gunner

Trouble

More of a Soldier Than a Spy

Other Aspects

I'll Do My Best

Everyone's Got a Gimmick Now

Appreciates a Running Gag



SKILLS

+5 **Driving**

+4 **Athletics*. Guns*

+3 **Alertness*. Discipline. *Investigation**

+2 *Empathy. Fists. Rapport. Survival*

+1 *Contacts. Endurance. Might. Presence. Scholar*

STUNTS & POWERS

Cost Ability

-2 *Inhuman Speed*. +4 *Initiative*.
+1 *Athletics*. -2 *Stealth Penalty*.
Move 1 Zone free

-2 *Inhuman Recovery*: as if one track up

-2 *Item of Power*: Wings. +2 *Drive*.
Armor 1

-1 *Follow the Nose*: +1 *Scent*.
+1 *Investigation*

-1 *Pilot*: +1 to aircraft. +2 for Wings

STRESS

PHYSICAL ○○○

(ENDURANCE)

MENTAL ○○

(CONVICTION)

SOCIAL ○○○

(PRESENCE)

ARMOR ●

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Brown Widow*

TEMPLATE *Brown Court Vampire*

PLAYER

ASPECTS

High Concept

Brown Court Vampire Assassin

Trouble

Brown in Her Ledger

Other Aspects

You Think You're the Only Monster?

Tends Not to Weep for Empires

Been Unmade



SKILLS

+5 **Deceit**

+4 *Athletic. *Stealth**

+3 *Contacts. Discipline. Endurance*

+2 *Fists. Guns. Intimidation. Lore*

+1 **Alertness*. Conviction. Investigation.
Might. Presence*

STUNTS & POWERS

Cost Ability

-1 *Blood Drinker*: +1 attack if blood.
Recovery if kill. Discipline or Frenzy

+1 *Feeding Dependency*: Discipline vs
Powers in scene. damage if fail.

-2 *Inhuman Strength*: +2 damage.
+3 lift

-2 *Inhuman Recovery*: as one track up

-1 *Shadow Cloak*: Darkvision. +2 Stealth

-1 *Wings*

-1 *Make-Up Artist*: +2 Disguises

-1 *Swift & Silent*: Sneak quickly

STRESS

PHYSICAL ○○○○

(ENDURANCE)

MENTAL ○○○

(CONVICTION)

SOCIAL ○○○

(PRESENCE)

HUNGER ○○○○

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
4

NAME *Nick Furry*

TEMPLATE *Pure Mortal*

PLAYER

ASPECTS

High Concept

Cynical SHIELD Director

Trouble

Lost His One Good Eye

Other Aspects

His Secrets Have Secrets

The Breakfast Initiative

What are You Prepared to Do?



SKILLS

+5 **Lore**

+4 **Alertness*. *Deceit**

+3 **Contacts*. Endurance. Investigation*

+2 *Athletics. *Fists*. Guns. Stealth*

+1 *Burglary. Conviction. Discipline. Intimidation. Presence*

STUNTS & POWERS

Cost Ability

-1 *Ear to the Ground*: +2 for *Tip-Off*

-1 *Finely Tuned Third Eye*: +2 to detect supernatural

-1 *Forgery Expert*: +2 vs *Forgery*

-1 *Paranoid? Probably*: +2 vs surprise

-1 *Takes One to Know One*: use *Deceit* to detect lies

-1 *Linguist*: +4 *Scholar* for languages

-1 *Right to Bear Arms*: *Weapon 2*

-1 *Martial Artist*: identify styles

STRESS

PHYSICAL ○○○○

(ENDURANCE)

MENTAL ○○○

(CONVICTION)

SOCIAL ○○○

(PRESENCE)

ARMOR

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
4

NAME *Cock-Eye*

TEMPLATE *Pure Mortal*

PLAYER

ASPECTS

High Concept

Agent with a Bow

Trouble

Criminal Past

Other Aspects

Can See Better from a Distance

Laura Supports His Avenging

Not a Fan of Mind Control



SKILLS

+5 **Guns**

+4 **Alertness*. *Investigation**

+3 *Athletics. *Craftsman*. Fists*

+2 *Burglary. Discipline. Rapport. Stealth*

+1 *Contacts. Conviction. Empathy. Endurance. Survival*

STUNTS & POWERS

Cost Ability

-1 *On My Toes*: +2 initiative

-1 *Paranoid? Probably*: +2 vs surprise

-1 *Quick Eye*: 2 steps faster

-1 *Supreme Concentration*: +4 to focus

-1 *Demolitions Training*: create, plant, arm, and disarm

-1 *Fast Reload*: +1 reload rate

-1 *Target-Rich*: +1 when outnumbered

-1 *Way of the Bow*: +1 damage

STRESS

PHYSICAL ○○○

(ENDURANCE)

MENTAL ○○○

(CONVICTION)

SOCIAL ○○

(PRESENCE)

ARMOR

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Loco Coco (Gamma Slamma)*

TEMPLATE *Lycanthrope*

PLAYER

ASPECTS

High Concept

Enormous Rage Monster

Trouble

Breathtaking Hunger Management Issues

Other Aspects

Where in the World am I Not a Threat?

That's My Secret – I'm Always Hungry

Seven Ph.Ds. Seven!



STUNTS & POWERS

Cost Ability

+1 Human(oid) Form

-1 Beast Change: Skil Shuffle.

-2 Hulking Size: +1 to be Hit. +1 Athletics. +2 lift. +2 Intimidation. 0 Stealth. +2 to Stress track

-2 Inhuman Strength: +2 damage. +3 lift

-2 Inhuman Tough: Armor 1. +2 to Stress

-1 Mighty Leap: -2 borders

-1 No Pain No Gain: +2 Mild Physical Consequences

SKILLS

+5 *Might*

+4 Endurance. *Fists*

+3 *Athletics*. *Intimidate*. Presence

+2 Alertness. Investigate. Survival. Weapons

+1 Conviction. Discipline. Empathy. Lore. Scholarship

STRESS

PHYSICAL ○○○○○○○○○

(ENDURANCE)

MENTAL ○○○

(CONVICTION)

SOCIAL ○○○○

(PRESENCE)

ARMOR ●

CONSEQUENCES

TYPE STRESS USED? ASPECT

Mild -2 ○

○

○

Moderate -4 ○

Severe -6 ○

○

Extreme -8 ○

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Banna Planna*

TEMPLATE *Lycanthrope*

PLAYER

ASPECTS

High Concept

Enormous Rage Monster

Trouble

Breathtaking Hunger Management Issues

Other Aspects

Where in the World am I Not a Threat?

That's My Secret – I'm Always Hungry

Seven Ph.Ds. Seven!



STUNTS & POWERS

Cost Ability

+1 Human(oid) Form

-1 Beast Change: Skill Shuffle.

-2 Hulking Size: +1 to be Hit, +1 Athletics, +2 lift, +2 Intimidation, 0 Stealth, +2 to Stress track

-2 Inhuman Strength: +2 damage, +3 lift

-2 Inhuman Toughness: Armor 1, +2 to Stress track

-1 Mighty Leap: -2 borders

-1 No Pain No Gain: take 2 additional Mild Physical Consequences

SKILLS

+5 *Scholarship*

+4 *Craft, Investigation*

+3 *Alertness, Conviction, Discipline.*

+2 *Athletics, Burglary, Driving, Survival*

+1 *Contacts, Empathy, Endurance, Presence, Rapport*

STRESS

PHYSICAL ○○○

(ENDURANCE)

MENTAL ○○○○

(CONVICTION)

SOCIAL ○○○

(PRESENCE)

ARMOR

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Cap'n America*

TEMPLATE *Changeling*

PLAYER

ASPECTS

High Concept

Super-Cereal Soldier

Trouble

He Understood That Reference

Other Aspects

Can Do This All Day

Doesn't Like Bullies

Never Got That Dance



STUNTS & POWERS

Cost Ability

-2 Inhuman Strength: +2 damage.
+3 lift

-2 Inhuman Tough: Armor 1. +2 to Stress

-0 Wizard's Constitution

-2 Item of Power: Shield
Armor 1. Weapon 2

-1 Acrobat: +1 Dodge. +1 vs falling

-1 Leadership: +1 to command group.
half amount of time

SKILLS

+5 **Presence**

+4 **Athletics*. *Fists**

+3 *Conviction. Endurance. Weapons*

+2 *Empathy. *Might*. Rapport. Survival*

+1 *Alertness. Contacts. Discipline. Guns. Stealth*

STRESS

PHYSICAL ○○○○○○

(ENDURANCE)

MENTAL ○○○○

(CONVICTION)

SOCIAL ○○○○○

(PRESENCE)

ARMOR ● ●

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
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		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
2

NAME *Bee-Man (Capital Bee)*

TEMPLATE *Were-Form*

PLAYER

ASPECTS

High Concept

Thief with a Giant Heart

Trouble

Convicted Felon

Other Aspects

Tiny Dude is Big Now

Masters in Electrical Engineering

Martyr That Took on the System

SKILLS

+5 *Burglary*

+4 *Empathy. *Stealth**

+3 *Craft. Perform. Scholar*

+2 **Alertness*. Discipline. Fists.
*Investigate**

+1 **Athletics*. Contacts. Deceit. Driving.
Endurance*

+0 **Intimidation*. *Might**

STRESS

PHYSICAL

(ENDURANCE)

MENTAL

(CONVICTION)

SOCIAL

(PRESENCE)

ARMOR

TRAITS & POWERS

+1 *Human(oid) Form*

-1 *Echo of the Bee: +1 Hear. Whisper*

-1 *Diminutive Size: +4 Stealth.
+2 Alertness. +2 Investigate.
+1 Dodge*

-4 *Hulking Size (x2): +2 to be Hit.
+2 Athletics. +4 lift. +4 Intimidation.
0 Stealth. +4 to Stress track*

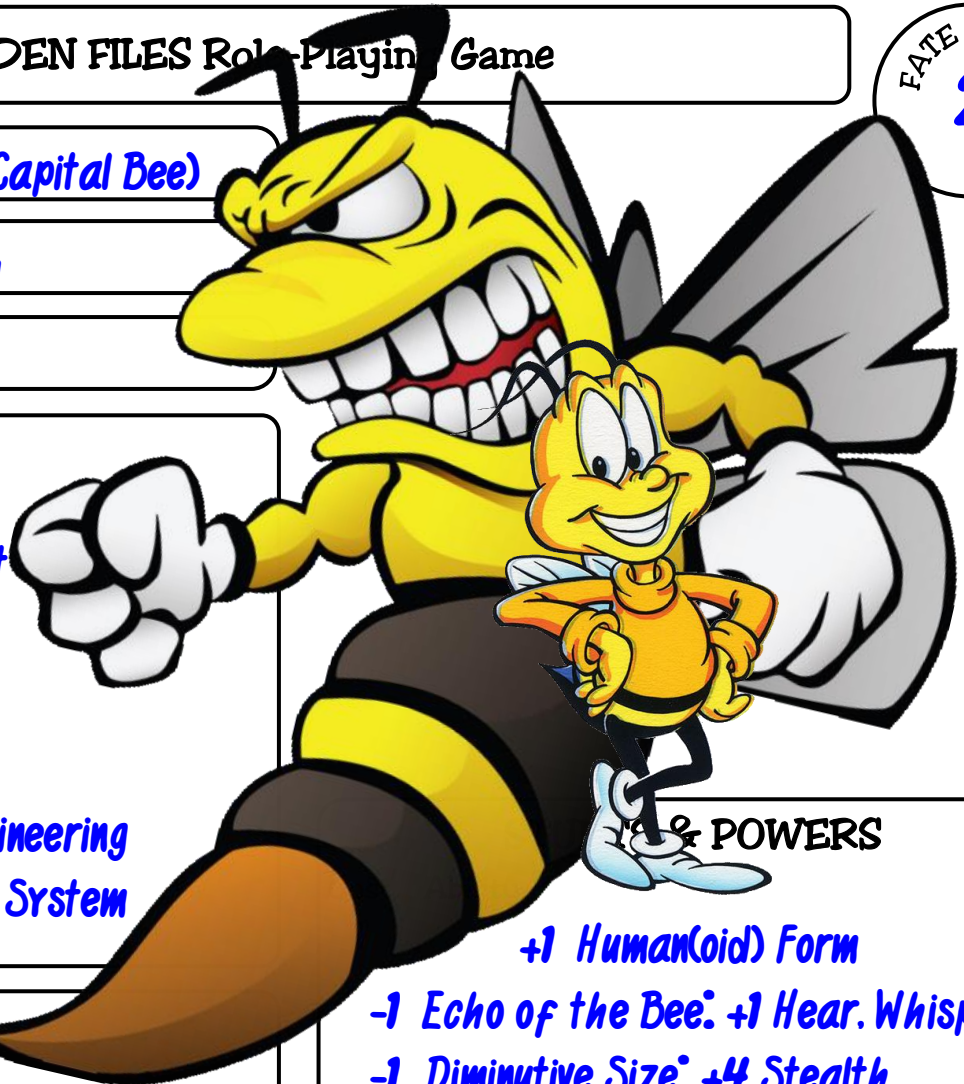
-1 *Stinger: +1 damage*

-1 *Hairpin Maestro: -2 vs Tool Penalty*

-1 *Too Fast to Hit: +3 dodge.
move 1 Zone free*

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	<input type="radio"/>	
Moderate	-4	<input type="radio"/>	
Severe	-6	<input type="radio"/>	
		<input type="radio"/>	
		<input type="radio"/>	
Extreme	-8	<input type="radio"/>	



The DRESDEN FILES Role-Playing Game

TE POINTS
1

NAME *Quispy Critter*

TEMPLATE *Wild Hunt Emissary*

PLAYER *Will-o'-the-Quisp*

ASPECTS

High Concept

Intergalactic Killer

Trouble

Inevitable Megalomaniac

Other Aspects

Breakfast Must be Perfectly Balanced

Cursed with Knowledge

Hardest Choices Require Strongest Wills



SKILLS

+5 *Might. Presence. Resources*

+4 **Fists*. Intimidation. *Weapons**

+3 *Athletics. Conviction. Endurance*

+2 *Alertness. Athletics. Intimidation. Lore*

+1 *Athletics. Contacts. Deceit. Discipline. Scholar*

ASSETS & LIABILITIES

Cost

-2 Hulking Size: +1 to be Hit.

+1 Athletics. +2 lift. +2 Intimidation.

0 Stealth. +2 to Stress track

-2 Inhuman Strength: +2 damage.

+3 lift

-1 Marked by Power: aegis of respect

-1 No Pain No Gain: +2 Mild Physical Consequences

-1 Off-Hand Weapons: Add half of second Weapon's value to Damage

-4 Tough x2: Armor 2. +4 to Stress

STRESS

PHYSICAL

(ENDURANCE)

MENTAL

(CONVICTION)

SOCIAL

(PRESENCE)

ARMOR

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	<input type="radio"/>	
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		<input type="radio"/>	
Extreme	-8	<input type="radio"/>	

The DRESDEN FILES Role-Playing Game

FATE POINTS
1

NAME *Blue Maw*

TEMPLATE *White Court Ghost*

PLAYER *Beau Beary*



ASPECTS

High Concept

White Blue Court Ghost

Trouble

Haunted by Haunting

Other Aspects

Hunger for the Heart

SKILLS

+5 *Deceit. Intimidation. Lore*

+4 **Conviction*. Discipline*

+3 *Deceit Intimidate. Might. Presence*

+2 *Alertness. Rapport. Scholar. Stealth*

+1 *Athletics. Empathy. Endurance.
Fists. Performance*

STUNTS & POWERS

Cost Ability

+1 *Feeling Dependency*: Disc vs Powers

-1 *Emotional Vampire*: touch to feed

-1 *Incite Emotion*: +2 Deceit & Intimidate

-2 *Inhuman Strength*: +2 damage.
+3 lift

-2 *Inhuman Tough*: Armor 1. +2 Stress

-1 *No Mortal Home*: open Way anywhere.
Discipline vs Stress to remain here

-5 *Spirit Form (poltergeist)*: intangible.
+2 Deceit & Intimidation via form.
use Conviction as physical Might

STRESS

PHYSICAL ○○○○○

(ENDURANCE)

MENTAL ○○○○○

(CONVICTION)

SOCIAL ○○○○○

(PRESENCE)

HUNGER ○○○○○ ARMOR ●

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
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		○	
		○	
		○	
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The DRESDEN FILES Role-Playing Game

FATE POINTS
1

NAME *Corpus Gravy*

TEMPLATE *Ghoul Practitioner*

PLAYER *Yum-Ra the Ever-Eating*

ASPECTS

High Concept

Ghoul Mummy

Trouble

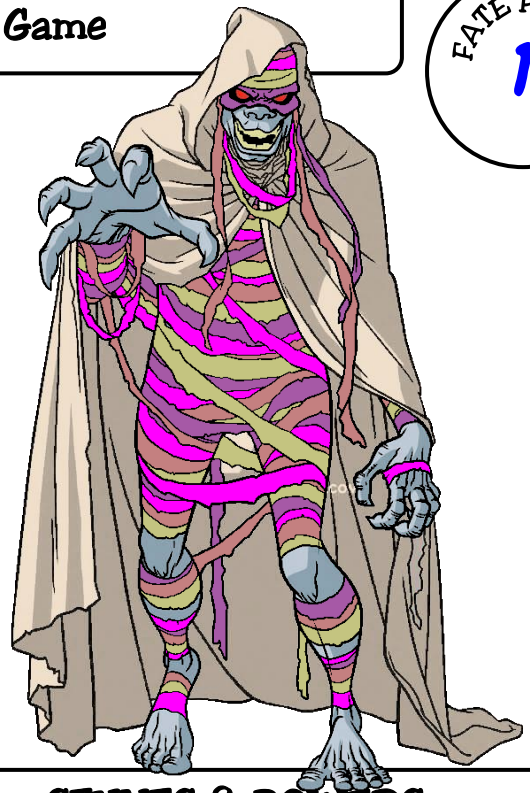
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Other Aspects

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?



STUNTS & POWERS

Cost Ability

+0 *Human Guise*

-3 *Inhuman Strength & Claws:*

+3 damage. +3 lift

-2 *Inhuman Recovery:* as if one track up

-2 *Inhuman Speed:* +4 Initiative.

1 Zone free. +1 Athletics. +2 Stealth

+1 *Meat Dependency:* Disc vs Powers

-2 *Channeling (spirit)*

-2 *Ritual (necromancy)*

-1 *The Sight:* p223

Scarab Amulet: +2 Discipline.

+2 *Necromancy Lore*

SKILLS

+5 *Athletics. Conviction*

+4 *Athletics. Discipline. *Fists*. *Lore*. Might*

+3 *Alertness. Endurance. Intimidation. Presence*

+2 *Discipline. Lore. Resources. Scholar. Stealth*

+1 *Burglary. Craft. Deceit. Might. Weapons*

STRESS

PHYSICAL ○○○○

(ENDURANCE)

MENTAL ○○○○○

(CONVICTION)

SOCIAL ○○○○

(PRESENCE)

HUNGER ○○○○

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
1

NAME *Pink Dwarf*

TEMPLATE *Ogre Zombie*

PLAYER *Freshly Buried*

ASPECTS

High Concept
Reanimated Ogre

Trouble
?

Other Aspects

?

?

?

SKILLS

+5 *Endurance. Intimidation. Might*

+4 **Fists*. Weapons*

+3 *Athletics. Conviction. Deceit. Presence*

+2 *Alertness. Athletics. Intimidate. Lore*

+1 *Investigation. Might. Rapport. Scholarship. (Non-)Survival*

STRESS

PHYSICAL ○○○○○○○○○○

(ENDURANCE)

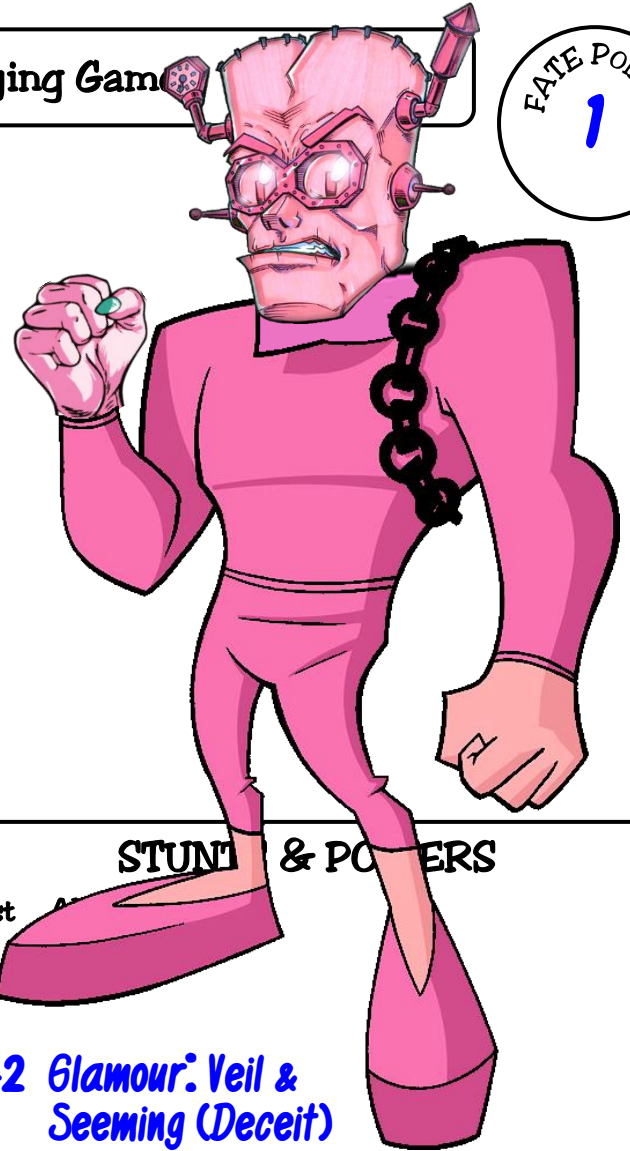
MENTAL ○○○○

(CONVICTION)

SOCIAL ○○○○

(PRESENCE)

ARMOR ●○



STUNTS & POWERS

Cost

-2 *Glamour: Veil & Seeming (Deceit)*

-2 *Hulking Size: +1 to be Hit.*

+1 Athletics. +2 lift. +2 Intimidation. 0 Stealth. +2 to Stress track

-3 *Inhuman Strength & Claws:*

+3 damage. +3 lift

-2 *Inhuman Tough: Armor 1. +2 to Stress*

-1 *Living Dead: Can't Die. Can't Recover. +1 Intimidation*

-1 *Tough Stuff: Armor 1 vs blunt*

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS

1

NAME *Luna Proxima*

TEMPLATE *Lycanthrope Hellhound*

PLAYER *The Feast Beast*

ASPECTS

High Concept
Part-Time Hellhound

Trouble
A Beast for Flavor

Other Aspects

?

?

?



STUNTS & POWERS

Cost Ability

- +1 *Human Form*: no Inhuman powers
- 1 *Echoes of the Beast*: Scent
- 1 *Pack Instincts*: +1 Alertness w/ pack
- 1 *Catch the Scent*: Alertness to track
- 2 *Worldwalker (Hell)*: Nevernever Hell hound Form:
- 2 *Inhuman Speed*: +4 Initiative. 1 Zone free. +1 Athletics. +2 Stealth
- 2 *Inhuman Strength & Claws*: +3 damage. +3 lift
- 2 *Inhuman Toughness*: Armor 1. +2 to Stress track

SKILLS

+5 *Athletics*. *Fists*

+4 *Alertness*. Athletics. Stealth

+3 Endurance. Intimidation. Might. *Survival*

+2 Contacts. *Lore*. Presence. Stealth

+1 Conviction. Craft. Discipline. Driving. Rapport

STRESS

PHYSICAL (ENDURANCE) ○○○○○●●

MENTAL (CONVICTION) ○○○

SOCIAL (PRESENCE) ○○○

ARMOR ●

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
Extreme	-8	○	

The DRESDEN FILES Role-Playing Game

FATE POINTS
0

NAME *Space Dogs*

TEMPLATE *Warped Beast*

PLAYER *Sneaky Freakies*

ASPECTS

High Concept

Freakie Aliens

Trouble

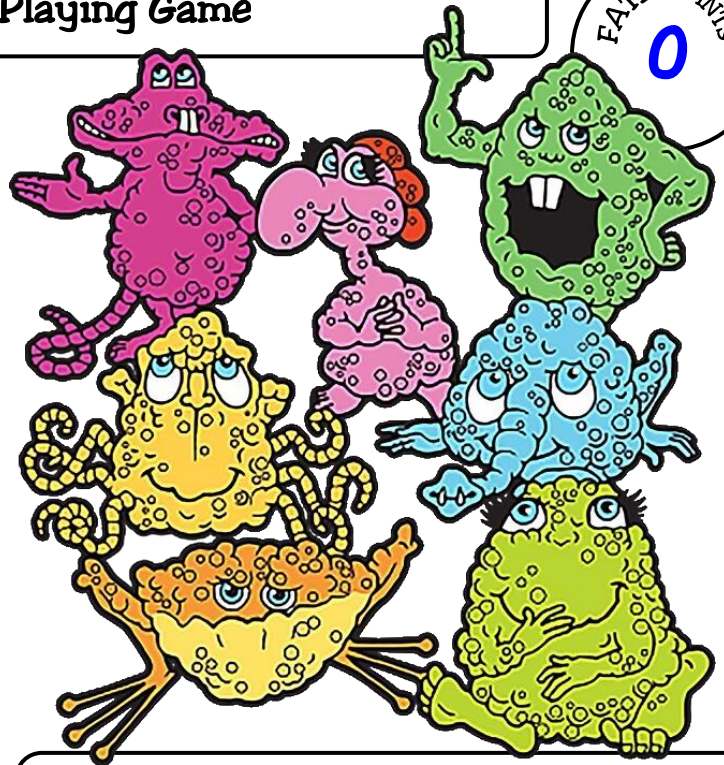
Cannon Fodder

Other Aspects

?

?

?



STUNTS & POWERS

Cost Ability

-2 Inhuman Speed: +4 Initiative.

+1 Athletics. +2 Stealth. 1 Zone free

-3 Inhuman Strength & Claws:

+3 damage. +3 lift

-1 Pack Instincts: +1 Alert with pack

SKILLS

+5

+4 *Fists. Might*

+3 *Alertness. Athletics. Endurance. Stealth. Survival*

+2 *Athletics. Alertness. Intimidation*

+1 *Deceit. Might. Rapport. Stealth*

STRESS

PHYSICAL ○○○○

(ENDURANCE)

MENTAL ○○

(CONVICTION)

SOCIAL ○○

(PRESENCE)

ARMOR

CONSEQUENCES

TYPE	STRESS	USED?	ASPECT
Mild	-2	○	
Moderate	-4	○	
Severe	-6	○	
		○	
		○	
		○	
Extreme	-8	○	