

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **FATHER ROCKO GODFELLOW**

PLAYER

ASPECTS

HIGH CONCEPT

MAN OF GOD TROUBLE

TROUBLE

STRUGGLES WITH DAILY SIN

OTHER ASPECTS

BLESSED BY BAPTISMAL WATERS
THE FAITH IS STRONG IN THE ONE
BRED FOR THE JOB BUT CALLED BY THE CHURCH

SKILLS

SUPERB (+5)

OF SLOTS: 0

GREAT (+4)

OF SLOTS: 2

CONVICTION, RAPPORT

GOOD (+3)

OF SLOTS: 2

ENDURANCE, ATHLETICS

FAIR (+2)

OF SLOTS: 3

PRESENCE, FISTS, EMPATHY

AVERAGE (+1)

OF SLOTS: 5

**DRIVING, SCHOLARSHIP, LORE,
CRAFTSMANSHIP, CONTACTS**

STRESS

1 2 3 4 5 6 7 8

PHYSICAL

(ENDURANCE)



MENTAL

(CONVICTION)



SOCIAL

(PRESENCE)



ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-2 IOP- SAINT PETER'S CRUCIFIX

(-1) GUIDE MY HAND

(-1) BLESS THIS HOUSE

(-2) RIGHTEOUSNESS

ITEM BONUS DISCOUNT +2

STUNTS

-1 DEVOUT WORDS

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

UP TO YOUR WAIST

SKILL CAP

GREAT +4

SKILL POINTS SPENT



TOTAL AVAILABLE



7

BASE REFRESH LEVEL

4

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

-3

TOTAL REFRESH
ADJUSTMENT

Father Rocko Godfellow
High Concept: Man of God

Template: True Believer
Trouble: Struggles with Daily Sin

Background

Rocko (as he is affectionately called by the breed) is the product of one of Reams 'Outbreeding' exercises. His mother, Carla, is a Spanish Catholic who arrived in Liverpool fleeing an abusive partner. Tommy Godfellow, took her under his wing and helped her hide with the River witches. They grew close and eventually Ream gave permission for the marriage. As a devote Catholics, Carla insisted on Rocko' baptism. Father MacKenzie carried out the service and was reported as saying 'something moved' as the water in the font was poured over the child's head. But no one was ever able to get him to be more specific.

Aspect:Blessed By Baptismal Waters

rising conflict

AS Rocko grew whilst, the rest of his peers were kicking around foot balls, he spent more and more time at the Cathedral. This caused a lot of friction at home as his father wanted him to be 'normal' but his mother saw no harm in Rokos obsessions. Eventually Tommy banded him from attending Sunday school to take him to the school boy foot ball matches. Rocko responded by running away. Father MacKenzie eventually found the young lad and told him had to go home and respect his fathers wishes. (Quoting relevant scriptures to drive it home.) Rocko obeyed and his father realised that the cause was lost. He was never going to have the son he had hoped for. He relented and Rocko returned to the church services.

Aspect: "The faith is strong in the one."

First story

Although Tommy had given up on Rocko being a 'normal' kid he was determined that his son still enter the Breed; after all that was the whole reason for his existence. He dragged the reluctant young man to meet Ream, confident that the Sheriff could 'talk sense into the lad. Ream explained what was expected of Rocko and the role waiting for him. Although Rocko could see some benefit in it, after all the church had taught him he should help his fellow man, and the creatures Ream were talking about sounded far to close to the demons Jesus drove out in the parables, but still he felt torn. Once again Father MacKenzie intervened, suggesting Rocko be allowed to go to the seminary, and return to the Breed after he had trained as a priest. Ream was not sure, all too conscious that he would loose the best years of Rockos active life to "books and arguing" instead of "out in the fight." The argument was solved when the Jake Pym commented he would not be happy to serve with some one whose heart was not in the Breed. Ream relented and Rocko left to join the priesthood.

Aspect: Bred for the job but called by the church

Guest Star	Story Title
	Staring
Aspect	

Guest Star Redux	Story Title
	Staring
Aspect	

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **FREDERICK MATHERS**

PLAYER

ASPECTS

HIGH CONCEPT
RARE BREED SQUAD LEADER

TROUBLE
IN CHARGE OF WHITE COURT KILLING

OTHER ASPECTS

THE MAN ABOUT THE HOUSE
CRACK SHOT
A FATHER TO MY MEN

SKILLS

SUPERB (+5) # OF SLOTS: 5	
GREAT (+4) # OF SLOTS: 2	PRESENCE, GUNS
GOOD (+3) # OF SLOTS: 2	CONVICTION, DISCIPLINE
FAIR (+2) # OF SLOTS: 3	ATHLETICS, FISTS, INTIMIDATION
AVERAGE (+1) # OF SLOTS: 5	ENDURANCE, MIGHT, ALERTNESS, EMPATHY, RAPPORT

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 type="checkbox"/>	<input 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"/>

ARMOR, ETC:

STUNTS & POWERS

COST	ABILITY
-1	PACK INSTINCTS
-1	DEDICATED TO THE CAUSE
STUNTS:	
-1	EXCELLENT COORDINATOR (PRESENCE): MAY USE PRESENCE +1 TO MAKE ASSESSMENTS AND DECLARATIONS RELATED TO TEAMWORK.
-1	EMOTIONAL RESISTANCE (DISCIPLINE) +2 TO DEFEND AGAINST MENTAL ATTACKS.

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

POWER LEVEL
UP TO YOUR WAIST

SKILL CAP
GREAT +4

SKILL POINTS SPENT TOTAL AVAILABLE

7


BASE REFRESH LEVEL

3

ADJUSTED REFRESH

0

FP FROM LAST SESSION



CURRENT FATE POINTS

THE LADDER

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

-4 TOTAL REFRESH ADJUSTMENT

Frederick Mathers

High Concept: Rare Breed Squad Leader

Trouble: In Charge Of White Court Killing

Background

Fredrick Mathers was the eldest of four. His 2 twin brothers and sister were always going to be a handful, but the situation was complicated by his fathers death when Fredrick was only six. (As a child Fredrick believed his father had been killed in a car accident, but discovered he was killed by a Loup Garou whilst working with the Breed.) as the eldest even though he was only a child a lot fell on his shoulders. By nine he was doing most of the cooking, by eleven he was dealing with all of the house hold bills, including faking his mothers signatures on the cheque books. The only thing he did for himself was a regular Saturday afternoon with "Uncle Frank"* playing paint ball. He had no idea how important those games were until one day Frank took him to meet Sherrif Ream.

Aspect: MAN OF THE HOUSE .

*Uncle Frank being Frank Stanley - The Blue knight in the Court of the fisher king or "Lord Protector of The Faerie city" to give him his full title.

Rising conflict.

Having proved himself more than competent on the rifle range, Ream instructed the teenage Frederick to provide sniper cover for a bust on a clubland drug mage. Unfortunately separated from the rest of the squad he was attacked and bundled away. During interrogation the gang shot him full of Cocaine in an attempt to get him to talk. Fredrick was tracked down and rescued, and he was helped to over come the physical effects of the drug addition, there is some small part of him that recalls how *Good* it felt.

Still, as Ream reassured him, he had DID resist them and did not give them the information they wanted. If he had not been a Mathers the situation would have been very very different,

Aspect Crack Shot

First story

Despite, or may be because of, his shaky start to active service with the Breed, Fredrick has risen through the ranks. His determination and attentiveness has impressed the sheriff who has pushed him into more senior roles, including assisting the younger cadets in developing thier skills and abiliites (Ream knows that Fredrick is never going to make the mistakes that almost cost hm his life with them).

Now in his mid thirties Fredrick is having to face the fact that his own son is coming up to cadet age. He is trying to to feel too old, but surrounded by all these 'kids' it's hard.

Aspect:A Father To My Men

Guest Star

Story Title
Staring

Aspect

Guest Star Redux

Story Title
Staring

Aspect

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **ABRAHAM CAVENDISH** PLAYER

ASPECTS

HIGH CONCEPT

RARE BREED INVESTIGATOR

TROUBLE

I KNOW TOO MUCH

OTHER ASPECTS

FRIENDS ARE THE GREATEST TREASURE
SEES MORE THAN MOST
CAVENDISH PRIDE

SKILLS

SUPERB (+5)
OF SLOTS:

GREAT (+4)
OF SLOTS: 2 **INVESTIGATION, LORE**

GOOD (+3)
OF SLOTS: 2 **CONVICTION, DISCIPLINE**

FAIR (+2)
OF SLOTS: 3 **ALERTNESS, GUNS, BURGLARY**

AVERAGE (+1)
OF SLOTS: 5 **ENDURANCE, PRESENCE, ATHLETICS, FISTS, RAPPORT**

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 type="checkbox"/>	<input 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"/>
ARMOR, ETC:								

STUNTS & POWERS

COST	ABILITY
-1	THE SIGHT
-1	PSYCHOMETRY
STUNTS:	
-1	EXPERT IN PSYCHOMETRY (INVESTIGATION): +2 TO PSYCHOMETRY.

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

POWER LEVEL UP TO YOUR WAIST


SKILL CAP GREAT +4

SKILL POINTS SPENT TOTAL AVAILABLE

7 BASE REFRESH LEVEL

4 ADJUSTED REFRESH

0 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

-3 TOTAL REFRESH ADJUSTMENT

Abraham Cavendish

High Concept: Rare Breed Investigator Trouble Aspect: I Know Too Much

Back ground

Like many of the breed, Abra grew up with little knowledge of his father. He knew Cavendish was an important name in the city; after all there are streets and buildings that carry it; but he never really connected it to his own existence in the rundown terrace houses of the dingle. But what he and his mother lacked in financial support they more than gained from the tight knit community around them. Whilst others in his class may have gone without coats or even food, Abra knew that would never happen to him. There was always a steady supply of hand me downs, a seat at a neighbour table when the dole check was late, and, perhaps most importantly, a gang of kids around him to stand with him against any bully.

Aspect: Friends Are The Greatest Treasure,

Rising Conflict

As Abra reached his teenage years the problems started; He would see things. Scary things lurking at the edge of his vision. Memories would arrive in his mind that count not be his. Some of his mother's friends said he was on drugs, but she knew he was not. She took him to see a man with striking blue eyes and an official air who checked him over and made him say "Ahh" and asked him all sorts of questions. Some he had no answers for, but his mother encouraged him to be honest as best he could. That was the day he found out what 'Cavendish' really meant. He discovered his father had 'run with the breed' and that he was going to join them too. He moved out of his mother's home and into the apprentices quarters at Callum Doyle's house in Speke. With the mentorship of the Arch Mage, he started the long hard road towards controlling his powers and learning his skills.

Aspect: Sees More Than Most

First story

Having finished his 'Basic training' Abra was teamed up with James Calverton. Although James 'talents' were nothing like Abra's psychometry, their skills complemented each other. Ream asked them to investigate a number of missing persons cases amongst students in the city. Abra's skills proved crucial in uncovering the sorcerer who was responsible. James encouraged the quiet book worm to stick with the investigation and help with the final assault, despite Abra's fears that he wasn't good enough for combat. After at the celebration drink in the Swan, Abra discovered most of the response team were also Cavendishes and discovered cousins and even a half brother he had no idea existed.

Aspects CAVENDISH PRIDE

Guest Star

Story Title
Staring

Aspect

Guest Star Redux

Story Title
Staring

Aspect

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **TERRY EASTON** PLAYER

ASPECTS

HIGH CONCEPT
RARE BREED BETA WOLF-WERE

TROUBLE
PACK MENTALITY

OTHER ASPECTS
ANIMAL MAGNETISM
THE HUMAN WORLD IS FASCINATING AND SCARY
I OBEY MY ALPHA (FREDERICK MATHERS)

SKILLS

SUPERB (+5)
OF SLOTS: 1

GREAT (+4)
OF SLOTS: 2
FISTS, SURVIVAL

GOOD (+3)
OF SLOTS: 2
ALERTNESS, ENDURANCE

FAIR (+2)
OF SLOTS: 3
INTIMIDATION, DISCIPLINE, ATHLETICS

AVERAGE (+1)
OF SLOTS: 5
CONVICTION, STEALTH, INVESTIGATION, LORE, RAPPORT

STRESS

	1	2	3	4	5	6	7	8
PHYSICAL (ENDURANCE)	<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"/>
MENTAL (CONVICTION)	<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"/>
SOCIAL (PRESENCE)	<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"/>

ARMOR, ETC:

STUNTS & POWERS

COST	ABILITY
-1	BEAST CHANGE
-1	CLAWS
-1	PACK INSTINCTS
-1	ECHOES OF THE BEAST-1 (TRACK BY SCENT IN HUMAN FORM)
-1	LIGHTNING FAST CHANGE SUPPLEMENTAL TO BEAST CHANGE


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

POWER LEVEL
UP TO YOUR WAIST

SKILL CAP
GREAT +4

SKILL POINTS SPENT TOTAL AVAILABLE



7 BASE REFRESH LEVEL

2 ADJUSTED REFRESH

0 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

-5 TOTAL REFRESH ADJUSTMENT

Terry Easton

High Concept: Rare Breed Beta Wolf-Were Trouble: Pack Mentality

Background

Terry was born in a squat in toxteth, his mother had worked her way into the affections of a group of drop out students and he grew up on a diet of discarded pizza, forgotten beer cans and even the 'dog'-end of splits and Hash brownies. He learnt that the way to get what you wanted was to be cute and keen; the twist of a head, the half whine or raised paw would provide.

Aspect: Animal Magnetism

Rising conflict

Eventually the squat was broken up and it was clear it was time to move on. Terry was shocked as hell when his mother first transformed into one of the 'two' legs. He had no idea that she was one of them. It took a while for him to work out how to follow her and get the hang of walking and talking. But by then she had vanished off into the city and he was alone. Even though he can fake it most of the time there are still moments when he really does not get these creatures at all. Still he knows they are as much a part of him his 'cute dog' life, and he wants to be part of it.

Aspect: The Human World is Fascinating and Scary;

First story

Terry was picked up by a Rare Breed sweep of the city parks by Harrison Stanley. Harry brought him into the cavern literally by the scruff of his neck. There was a debate as to what to do with the young wolf-were, who had technically not breached any laws, but seemed all too likely to do so in the future. Frederick Mathers suggested that may be they should explain it to him. To most people's surprise Ream agreed with the idea and the Mathers family gained a 'pet/guest'. Soon Terry was seen every where with Fredrick's young son Alban. This proved crucial one day when Alban was attacked on the way home from school. Terry shifted to his human shape and drove the attackers off. From that day on it became clear Terry had a new and very permanent place in both the Mathers household and the Breed.

It probably helps that his 'wolf' form is not vastly different from the dog used in the Rare Breed shoulder badge.

Aspect: I Obey My Alpha (Frederick Mathers*);

* if Fredrick Mathers is not a PC, pick another PC to be your alpha. Note you do not need the players permission to pick them- nor do you need to tell them that they are your alpha, but you should tell the GM.

Additional information

Talbot dog that appears on rare breeds shoulder badges.

The Talbot is an old English hound, breed to hunt stag and other 'difficult game'. It is now thought to be extinct (Though that suggests the Kennel club have never visited Ream kennels out at Calderstones park). It was long associated with the Shrewsbury family, important landowners in northern England and very influential in the city; Both the Stanley's and the Cavendish families are descended from them.

The dogs are usually White or had a small number of black spots and are similar to bloodhounds.



Guest Star

Story Title
Staring

Aspect

Guest Star Redux

Story Title
Staring

Aspect