

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **ADAM ROSCOE**

PLAYER

ASPECTS

HIGH CONCEPT

RELUCTANT GHOST SPEAKER

TROUBLE

THE DAMN DEAD

OTHER ASPECTS

THE VOICE OF THE DEAD

THE BLOOD OF A BARD

MY WORDS ARE MY WEAPONS

SKILLS

SUPERB (+5)
OF SLOTS: 0

GREAT (+4)
OF SLOTS: 2 **PERFORMANCE, RESOURCES**

GOOD (+3)
OF SLOTS: 2 **PRESENCE, CONTACTS**

FAIR (+2)
OF SLOTS: 2 **SCHOLARSHIP, ATHLETICS,**

AVERAGE (+1)
OF SLOTS: 7 **DECEIT, RAPPORT, INVESTIGATION, EMPATHY, LORE, DRIVING, FIST**

STRESS

	1	2	3	4	5	6	7	8
PHYSICAL (ENDURANCE)	<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"/>
MENTAL (CONVICTION)	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
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ARMOR, ETC:

STUNTS & POWERS

COST	ABILITY
-1	GHOST SPEAKER <small>(YOU SEE GHOSTS, GHOSTS SEE YOU, YOU EVEN TALK TO EACH OTHER, UNFORTUNATELY THEY KNOW THAT AND COME TO YOU FOR HELP)</small>
-1	POET <small>(+2 TO ANY PERFORMANCE WHEN YOUR COMPOSITIONS HAS WORDS E.G. SONGS)</small>
-1	PERSONAL MAGNETISM <small>(+2 TO 'PASSIVE' REACTION PRESENCE TESTS)</small>

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"/>	<small>REPLACE PERMANENT</small>

POWER LEVEL UP TO YOUR WAIST	SKILL CAP GREAT +4
SKILL POINTS SPENT	TOTAL AVAILABLE 0
 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

Adam Roscoe

High concept: Reluctant ghost speaker

Trouble: the damn dead

background.

Adam grew up seeing the dead. They are always there. It took him a while to realise that most people don't, especially as his father and elder brother could too. All in all he finds them kind of tedious and occasionally very demanding. I mean he appreciates that being dead probably isn't much fun but he'd rather they whinged to some one else about it. And they were much less help in history class than he had hoped.

And it's hard to get amorous with a girl when Great Aunty Bessie is sitting in the corner knitting and offering advice.

Aspect: The voice of the Dead

Rising conflict.

Adam started singing when he was a school, he formed a band with a couple of guys in his year and they were doing really well. Every one said he had talent, especially in song writing, where the lyrics just seemed to flow from him. But the family were not happy. His place is in the Breed not "Swanning around on some stage making money for some vampire." as dad put it. When the band signed up with a label owned by the Zander empire, he was prevented from signing too. Without his vocals and songs the Band flopped.

He still gets to open mike nights when ever he can, and has a following in the city, but he knows Ream will never let it go further.

Aspect: The blood of a bard

First story Title "I'm just a singer"

A problem in club land meant Ream needed some one 'under cover' unfortunately most of the breed are well known to the various factions and thus not really suitable for the task. Ream approached Adam with a suggestion. Most knew Adam was not happy about the record label signing, he could go into clubland as a disgruntled breed member looking for a way out, using his singing as the route in. Adam agreed in the hope that may be this really was his way out. Whilst in there he was drawn deep into the games of the Drug mages and the changelings and witnessed first hand just what the breed were protecting humanity against. Pulled into the Nevernever, he also realised for the first time the true power of his words in a realm where reality is fluid, and belief is all.

Aspect: My words are my weapons

Guest Star	Story Title Staring
Aspect	

Guest Star Redux	Story Title Staring
Aspect	

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **ROLAND DANCY**

PLAYER

ASPECTS

HIGH CONCEPT

RARE BREED BIKER

TROUBLE

RED LIGHTS AND SUNDAY DRIVERS

OTHER ASPECTS

MY UNCLE'S BIKE.
COMPARATIVELY NORMAL,
SHOULDER CHIP

SKILLS

SUPERB (+5)

OF SLOTS: 0

GREAT (+4)

OF SLOTS: 2

DRIVING, INTIMIDATION

GOOD (+3)

OF SLOTS: 2

ENDURANCE, FISTS

FAIR (+2)

OF SLOTS: 3

**CRAFTSMANSHIP, ATHLETICS,
ALERTNESS**

AVERAGE (+1)

OF SLOTS: 5

**PRESENCE, SURVIVAL, MIGHT,
RESOURCES, STEALTH**

STRESS

1 2 3 4 5 6 7 8

PHYSICAL
(ENDURANCE)



MENTAL
(CONVICTION)



SOCIAL
(PRESENCE)



ARMOR, ETC.:

STUNTS & POWERS

COST ABILITY

+2 **TRUE MORTAL**

-1 **CAR MECHANIC**

(+2 TO CRAFTSMAN WHEN DEALING WITH CARS & TRUCKS)

-1 **LIKE THE BACK OF MY HAND**

(+2 TO DRIVING WHEN USING IT FOR STREET KNOWLEDGE)

-1 **NO PAIN NO GAIN**

(ONE EXTRA MILD PHYSICAL CONSEQUENCE)

-1 **ARMED ARTS: ,**

USE FISTS TO FIGHT WITH KNIFE AND CHAINS

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"/>	
MILD	P	-2	<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

5

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

-2 **TOTAL REFRESH ADJUSTMENT**

Roland Dancy

High concept: Rare Breed Biker **Trouble:** Red lights and Sunday drivers

Back ground

Roland has always been obsessed with bikes. As a toddler his favourite toy was a plastic tool kit. At 6 he was found undoing the sump on his uncles beloved Norton. His 8th birthday present was a mini bike, and after that there was no stopping him. When his uncle died in a bar fight Roland was left the treasured bike in his will in recognition that he was the only one who was worthy of it.

Aspect:MY UNCLE'S BIKE.

Rising conflict

Roland knew that Rare Breed were the most powerful Biker gang in town and was determined to be accepted. He had to work hard to get recognised by them. They set him so many challenges to prove he was worthy. Eventually he was accepted as a full member. Only then was he introduced the Ream and discovered the Breeds real purpose,

Aspect COMPARATIVELY NORMAL,

First story

Roland is all to aware that the others in the breed have an edge. As a biker he is second to none, but all this vampire herding and wresting werewolves is another level again. He feels he has to push himself to prove that 'Normal' humans still have a place in the city. He is quick to volunteer as quick response to other breed members in trouble to prove how valuable he is. There are a lot of Breed members who owe their lives to Rolands quick driving and quick fists.

Aspect shoulder chip

Guest Star	Story Title Staring
Aspect	

Guest Star Redux	Story Title Staring
Aspect	

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER HENRY PYM	PLAYER																																																									
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Henry Pym

High Concept: Young Man Of The Pym Family

Trouble Aspect: I'm A Genius

Background

Henry spent his childhood exposed to the unique shade of marxist anarchy of the city. The theory being that if "All property is theft" it doesn't matter if I nick it, does it? He 'borrowed' widely from the more wealthy areas of the city, passing on his 'temporary held items' to the others who had greater need as he met them. Unfortunately all too often the 'Needy' he 'Helped out' in this way ended up taking the blame. The family were always quick to cover for him, but he still has an interesting file with the Youth Offending Service.

Aspect: If It's Not Nailed Down It's Mine,

Rising conflict

It's not easy being the next big thing. Henry's mother and father are second cousins, one for each side of the Pym line. He grew up being closely scrutinised by every one as they waited to see which set of talents expressed. There were even some uncles who were running a book on it. As it became clear he had both every one wanted to be his favourite uncle in the hope of riding his shirt tails to power. Still at least his 'cloak of shadows' talent got lots of practice.

Aspect: I Might Not Like My Family But I Do Love Them

First story

Henry's first serious single mission was to investigate a house in Edge Hill. The ghost Mackenzie had complained to Ream that there was something in the house was disturbing the Nevernever and causing a whirlpool sucking the local spirits in. He had very little to go on, but was able to find a magically active toothbrush that was powering itself by draining energy from the Nevernever. Henry turned it off and took it. One day he will get round to handing it into Ream.

Aspect: I Like A Challenge,

Guest Star	Story Title Staring
Aspect	

Guest Star Redux	Story Title Staring
Aspect	

THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER PRISCILLA HARDMAN-CLAYTON	PLAYER
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<h3 style="text-align: center;">ASPECTS</h3> <p style="text-align: center;">HIGH CONCEPT</p> <p>RARE BREED FERROMANCER</p> <p style="text-align: center;">TROUBLE</p> <p>WHEN ALL YOU HAVE IS A HAMMER</p> <p style="text-align: center;">OTHER ASPECTS</p> <p>BORN AND RAISED TO BE A SUPERSOLDIER, KILLER OF FAIRIES STILL JUST A LITTLE GIRL</p>	<h3 style="text-align: center;">SKILLS</h3> <p>SUPERB (+5) # OF SLOTS: 0</p> <p>GREAT (+4) # OF SLOTS: 2 CONVICTION, DISCIPLINE</p> <p>GOOD (+3) # OF SLOTS: 2 ATHLETICS, LORE</p> <p>FAIR (+2) # OF SLOTS: 3 INTIMIDATION, ALERTNESS, PRESENCE</p> <p>AVERAGE (+1) # OF SLOTS: 5 EMPATHY, ENDURANCE, RAPPORT, DECEIT, STEALTH</p>
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<p>POWER LEVEL UP TO YOUR WAIST</p> <p>SKILL CAP GREAT +4</p> <p>SKILL POINTS SPENT 25 TOTAL AVAILABLE 0</p> <p>7 BASE REFRESH LEVEL</p> <p>1 ADJUSTED REFRESH</p> <p>0 FP FROM LAST SESSION</p> <div style="text-align: center;"> </div>	<p>-6 TOTAL REFRESH ADJUSTMENT</p>
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Priscilla Hardman-Clayton

High Concept: Rare Breed Ferromancer **Trouble Aspect:** When All You Have Is A Hammer
Background

The loss of the Hardman line hit the Breed hard and there are a number of projects in place to try and 'rebreed' them. The "Clayton" experiment was looking the most promising until their super soldier was born a girl. It is rumoured the Fisher King laughed until he wet himself when this was announced at the Council meeting. Muirgel Dolan, one of the North city River witches, asked to be allowed to raise the child. Assuming the project was a failure Ream agreed to hand her over "to see what the 'catholic witch' could make of her."

Aspects: Born And Raised To Be A Supersoldier,

Rising conflict

Muirgel had long been aware that Ream undervalued the female members of the breed and saw this as her chance to make the point. She controlled every aspect of Priscilla's upbringing, educating her at the large house she owns in Walton and carefully limited her exposure to elements not required for her education. Muirgel had a second agenda of her own - as a young witch she had been seduced by one of the Sidhe Lords. she was never sure which as he was careful only to meet her when under Glamour. She had told herself at the time it would be good for her magic and had hoped to gain a boon from the Sidhe, but when she asked he had laughed at her and said that as a mortal she was beneath his attentions for anything more than a good lay. As a Clayton she knew Priscilla would have the skills to identify the man who embarrassed her and bring him finally to heal. When the time came however Priscilla proved to be a far too effective 'weapon'. Rather than confess his 'sin' as Muirgel planned the Sidhe Lord taunted the young Priscilla. The trained killer snapped and the Faerie vanished under shards of magically summoned iron. In a panic at what had happened Muirgel covered up the death and made Priscilla swear not to speak of it.

Aspects: Killer Of Fairies,

First story -

Title A childhood misplaced.

Murigel's method of education was sadly lacking in chance for the Priscilla to grow up with anything like a normal childhood. She was blissfully unaware of this until she started out in the world on her own. To complicate matters her first encounter with the Breed was during the investigation into the disappearance of the Sidhe Lord she had killed. Despite Murigel's attempts the truth came out and the two were brought before the court. Steven Allourd defended the pair, but it quickly became clear that even he could find nothing to mitigate Murigel's crime. However he did successfully argue that Priscilla was no more guilty than a gun or a sword, and given her lack of education in moral education, could not be seen truly guilty. As the 'wronged party' the decision fell to Longarm to speak on half of the Fisher king. He declared that the girl should be given back to the Breed to see if they can tame her, and if not put her down. Ream passed her on to Fred Mathers in the hope he can bring her into line and save the line.

Aspects: Still Just A Little Girl

Guest Star	Story Title Staring
Aspect	

Guest Star Redux	Story Title Staring
Aspect	