

# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER **Jack Geary**

**Scott David Gray**

PLAYER

## ASPECTS

### HIGH CONCEPT

\* I was a Teenage Doppelganger

### TROUBLE

\* Prone to accidental and involuntary changes

### OTHER ASPECTS

- \* Confused about personal identity
- \* Depends on mom to help with bills and laundry
- \* Predator's Instincts
- \* Sucker for a pretty face
- \* Seeks and enjoys praise

## SKILLS

**SUPERB (+5)**

# OF SLOTS:

**GREAT (+4)**      **Deceit**

# OF SLOTS:      1

**GOOD (+3)**

# OF SLOTS:

**FAIR (+2)**

# OF SLOTS:

**AVERAGE (+1)**

# OF SLOTS:

- Empathy, Presence**
- 2
- Contacts, Conviction, Endurance, Fists, Stealth
- 5
- Alertness, Discipline, Lore, Performance Rapport
- 5

## STRESS

1   2   3   4   5   6   7   8

**PHYSICAL**

(ENDURANCE)



**MENTAL**

(CONVICTION)



**SOCIAL**

(PRESENCE)



**ARMOR, ETC:** 1 (against all but cold iron)

\* Only 3 physical endurance against cold iron

## STUNTS & POWERS

### COST ABILITY

-1      Read the Surface (Empathy): You can get a sense of someone quickly when trying to "read" them. Your first attempt to read someone takes less than a minute of interaction, instead of the usual ten. Any subsequent efforts with the same person do not enjoy this benefit. (YS152)

### Supernatural Powers:

- 0      Human Guise (0) (YS176)
- +1      Inhuman Toughness (-2) (YS185)
- 2      The Catch cold iron (+1) (YS185)
- 3      Mimic Abilities (-3) (YS176)

1: Only one specific target can have it's form or abilities mimicked at a time. If a new target is mimicked in any way, any prior mimicked form or abilities are lost.

2: The mimicked target must be touched, in order to mimic a stunt or skill.

3: Mimicked forms or abilities "fade away" over time unless the doppelganger has killed and eaten from the corpse of it's target. Powers tend to last for a scene, mortal stunts tend to last about a week.

4: Using "Eat Power" use does not cause the target to lose those same abilities.

5: Using "Eat Power" is up to the GMs discretion, and will likely involve some sort of invasion of the person (perhaps blood or hair, perhaps gaining some sort of power over the target, maybe actual physical mental or spiritual damage).

### THE LADDER

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

## CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	<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**

25

**TOTAL AVAILABLE**

25

7

**BASE REFRESH LEVEL**

2

**ADJUSTED REFRESH**

**FP FROM LAST SESSION**

-5

**TOTAL REFRESH ADJUSTMENT**

