

# THE DRESDEN FILES ROLE-PLAYING GAME

## CHARACTER SHEET

CHARACTER *TERRY JEFFERSON*

PLAYER

### ASPECTS

HIGH CONCEPT

*Devout Follower of the Shepherd*

TROUBLE

*Painfully Earnest*

OTHER ASPECTS

*Not a Kid Anymore*

### SKILLS

SUPERB (+5)

# OF SLOTS: 0

GREAT (+4)

# OF SLOTS: 1

*Conviction*

GOOD (+3)

# OF SLOTS: 2

*Discipline, Lore*

FAIR (+2)

# OF SLOTS: 3

*Endurance, Scholarship,*

AVERAGE (+1)

# OF SLOTS: 4

### STRESS

1 2 3 4 5 6 7 8

PHYSICAL  
(ENDURANCE)



MENTAL  
(CONVICTION)



SOCIAL  
(PRESENCE)



ARMOR, ETC:

### STUNTS & POWERS

COST ABILITY

-1 *Tower of Faith (Conviction):  
Pray or call on faith, gain  
Armor:1 vs. any social or  
mental stress in a scene.*

-1 *Calm Blue Ocean (Discipline):  
+2 to Discipline when rolling to  
keep emotions under control.*

-1 *Guide My Hand (see text)*

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

POWER LEVEL

*Feet in the Water*

SKILL CAP

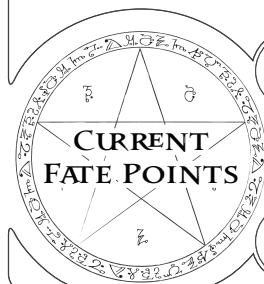
*Great*

SKILL POINTS SPENT

20

TOTAL AVAILABLE

20



6

BASE REFRESH LEVEL

3

ADJUSTED REFRESH

FP FROM LAST SESSION

-3

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

# TERRY JEFFERSON

Everyone calls his church a “cult,” but what does that really mean? It’s just a word they throw around. The Shepherd says it’s just because they don’t understand. And Terry can believe that. He believes everything the Shepherd says. And he’s felt the power of the Universe flowing through his hands. Let them laugh.

## TERRY’S STUNTS

**Tower of Faith (Conviction):** Pray or call on faith, gain Armor:1 vs. any social or mental stress in a scene.

**Calm Blue Ocean (Discipline):** +2 to Discipline when rolling to keep emotions under control.

## TERRY’S POWERS

### GUIDE MY HAND [-1]

By giving yourself over to your faith, you may sense the purpose the higher powers have in mind for you, guiding your hands (and your feet) to take you to where you are most needed.

**Faith Manages.** Given the time to pray for guidance and provided that your goals are pure and your actions are selfless, you may spend a fate point to use your Conviction skill instead of any other skill for one roll. This effect cannot be used for any attacks or maneuvers, but it can be used to bypass other kinds of obstacles.

**Spiritual Guidance.** You have a semi-conscious awareness of where you are needed most. Usually, this simply means you are guided to the right place at the right time. If the GM agrees that such a circumstance is in effect, you need not spend a fate point to stage a fortuitous arrival (page YS20). Sometimes this might work in reverse, allowing an ally to show up where you already are.

