

THE DRESDEN FILES

ROLEPLAYING • GAME



CASEFILE: EVIL ACTS

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EVIL ACTS

This DRESDEN FILES RPG casefile is intended for 2-6 players. Partially-generated PCs are provided. These characters already have some of their aspects, skills, stunts, and powers determined, as well as some background information, but the players will have the opportunity to personalize these characters by adding the missing details.

Page numbers in DFRPG books are referred to as follows: YS238 means page 238 in *THE DRESDEN FILES RPG VOLUME 1: YOUR STORY*, where OW191 means page 191 in *VOLUME 2: OUR WORLD*.

A prominent local thespian arranges a single performance of *THE TEMPEST* as his swansong to the theatre, casting himself in the role of Prospero, the exiled wizard. Only the PCs, and a handful of locals “in the know,” become aware of what is really going on: he’s a *real* wizard of the White Council, using the play to cast one final, powerful spell—assuming his daughter’s interference or his own dark nature doesn’t bring down disastrous consequences first.



This is intentionally a lightweight write-up. It depends greatly upon you, the GM, running with what the players give you. You’ll ask them a number of questions at the start of the casefile. These will help the players complete their characters and tailor the situation to their character concepts. Thus, no two sessions of this game will ever be quite the same.

This write-up assumes that you, the reader, are the GM and familiar with *THE DRESDEN FILES RPG* rules. If you’re planning to play through this casefile, you might want to stop reading now.

One final note: this casefile is more demanding than those published previously. It contains more powerful PCs and NPCs, and more of them, thrown together into a cauldron of investigation and intrigue. You should be comfortable with all of the rules and setting details of the game, from the Social Conflict mechanics to the Laws of Magic, as well as managing multiple NPC motivations and agendas.

Noteworthy NPCs are:

- ♦ **Prospero**, Dramatic White Council Wizard
- ♦ **Miranda**, Prospero’s Daughter and Apprentice Wizard
- ♦ **Ariel**, Summer Court Sylph
- ♦ **The Chorus** (Ceres, Iris, and Juno), Social-Climbing Minor Practitioners
- ♦ **Wilhelm Metzger**, Methodical Warden
- ♦ **Sycorax**, Chaos Hag

You’ll find notes on these NPCs below.

Noteworthy locations/zones:

- ♦ Outside the theatre
- ♦ Backstage
- ♦ Stage proper
- ♦ “The Gods”/“Hell”
- ♦ The house (where the audience sits)
- ♦ The lobby

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STARTING THE GAME

The characters are members of the local supernatural and/or theatre community, and all of them are involved in this particular production of the play, for their own reasons. It's easiest to assume that all of the PCs know the supernatural is real, but their individual levels of knowledge should vary from character to character, as appropriate. Note that many of the PC names work as either male or female characters. Players should feel free to choose the gender of their character (despite art and textual cues).

The potential PCs are:

- ♦ **Alex Kross**, Emissary of the Muses
- ♦ **Cal Davenport**, Wyldfae Changeling
- ♦ **Dana Hawthorne**, Nosy Werehawk Reporter
- ♦ **Jean Simpson**, Ex-Commando Bodyguard
- ♦ **Pat Sokolowski**, Would-Be Wizard
- ♦ **Taylor Frost**, Half-Demon Cop

Spread out or pass around the character sheets, so everyone can look at them and choose the one they want.

All of the PCs are at the "Chest-Deep" Power Level. The game can be played with any number of PCs, from 2 to 6. You'll have to adjust the amount and/or quality of interaction and opposition accordingly. (One PC might be more of a challenge than most GMs want to deal with.)

CHOOSING SKILLS

You'll notice that the PCs are incomplete—several skills and aspects are missing. Skills can be filled in as the game progresses—when the players need a skill, they just write it in on one of the blank lines. Let players swap out skills that are already listed, if they wish.

CHOOSING ASPECTS & GETTING A HANDLE ON THE STORY

Once everyone has selected a character, start things off by asking some probing questions. Answers to these questions should establish **history**, which helps build setting and characters, and **opinion**, which helps establish

relationships. Consider asking specific questions of specific players, and if one question builds off a previous question, try asking a different player than the one who answered the previous one. As the players answer them, ask them how they might turn their answers into aspects. They don't have to detail all of their aspects now; they might fill in their last one 90 minutes into play.

Unlike many other adventures, how this particular casefile works out depends heavily on the personal and social interactions (and conflicts) among characters as they pursue their goals. Keep this in mind as the players respond to these questions, as their answers will drive most of the action.

Here are the basic questions:

- ♦ What do you trust about the PC to your left?
- ♦ Why do you think the PC on the right distrusts you?
- ♦ How did Prospero help you out of a bad situation in your past?
- ♦ Why is being involved in this production (or with Prospero, or with Miranda) so important to you?

Here's a list of personalized questions, at least one for each PC, to help further define them:

- ♦ Alex, do you think a one-night-only performance is "artistic" or "weird"? What does that make you think about your patron, Prospero?
- ♦ Cal, how do you plan to use this play to come to the attention of the Faerie Courts?
- ♦ Dana, how did you convince Prospero to let you cover the entire production, from day one to the single official performance?
- ♦ Jean, who are you currently defending Prospero and Miranda from? (Does not have to connect with Frost's answer.)
- ♦ Pat, are you trying to join this production to get closer to Miranda or Prospero? (If Miranda, cast Pat as Ferdinand in the play. If Prospero, let Pat be Prospero's gofer.)
- ♦ Taylor, what happened to make you decide you needed to provide security from day one for this production? (Does not have to connect with Simpson's answer.)

THE SITUATION

People are definitely wondering what's going on. The sheer amount of money that Prospero's putting up (paying for cast, crew, costuming, set construction, donations to the theater, "greasing the wheels" so that other productions get put on hold, advertising, etc.) for exactly one formal performance of a play—effectively a stunt—is beyond merely eccentric. Why is this so important to Prospero?

Well, he's come up with two cover stories for why.

The first cover story is for the community theater crowd: this is Prospero's farewell to acting and directing. After all, he's been doing both for decades, he's known for being a bit peculiar and extravagant, and he has been intimately involved with the community, especially through this theater. If it is time to retire, why not go out with a bang? What better play than *THE TEMPEST* for that? Especially for him?

The second cover story is for Prospero's magical associates and the local supernatural set: he's retiring from active wizarding as well as from the stage. This singular performance is also a ritual, one that will lay the foundation for a big ward for the theater building, because those in the bohemian set often don't have a family or home with a strong threshold to protect them from supernatural dangers.

Both are lies, of course, but lies wrapped in enough truth to make them easier to swallow.

WHAT'S REALLY GOING ON

PROSPERO

The wizard who calls himself Prospero has killed three times with magic. (He isn't the actual Prospero from *THE TEMPEST*, but he's been calling himself that for so long he's nearly forgotten his own name.)

The first time, seventy years ago, was an accident. The second time, seventeen years ago, was self-defense. The third time, seven years ago, was poor impulse control. The Wardens don't know about these transgressions against the Laws of Magic, or it'd all be over save for the choppy-choppy.

As an older wizard, Prospero knows his mind has grown rigid and brittle. He can feel himself starting to crack; the strain of his self-image warping, despite his best intentions, is making him a little nuts. It's not good to be almost two hundred years old and ready to melt someone's face off as a first reaction to a minor slight. ("You kids get off my lawn!" indeed.)

The only solution to avoid murdering again (and the attendant punishments to soul, mind, and body) is for Prospero to set his magic aside forever. Thus, to paraphrase Shakespeare, he is "breaking his staff" and "drowning his books."

Why this solution? Because after decades of surreptitious investigation on the effects of Lawbreaking (YS232), it is the only one he's found that worked.

Since this is what Prospero wishes to do, what better pattern to base his mystical ritual on than *THE TEMPEST*, which deals with a magician—one he has associated himself with from his earliest days—doing exactly that?

Prospero has spent the last four years researching, designing, and acquiring allies and regalia for this ritual. This included stealing extremely rare copies of *THE TEMPEST* and *A MIDSUMMER NIGHT'S DREAM*—written in Shakespeare's own hand, with additional edits and stage directions—from the Hidden Halls of Edinburgh. (Even if he wasn't already rich, auctioning either one of those manuscripts would set him up for life for the next four or five centuries, given current rates of inflation.)

As Prospero is a local notable, and involved as an actor/director/patron of the arts with the city's theater scene for many years, this singular ritual/performance was eminently possible to set up.

The ritual itself mimics a wizard's death curse (YS282), and all the power associated with that (with the probable exception of his Wizard's Constitution). It will essentially use up all Prospero's magic power, severing it from his life, without actually, y'know, killing him.

Prospero plans on first creating a ward around the theater to contain the power he plans to unleash when he performs the ritual and lays down his magic. With luck, this will help create a "foundation" around the theater that will later be suitable to build a ward that approximates a *real* threshold.

Next, he will pour all of his magical essence into an antique agate amulet that is exactly as old as he is. (Finding that was... interesting.) His goal is that by the end of the ritual, he will be unable to use magic—and thus free of the temptation to kill again using it. (The amulet is intended as a gift from Prospero to his daughter Miranda—but she doesn't know that.)

Prospero has successfully bargained for the aid of several fae, Little Folk, and minor practitioners to aid the performance of this ritual/play. The costs of this aid varies—at minimum, it's bread and milk; at usual, it's cash or magical trinkets; at maximum (for Ariel), it's the priceless copy of *A MIDSUMMER NIGHT'S DREAM* in Shakespeare's own hand.

MIRANDA AND HER ENTOURAGE

Before beginning the game, you'll need to figure out what Miranda thinks about all of this. She's Prospero's daughter, but she's also his apprentice. She knows the ritual's important to him, and knows the general outline of what he's trying to do with it (cover story two), but doesn't know the specifics—especially that he intends to gift her with the amulet at the end.

Is she out to help him or to harm him?

If you choose to run a harmful Miranda, then play Miranda as a spoiled brat who thinks her father's throwing his position of authority in the community away for nothing. Her purpose in the casefile will be to interfere with the ritual performance, especially if it means making her father look foolish. ("How sharper than a serpent's tooth it is/To have a thankless child!")

If you choose to run a helpful Miranda, then she will support her father's efforts, but she still might be manipulated by the Chorus and their helpful (read: self-serving) suggestions.

Either way, her backstory is probably the same: neglect or even abuse at the hands of her father and mentor. Just decide if it's more dramatic for your game if she is trying to help him rid himself of his old ways or if she wants to finally have her revenge on the old wizard.

Miranda is not alone in speculating on the true nature of Prospero's performance. The Chorus are Miranda's best friends, but they're definitely out for themselves. The Chorus will

support a harmful Miranda, if they can look good while making Prospero look bad. They'll still support a helpful Miranda, too—unless they get a better offer or a clear opportunity for personal gain.

Also, you'll need to sort out Pat. If Pat is a PC, his role in this performance of *THE TEMPEST* depends on how his player answered your question about Pat earlier. If Pat is an NPC, put him in the role that gives him the most opportunity to engage the players, as potential friend or foe. Is he Miranda's stalker? Her homicidal swain? A childhood friend ill-treated by her father?

SYCORAX

What Prospero doesn't know—what no one knows—is the danger that lies in using this particular play for his performance. Conceptually, *THE TEMPEST* is a repudiation and refutation of magic, but its resolution is only possible through the *use* of magic—a paradox. From that paradox springs a monster: Sycorax.

In the play, Sycorax is the witch who controlled the island where the characters of Prospero and Miranda arrive as exiles. Prospero wrests control of the island, Sycorax's servant Ariel, and even Sycorax's son, Caliban. (For more on *THE TEMPEST* and Sycorax in particular, check Wikipedia.)

No one knows the true nature of the Sycorax that's trapped in the pages of this version of *THE TEMPEST*, but there's a reason this *particular* copy was kept in the Hidden Halls of Edinburgh. Few wizards still alive know *anything* about the special nature of this document, and Prospero isn't one of them.

If Prospero succeeds with his ritual, he *will* achieve his objective: he will be rid of his magic. However, that magic won't transfer into his amulet, as he intends; it will manifest as Sycorax. This Sycorax will be a monster, a reflection of Prospero's darker nature—that is, his patriarchal treatment of his daughter Miranda and his ungovernable murderous intent. The monster's motivation will be to keep Prospero's power, steal his daughter from him, and revenge herself upon those responsible for her imprisonment—wizards like Prospero (and Metzger), and the male-dominated White Council.

THE CAST AND CREW OF PROSPERO'S THE TEMPEST

Here's a quick rundown of the characters (NPCs and potential PCs) directly or indirectly associated with the play:

CREW

Alex Kross (potential PC): Assistant Director and general Jill-of-All-(Theatrical)-Trades.

Dana Hawthorne (potential PC): Assigned to write coverage of this singular performance.

Jean Simpson (potential PC): Personal security for Prospero and Miranda.

Pat Sokolowski (potential PC): Possible put-upon gofer of Prospero.

Taylor Frost (potential PC): Performance security.

CAST

Prospero (NPC): Director and performer of the character of Prospero.

Miranda (NPC): Performer of the character of Miranda.

Ariel (NPC): Performer of the character of Ariel, and in charge of "extra special effects."

The Chorus (Ceres, Io, and Juno) (NPCs): Performers of the Chorus.

Cal Davenport (potential PC): Performer of the character of Caliban. (Although he portrays her son in the play, Cal has no actual relationship to Sycorax.)

Pat Sokolowski (potential PC): Possible performer of the character of Ferdinand. (If Pat doesn't play Ferdinand, an inconsequential NPC actor will.)

ACT ONE: I'M MET BY STAGELIGHT

Gameplay begins at the meeting before the first read-through of the play. All of the cast and crew are gathered for this purpose.

Prospero will give a little speech at the beginning: "The theater has been my religion for many, many years. I'd like my swan-song to be a proper prayer within it." And so on, leading into the first cover story, for the mundanes.

"More than that, I hope that it's a protective charm for all who have tread its boards or worked invisibly behind the scenes." The way Prospero says this, with suitable significant looks to others, quietly clues in the supernatural sorts to the second cover story.

At this point, tell all of the players that their characters realize that something more must be going on, but they may not be sure exactly what.

Ask them three questions:

- ♦ What do their characters think Prospero is really planning?
- ♦ How might they use that to advance their own aims?
- ♦ What do they want to do first: investigate, interact with, or try to impress another character?

It is essential that your players understand that the real action here comes from the PCs interacting with each other and the NPCs. No one should be waiting for "what comes next." If a player isn't sure what to do, he should *do something*: talk to another character, tag along with a friend, pursue his/her goals, aid an ally, snoop around backstage, interfere with a rival, spy on an enemy, whatever. Encourage action rather than reaction.

Respond to players' desires and use your NPCs to push their buttons. Although Prospero is the only one who truly knows how the ritual will culminate (and even he is wrong about it), he's not about to spill the beans. However, some Investigation, Lore, or mild Social Conflict (YS215) rolls should reveal details about the ritual, including some indication of its purpose (Prospero's or its true outcome). Individual NPCs might possess (or come into possession of) pieces of the puzzle, but they'll surely want something for that information from any PC asking around. Look at NPC motivations (below) when considering any such negotiations.

Before you move on, make sure everyone has had an opportunity to act and set some plans in motion.

ACT TWO: THE WARDEN COMETH

Move the action forward to the dress rehearsal. Update the players on the status of their ploys and gambits, and ask them for fresh direction as their plots proceed apace. Be sure to throw in spooky goings-on during the rehearsals—as though the performance was haunted or cursed! (Over and above the normal mysterious “gremlins” associated with Hexing (YS228) effects.) After addressing their latest activities, introduce Warden Metzger.

In suitably dramatic fashion, Warden Metzger will show up during the dress rehearsal and demand to speak to Prospero privately. A Fair (+2) Alertness check lets any PC eavesdrop on Metzger informing Prospero that the director’s performance is not sanctioned by the White Council, who has sent the warden to keep an eye on the proceedings, and an eye on Prospero in particular.

Anyone “in the know” who wishes to speak to Metzger or Prospero later should get an earful of the Laws of Magic (YS232). Metzger doesn’t know which ones the performance will break, but he’s certain it will violate some of them. Prospero will hold to his original cover story of creating a ward for the theatre. Metzger is doubtful, but will wait to see if that is the intent.

Inform the players that the performance will be the following evening, and ask them what else they might want to accomplish before then. (If things are running too fast and light, have Metzger individually interrogate members of the cast and crew about the supernatural preparations for the performance, looking for any signs of Lawbreaking or interference in mortal affairs.)

ACT THREE: THE PLAY’S THE THING

The final act takes place on the night of the performance itself. Metzger watches from the back of the house, waiting for something to go wrong, while everyone else performs their expected roles.

As soon as the play begins, cellphone reception goes out for everyone on the stage, backstage, and in the house. No calls, no texts, no wireless connection to the Internet, nada. People can still get signal in the lobby, although it’s very spotty.

After the intermission, all exits from the theater are mystically sealed: no one can get in or out until the ritual is complete (without taking extraordinary measures).

PROSPERO

If Prospero is killed prior to the last scene of the play, then the rest of this section doesn’t matter. Skip to *If We Shadows Have Offended...* below and deal with the repercussions for the PCs.

Otherwise, the ritual will climax during the final scene of the play, when Prospero utters the words “break my staff.” He’ll accompany the words with the action and break his wizard’s staff across his knee.

Once his staff is broken, he must continue to speak his lines while clutching his amulet, regardless of anything else going on.

(If his recitation is interrupted but he’s not killed outright, all of the energy he’s fed into this elaborate thaumaturgical ritual—a whopping 25 shifts!—will be released as fallout into the theatre. The pyrotechnics should be amazing, with ample opportunity for you to lay a lot of aspects on the scene.)

In theory, he will complete the spell at the end of the scene, with the final words of the play: “Let your indulgence set me free.”

Regardless, Prospero will be incapable of using any magic after he’s broken his staff.

SYCORAX

However, as soon as Prospero breaks his staff, the ectoplasmic version of Sycorax will begin to manifest.

She'll first attempt to take mental control of Miranda and all nearby supernatural males. PCs other than Simpson, assuming they are male, must make a Fair (+2) Discipline roll or follow Sycorax's instructions (see below).

- ♦ Prospero *always* resists this effect.
- ♦ Metzger *always* resists this effect.
- ♦ Any potential PC you're using as an NPC *always* succumbs to this effect.
- ♦ Miranda *always* struggles with this effect, compelled to listen to Sycorax's offer below.

Luckily, this mind-whammy is slowed and limited by the distance of zones; the effect pulses out at the rate of one zone per exchange—Fair (+2) onstage, Average (+1) backstage an exchange later, Mediocre (+0) in the house two exchanges later, and Poor (-1) in the lobby three exchanges later. The effect cannot go outside the theater.

She'll use anyone except Miranda to run interference to keep anyone from attacking her, Miranda, or—for the moment—Prospero, and to keep anyone from leaving the theater building.

MIRANDA

Next, Sycorax will offer Miranda a choice: gain power and the possibility of revenge against all who've wronged her—especially her father—or die. Regardless of whether you're running harmful Miranda or helpful Miranda, this is an excellent opportunity to engage the social conflict rules, should PCs wish to convince Miranda one way or the other.

If you're running a harmful Miranda, by default she will accept this proposal of power. Indeed, this is a dream come true. She will move to embrace Sycorax.

If you're running a helpful Miranda, by default she will not surrender herself willingly. She will move to stand near her father, stepping between Prospero and Sycorax.

However Miranda decides, Sycorax isn't about to take no for an answer. She will attempt to merge with Prospero's daughter, her ectoplasmic form streaming into the young apprentice's body and mind. **The merging will be complete at the end of the second exchange**



Sycorax

after Sycorax speaks to Miranda. It's not so fast that the PCs can't stop her, but they will have to drop what they're doing and act quickly to have a chance.

In order to save/stop Miranda, PCs must sever the magical connection between her and Sycorax. **An easy way to handle this is to let players try anything that sounds reasonable, and set success as a number of shifts equal to five times the number of PCs.** That way, it's not dependent on any single PC's roll—everyone can contribute shifts—and shifts can accumulate over two exchanges. Engaging in social combat here—by persuading Miranda to resist, or by arguing with Sycorax, to delay the possession—should be a viable option!

If they succeed, Sycorax is blocked from possessing Miranda. She can be left as an ectoplasmic entity, or can attempt to possess a weaker supernatural female vessel.

If they fail, they'll have to deal with Sycorax in a human host—easier to attack, but harder to do so without hurting Miranda.

Finally, **whether the possession succeeds or fails**, Sycorax will try to kill Prospero. If she succeeds, she will open a portal to the Nevernever on stage and withdraw, possibly in full control of Miranda's (or someone else's) body. She will close the portal behind her, relinquishing her mental control of everyone else. PCs can pursue her if they wish, but she's won the day, and any further action should be handled as part of the aftermath (see *If We Shadows Have Offended...* below).

DO NOT GO GENTLE

Metzger won't take any of this sitting down. He'll sweep in from wherever and attack Prospero, assuming the wizard must be summoning Sycorax (thus distracting Prospero's magical and physical defenders from the real threat). However, Metzger's no fool, so if it becomes clear—or someone convinces him—that Sycorax is the true danger, he'll switch targets.

Frost (if an NPC) will charge in to attack Metzger, or Sycorax, or whatever looks biggest and baddest at the moment.

Ariel and Simpson (if an NPC) will defend Prospero, as much as they are able.

This is a huge scrum, and as such, it could get very messy, very complicated, and very slow and boring for the players!

It's the PCs that matter, so give them all the chance in the spotlight. Rather than take all the time and effort to make all of the NPCs' skill rolls and keep track of the stress and consequences they might inflict on each other, just narrate NPC-vs-NPC actions to the players. Attack the PCs' allies, aid their enemies, and threaten their schemes. Where possible, give the PCs situations they can't ignore, then let them react. If you want a quick determination of how things are going for an NPC, just roll 1dF:

- ♦ **+** = NPC doing well against opponent, or messes with/complicates a PC's plans.
- ♦ **■** = NPC struggling against or tied with opponent; no effect on anyone's plans.
- ♦ **-** = NPC doing poorly against opponent, or inadvertently helps out a PC's plans.

Of course, all of this is in addition to any shenanigans instigated by PCs and NPCs. It's possible PC actions will prevent Prospero from activating the spell with the breaking of his staff. If so, Sycorax will never manifest, but there will still be consequences depending on how things stand among the various characters. Otherwise, PC and NPC intervention is likely to make things worse.

IF WE SHADOWS HAVE OFFENDED...

Assuming things don't end with a stage full of dead PCs and Sycorax on a rampage, give each player a chance to tell the group what they think happens to their character in the aftermath of the performance. These should provide a nice series of grace notes, forming a decent coda to the casefile.

THE NPCs

NECESSARY NPCs

Prospero, Miranda, Ariel, the three women of the Chorus, and Metzger are the required NPCs for this scenario. Other characters can be added in if desired or necessary. (Frost and Simpson are handy, if not played as PCs.)

UNUSED PCS

Any potential PCs without players can still be NPCs in the casefile, if you want to use them. Here are their suggested motivations:

Alex Kross: Make sure the performance is successful—she doesn't care about the ritual.

Cal Davenport: Impress the Summer and/or Winter Courts—maybe even the Erlking.

Dana Hawthorne: Investigate the story behind the story.

Jean Simpson: Protect Miranda at all costs.

Pat Sokolowski: First, ingratiate himself with Prospero. Second, cover his ass. Third, make a play for Miranda.

Taylor Frost: Protect the audience, cast, and crew—in that order.

PROSPERO DRAMATURGE & WHITE COUNCIL WIZARD

Prospero's an old White Council wizard, looking to lay down his power in a huge ritual before it destroys him. He's also an actor, director, and producer well-known in the local theatre community.

MIRANDA

Miranda is Prospero's real-life daughter, his apprentice in the White Council, and a would-be actress. She doesn't know exactly what Daddy's up to, but she's bound and determined to get *involved*. Her Other Aspect depends on what you choose for this casefile.

ARIEL SUMMER COURT SYLPH

Ariel hopes to become one of the Sidhe. Acquiring the original manuscript of *A MIDSUMMER NIGHT'S DREAM* might very well mean her ascension to the Summer Court nobility. She's not especially manipulative, but she is faerie, and mortals are always so naive.

CERES, IRIS, & JUNO THE CHORUS

The actresses playing The Chorus (Ceres, Iris, and Juno) in *THE TEMPEST* are all minor practitioners. Each is also friends with Miranda, and looking to improve her standing in the local supernatural scene. Ceres is a kinetomancer, Iris is a clairvoyant, and Juno is a medium and hooked into the spirit world.

WILHELM METZGER

The White Council sent Metzger to "observe" Prospero's ritual. The Council never sends Metzger anywhere there isn't trouble, so he's bound and determined to find it. His warden sword is a short-sword, hinting he's a close up guy in all kinds of dangerous ways.

SYCORAX DARK REFLECTION OF MAGIC

Sycorax appears as an ancient woman. She is no more than five feet tall and is dressed like any grandmother you'd meet on the street. The only things that give her away are her eyes, where insects swarm in the clear globes, and her hands, which end in razor-sharp talons.

Sycorax has two forms. The first is ectoplasmic. She has all of Prospero's abilities, including focus item bonuses and substituting his Air spells for Earth equivalents. She also has Physical Immunity [-8], with The Catch [-1] that she loses her invulnerability if Prospero is killed or she takes a human host.

Sycorax's second form involves possession. If Sycorax possesses Miranda, she retains all of Prospero's stats, increases Conviction and Discipline by +1, and adds one stress box to each stress track. If she possesses a host other than Miranda, she simply retains Prospero's stats. However, in both cases, she loses her Physical Immunity and The Catch that goes with it.

Note: Sycorax has no character sheet of her own. See page 12 for Prospero's stats.

ARIEL

HIGH CONCEPT: SUMMER COURT SYLPH

OTHER ASPECTS: BOUND TO PROSPERO;
WHAT FOOLS THESE MORTALS BE!

SKILLS

Athletics: Superb (+5)

Deceit: Superb (+5)

Lore: Great (+4)

Presence: Great (+4)

Fists: Good (+3)

Performance: Good (+3)

Alertness: Fair (+2)

Conviction: Fair (+2)

Discipline: Average (+1)

Endurance: Endurance (+1)

POWERS

Greater Glamours [-4]

Inhuman Speed [-2]

Wings [-1]

STRESS

Mental ○○○ Physical ○○○ Social ○○○○

TOTAL REFRESH COST: -7

PROSPERO

HIGH CONCEPT: DRAMATIC WHITE COUNCIL WIZARD

OTHER ASPECTS: AUTEUR; I DIDN'T MEAN TO KILL THEM; MAGIC IS A HEAVY BURDEN

SKILLS

Lore: Superb (+5)

Performance: Superb (+5)

Conviction: Great (+4)

Resources: Great (+4)

Discipline: Good (+3)

Scholarship: Good (+3)

Endurance: Fair (+2)

Presence: Fair (+2)

Rapport: Fair (+2)

5 more at Average

POWERS

Evocation [-3]

Lawbreaker: First [-2]

Refinement x3 [-3]

The Sight [-1]

Soulgaze [-0]

Thaumaturgy [-3]

Wizard's Constitution [-0]

SPECIALIZATIONS

Evocation: Elements (Air, Fire, Spirit); Control (Air +1, Fire +1, Spirit +1)

Thaumaturgy: Complexity (Conjuration +1, Summoning & Binding +1, Wards +1)

FOCUS ITEMS

Prospero's Amulet (+1 Defensive Control for Spirit)

Prospero's Book (+1 Complexity for Wards, +1 for Summoning & Binding)

Prospero's Staff (+1 Offensive Control for Air, +1 Offensive Power for Air, +1 Offensive Control for Fire)

ROPE SPELLS

Angels and Ministers of Grace Defend Us! (Spirit Block, 2 shifts): defends all designated targets in the zone (requires amulet)

Blow, Winds, and Crack Your Cheeks! (Air Attack, 3 shifts): wind billows against all targets in one zone (requires staff)

Bound upon a Wheel of Fire (Fire Maneuver, 2 shifts): adds the aspect "A Haze of Smoke and Fire" on the scene for three exchanges (requires staff)

Cry Havoc! (Fire Attack, 5 shifts): target spontaneously combusts with fire damage (2 mental stress to cast)

Hurricano (Air Maneuver, 4 shifts): adds "Suspended in Mid-Air" aspect to one target

STRESS

Mental 0000 Physical 000 Social 000

TOTAL REFRESH COST: -12

MIRANDA

HIGH CONCEPT:

MUCH-ADMIRED APPRENTICE

OTHER ASPECTS:

HARMFUL OR HELPFUL;
PROSPERO'S DAUGHTER; DRAMA QUEEN

SKILLS

Rapport: Superb (+5)
Performance: Great (+4)
Scholarship: Great (+4)
Conviction: Good (+3)
Deceit: Good (+3)
Lore: Fair (+2)
Presence: Fair (+2)
Discipline: Average (+1)
Empathy: Average (+1)

POWERS

Evocation [-3]
The Sight [-1]
Soulgaze [-0]
Thaumaturgy [-3]
Wizard's Constitution [-0]

SPECIALIZATIONS

Evocation: Elements (Air, Fire, Spirit);
Control (Spirit +1)
Thaumaturgy: Control (Conjuration +1)

FOCUS ITEMS

Choker (+1 Defensive Control for Spirit, +1
Defensive Power for Spirit)
Ring (+1 Offensive Control for Spirit, +1
Offensive Power for Spirit)

ROLE SPELLS

The Quality of Mercy (Spirit Block, 3 shift):
wall of force around caster (requires
choker)
**Avaunt! And Quit My Sight! (Spirit Veil,
3 shifts):** hides the target from sight
(requires ring)

STRESS

Mental 0000 Physical 00 Social 000

TOTAL REFRESH COST: -7

Ceres, Iris,
& Juno



CERES, IRIS, AND JUNO

HIGH CONCEPT:

SOCIAL-CLIMBING MINOR PRACTITIONERS

OTHER ASPECTS:

IN MIRANDA'S CONFIDENCE

SKILLS

Deceit: Great (+4)
Rapport: Great (+4)
Performance: Good (+3)
Empathy: Good (+3)
Conviction: Fair (+2)
Presence: Fair (+2)
Discipline: Average (+1)
Lore: Average (+1)

POWERS

Ceres: Channeling [-2]
Iris: Ritual [-2]
Juno: Ritual [-2]

SPECIALIZATIONS

Ceres: Evocation: Element (Spirit); Control (Spirit +1)
Iris: Thaumaturgy: Complexity (Divination +1)
Juno: Thaumaturgy: Control (Ectomancy +1)

FOCUS ITEMS

Ceres' Bracelet (+1 Offensive Power for Spirit)
Ceres' Tassel (+1 Offensive Control for Spirit)
Iris' Armband (+1 Complexity for Divination)
Iris' Belt (+1 Control for Divination)
Juno's Earrings (+1 Complexity for Ectomancy)
Juno's Belt (+1 Control for Ectomancy)

ROLE SPELLS

Ceres: Step Away (Spirit Attack, 3 shifts): A wave of force

STRESS

Mental 000 Physical 00 Social 000

TOTAL REFRESH COST: -2

Metzger



WILHELM METZGER

HIGH CONCEPT: METHODICAL WARDEN

OTHER ASPECTS: IN YOUR FACE; JUST THE FACTS;
SUSPICIOUS MIND

SKILLS

Discipline: Superb (+5)
Intimidation: Superb (+5)
Conviction: Great (+4)
Investigation: Great (+4)
Lore: Good (+3)
Weapons: Good (+3)
Endurance: Fair (+2)
Fists: Fair (+2)
2 at Average

STUNTS

Rule with Fear (Intimidation): Use Intimidation instead of Presence whenever rolling to represent your reputation.

POWERS

Evocation [-3]
Refinement x2 [-2]
The Sight [-1]
Soulgaze [-0]
Thaumaturgy [-3]
Wizard's Constitution [-0]

SPECIALIZATIONS

Evocation: Elements (Fire, Spirit, Water);
Control (Water +1); Power (Water +2)
Thaumaturgy: Complexity (Divination +2,
Wards +1)

FÆUS ITEMS

Sword-Sheath (+1 Defensive Control for Water,
+1 Defensive Power for Water)

ENCHANTED ITEMS

Chained Orb (Metzger has enchanted a crystal orb with two effects, a 3-shift Spirit Veil and a 3-shift Spirit Block, both usable once during the casefile)

Warden Sword (YS303)

ROLE SPELLS

Fog (Water Maneuver, 4 shifts): adds "Foggy" aspect on the scene for four exchanges (requires sword-sheath)

Shield (Spirit Block, 6 shifts): round force shield ala Harry's shield bracelet effect

Torrent (Water Attack, 6 shifts): pressurized rush of water against target

STRESS

Mental 0000 Physical 000 Social 00

TOTAL REFRESH COST: -10



Alex



Cal



Sean



Taylor



Dana



Pat

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *Alex Kross*

PLAYER

ASPECTS

HIGH CONCEPT

Emissary of the Muses

TROUBLE

Too Good For Your Own Good

OTHER ASPECTS

Sill of All Trades

SKILLS

SUPERB (+5) *Performance, Rapport*
OF SLOTS: *2*

GREAT (+4) *Presence, Scholarship*
OF SLOTS: *2*

GOOD (+3) *Discipline, Empathy*
OF SLOTS: *2*

FAIR (+2)
OF SLOTS: *2*

AVERAGE (+1)
OF SLOTS: *2*

STRESS

1 2 3 4 5 6 7 8

PHYSICAL (ENDURANCE) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

MENTAL (CONVICTION) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

SOCIAL (PRESENCE) ☐ ☐ ☐ ☒ ☒ ☒ ☒ ☒

ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

*-3 Incite Emotion (Desire;
At Range; Lasting Emotion)*

-2 Inhuman Recovery

*+0 The Catch is known
only to the Muses.*

-1 Marked by Power

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

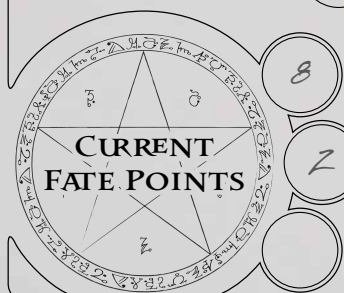
POWER LEVEL

Chest-Deep

SKILL CAP

Superb

SKILL POINTS SPENT *30* TOTAL AVAILABLE *0*



8 BASE REFRESH LEVEL

2 ADJUSTED REFRESH

FP FROM LAST SESSION

-6 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

ALEX KROSS

Alex is not just an actor—she's an artistic polymath, and happy to perform any role needed. She's good at everything regarding the theater, onstage or backstage. It all stems from her connection and devotion to the classical Muses.

ALEX'S POWERS

Alex's connection to the Muses runs deep. Those sensitive to the supernatural can sense their mark upon her; she's able to create inspiration in others (through some kind of performance), and can recover from injury startlingly fast.

INCITE EMOTION (INSPIRATION) [-3]

Through performance, you are able to incite strong inspiration in a target. It's the sort of thing that drive a man or woman to distraction—the wave of inspiration can become an all-consuming thing.

Emotion-Touch. If you can touch someone, you can make him feel strong inspiration. You're able to do maneuvers at +2 to your roll (using Performance) that force an emotion on a target (as a temporary aspect), so long as you're in the same zone as he is and you can physically touch him. The victim defends with his Discipline. You may be able to prevent the victim from taking other actions as well if you do this as a block *instead* of as a maneuver.

At Range. You may use this ability on targets up to one zone away without touching them.

Lasting Emotion. You have the ability to do *Emotion-Touch* as a mental attack instead of a mere maneuver or block. If such an attack hits, you gain a +2 stress bonus on a successful hit (as though it were Weapon:2), increasing the chances of inflicting a mental consequence (and thus, a more lasting emotional state). The victim defends with his Discipline.

INHUMAN RECOVERY [-2]

Total Recovery. You're able to recover from physical harm that would leave a normal person permanently damaged. You can recover totally from any consequence (excluding extreme ones) with no other excuse besides time; simply waiting long enough will eventually heal you completely.

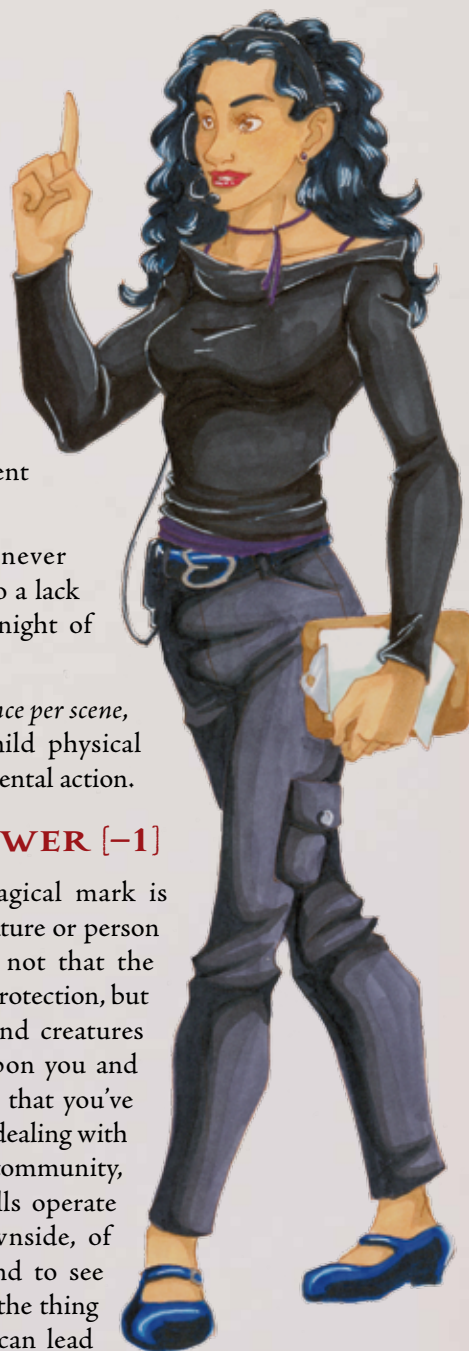
Fast Recovery. Out of combat, you may recover from physical consequences as if they were one level lower in severity. So, you recover from moderate consequences as though they were mild, etc. Consequences reduced below mild are always removed by the beginning of a subsequent scene.

Vigorous. Endurance never restricts other skills due to a lack of rest. You may skip a night of sleep with no ill effects.

Shrug It Off. In combat, *once per scene*, you may clear away a mild physical consequence as a supplemental action.

MARKED BY POWER [-1]

Aegis of Respect. A magical mark is upon you, placed by a creature or person of significant power. It's not that the mark provides any *actual* protection, but magically aware people and creatures can perceive this mark upon you and word tends to get around that you've been "claimed." Whenever dealing with someone in the magical community, *all* of your social skill rolls operate at a +1 bonus. The downside, of course, is that people tend to see you as a representative of the thing that marked you, which can lead to some uncomfortable entanglements and assumptions. If you absolutely must conceal this mark, you can, but it takes some concentration—use any appropriate skill (Stealth or Deceit, usually) restricted by Discipline to do so, but you can't do anything stressful (like combat) without dropping the concealment.



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *Cal "Caliban" Davenport*

PLAYER

ASPECTS

HIGH CONCEPT

Wyldfae (Goblin) Changeling

TROUBLE

I Will Prove My Worth

OTHER ASPECTS

Acting is in My Blood

SKILLS

SUPERB (+5) *Athletics, Fists*

OF SLOTS: *2*

GREAT (+4) *Performance, Survival*

OF SLOTS: *2*

GOOD (+3) *Endurance, Might*

OF SLOTS: *2*

FAIR (+2)

OF SLOTS: *2*

AVERAGE (+1)

OF SLOTS: *2*

STRESS

1 2 3 4 5 6 7 8

PHYSICAL (ENDURANCE) ○ ○ ○ ○ (○ ○) (X X)

MENTAL (CONVICTION) ○ ○ (X X) (X X) (X X) (X X)

SOCIAL (PRESENCE) ○ ○ (X X) (X X) (X X) (X X)

ARMOR, ETC: *Armor: 1 vs physical stress*

STUNTS & POWERS

COST ABILITY

-2 Inhuman Recovery

-2 Inhuman Toughness

+2 The Catch on both is Cold Iron

-4 Superhuman Strength

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
			○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

POWER LEVEL

Chest-Deep

SKILL CAP

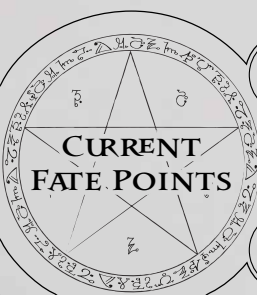
Superb

SKILL POINTS SPENT

30

TOTAL AVAILABLE

0



8

BASE REFRESH LEVEL

2

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

-6

TOTAL REFRESH ADJUSTMENT

CAL "CAUBAN" DAVENPORT

As a half-goblin, Cal's not much to look at, with a mildly asymmetrical lumpiness to his features. When the time comes, Cal will probably Choose his goblin nature over his human nature, but he wants to be worthy of nobility when he does. In the meantime, he wants to be the best actor he can be.

CAL'S POWERS

Cal has embraced enough of his goblin heritage to tap into some potent physical abilities. He's tough (Armor:1), a fast healer, and can hammer his enemies with Weapon:4 strength and Superb Fists.

INHUMAN RECOVERY [-2]

Total Recovery. You're able to recover from physical harm that would leave a normal person permanently damaged. You can recover totally from any consequence (excluding extreme ones) with no other excuse besides time; simply waiting long enough will eventually heal you completely.

Fast Recovery. Out of combat, you may recover from physical consequences as if they were one level lower in severity. So, you recover from moderate consequences as though they were mild, etc. Consequences reduced below mild are always removed by the beginning of a subsequent scene.

Vigorous. Endurance never restricts other skills due to a lack of rest. You may skip a night of sleep with no ill effects.

Shrug It Off. In combat, *once per scene*, you may clear away a mild physical consequence as a supplemental action.

INHUMAN TOUGHNESS [-2]

Hard to Hurt. You naturally have Armor:1 against *all* physical stress.

Hard to Kill. You have two additional boxes of physical stress capacity.

THE CATCH [+2]

Your Toughness and Recovery abilities are don't work when you're attacked with cold iron.

SUPERNATURAL STRENGTH [-4]

Superior Lifting. Whenever lifting or breaking inanimate things, you gain a +6 to your Might score.

Bludgeoning Strength. Roll Might at +2 whenever using that skill in conjunction with grappling. This also allows you to inflict a 3-stress hit on an opponent as a supplemental action during a grapple.

Superlative Strength. Whenever using your Might to modify another skill, it always provides a +2 regardless of the actual comparison of your Might score to the skill in question.

Lethal Blows. With attacks that depend on muscular force (Fists, thrown Weapons, etc.), you are at +4 to damage, increasing the stress dealt by four on a successful hit. Be careful; it's casually easy to kill someone with a simple punch at this level.



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *Dana Hawthorne*

PLAYER

ASPECTS

HIGH CONCEPT

Nosy Werewolf Reporter

TROUBLE

Curiosity Killed the Hawk

OTHER ASPECTS

Can I quote you on that?

SKILLS (HUMAN)

SUPERB (+5) *Empathy, Investigation*
OF SLOTS: 2

GREAT (+4) *Alertness, Scholarship*
OF SLOTS: 2

GOOD (+3) *Deceit, Rapport*
OF SLOTS: 2

FAIR (+2)
OF SLOTS: 2

AVERAGE (+1)
OF SLOTS: 2

STRESS

1 2 3 4 5 6 7 8

PHYSICAL (ENDURANCE) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

MENTAL (CONVICTION) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

SOCIAL (PRESENCE) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

ARMOR, ETC:

SKILLS (CHANGED)

SUPERB (+5) *Alertness, Athletics*
OF SLOTS: 2

GREAT (+4) *Fists, Stealth*
OF SLOTS: 2

GOOD (+3) *Investigation, Deceit*
OF SLOTS: 2

FAIR (+2)
OF SLOTS: 2

AVERAGE (+1)
OF SLOTS: 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"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Chest-Deep

SKILL CAP

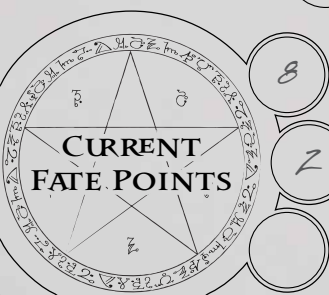
Superb

SKILL POINTS SPENT

30

TOTAL AVAILABLE

0



8

BASE REFRESH LEVEL

2

ADJUSTED REFRESH

FP FROM LAST SESSION

STUNTS & POWERS

COST ABILITY

-1 *Beast Change (Hawk)*

-1 *Echoes of the Beast (Hawk)*

+1 *Human form, affecting:*

-1 *Claws*

-1 *Diminutive Size*

-2 *Inhuman Speed*

-1 *Wings*

-6 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

DANA HAWTHORNE

An intrepid reporter with a nose for news and a penchant for getting into trouble, Dana's found herself stuck doing theatre reviews. Imagine her surprise when she realized the story potential for Prospero's peculiar performance. Her ability to shapeshift into a hawk might come in handy, too.

DANA'S POWERS

Dana is one of the best reporters out there, but her werehawk heritage dials things up. In hawk form, her initiative is +9 (better than Legendary!), her dodging Fantastic(+6). In either form, her Investigation rolls at Superb (+5) for spotting small, visual details.

POWERS (HUMAN & HAWK)

BEAST CHANGE (HAWK) [-1]

Beast Form. You can take the form of a hawk.

Skill Shuffle. When you take the form of a hawk, you have a different skill set.

ECHOES OF THE BEAST (HAWK) [-1]

Beast Senses. You have the eyes of a hawk. Gain a +1 on Investigation and Alertness rolls when eyesight is a factor.

Beast Trappings. You are able to do one minor thing that normal people can't do, related to the abilities of your beast-kin. As a were-hawk, this means you can spot tiny details from a great distance, as though you carry a built-in pair of binoculars.

Beast Friend. You have an instinctual understanding of birds—not enough to talk with them, but to figure things out about what their behavior implies.

POWERS (HAWK)

CLAWS [-1]

Natural Weapons. Your talons are a Weapon:2 weapon when you use them in a "Fists" attack.

DIMINUTIVE SIZE [-1]

Hard to Detect. +4 to Stealth when hiding.

Small is Big. Being small, you're much better at picking up on very small details, gaining a +2 to any perception (Alertness, Investigation) rolls needed to spot them.

Wee. While small, your health stress track is 2. Your ability to manipulate objects and other uses of the Might skill are considered relative to creatures of your small size, rather than human sized. When your size is a factor in combat, you can only inflict 1 physical stress per attack (but this could be improved by damage bonuses from weapons and the like, like your talons). Your ability to cross distances (using Athletics) is unaffected, but you gain a +1 to Athletics for dodging.

INHUMAN SPEED [-2]

Improved Initiative. Your Alertness is at +4 for the purpose of determining initiative.

Athletic Ability. All your Athletics checks are made at +1, including dodging. When sprinting (see YS212), this bonus is increased to +2.

Casual Movement. Whenever moving as part of another physical activity, you may move one zone without taking the -1 penalty for a supplemental action (YS213).

Almost Too Fast To See. Difficulty factors due to moving are reduced by two when rolling Stealth.

WINGS [-1]

Flight. You can fly, eliminating or reducing certain kinds of borders (YS212) and enabling travel upwards into zones (YS197) that can't normally be reached. Winged flight is governed by the Athletics skill, just as running is.



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *Sean Simpson*

PLAYER

ASPECTS

HIGH CONCEPT

Ex-Commando Bodyguard

TROUBLE

old Wolf

OTHER ASPECTS

Everything is a Weapon

SKILLS

SUPERB (+5) *Stealth, Intimidation*
OF SLOTS: *2*

GREAT (+4) *Athletics, Guns*
OF SLOTS: *2*

GOOD (+3) *Weapons, Endurance*
OF SLOTS: *2*

FAIR (+2)
OF SLOTS: *2*

AVERAGE (+1)
OF SLOTS: *2*

STRESS

1 2 3 4 5 6 7 8

PHYSICAL (ENDURANCE) ○ ○ ○ ○ ☒ ☒ ☒ ☒

MENTAL (CONVICTION) ○ ○ ☒ ☒ ☒ ☒ ☒ ☒

SOCIAL (PRESENCE) ○ ○ ☒ ☒ ☒ ☒ ☒ ☒

ARMOR, ETC: *Armor: 1 vs. blunt trauma*

CONSEQUENCES

TYPE	P/M/S	STRESS	USED?	ASPECT
MILD	ANY	-2	○	
MODERATE	ANY	-4	○	
SEVERE	ANY	-6	○	
<i>Mild Physical</i>		<i>-2</i>	○	
			○	
			○	
EXTREME	ANY	-8	○	REPLACE PERMANENT

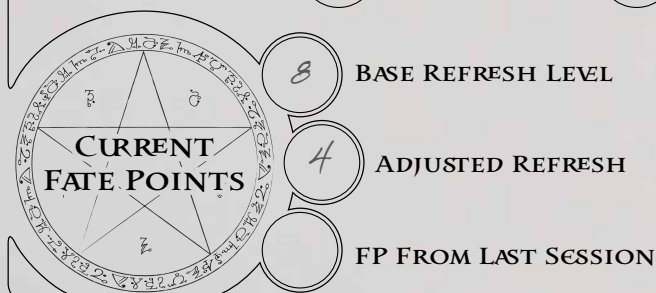
POWER LEVEL

Chest-Deep

SKILL CAP

Superb

SKILL POINTS SPENT *30* TOTAL AVAILABLE *0*



STUNTS & POWERS

COST ABILITY

- +2 Pure Mortal*
- 1 No Pain, No Gain (Endurance): one additional mild physical consequence*
- 1 Pin Them Down (Guns): When aiming, the aspect you place can't be shaken, and moving out of the zone faces +1 border while you continue to attack.*
- 1 Rule with Fear (Intimidation): use Intimidation instead of Presence for reputation*
- 1 Swift & Silent (Stealth): Fast movement difficulty reduced by 2.*
- 1 Tough Stuff (Endurance): Armor: 1 vs. blunt trauma.*
- 1 You Don't Want Any of This (Intimidation): +2 when performing a Brush-off.*

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

JEAN SIMPSON

A broken Special forces officer, slowly sliding into drink and despair, Jean can fight anything except existential angst. His daughter died last year, so his commitment to protecting Prospero and his daughter Miranda is strong.

JEAN'S STUNTS

Jean is a highly trained individual. He's not as spry as he used to be, but he still knows how to put the fear of Jean into people.

No Pain, No Gain (Endurance): You may take one additional mild physical consequence.

Pin Them Down (Guns): When Aiming (YS131), the aspect you place on the target *cannot be removed* so long as they do not move out of the zone, and any attempts to leave the zone face an increased border (YS212) of 1 as long as you continue to make Guns attacks against that target.

Rule with Fear (Intimidation): Use Intimidation instead of Presence whenever rolling to represent your reputation.

Swift and Silent (Stealth): When Skulking (YS143), any difficulty increases due to fast movement are reduced by up to two.

Tough Stuff (Endurance): The stuff of blunt trauma—fists, sticks, and stones—pose little trouble for you. Against such things, you have a natural Armor:1 (which stacks with other forms of protection). This does not apply to things like blades, bullets, and burns, but it makes you a beast in a burly brawl.

You Don't Want Any of This (Intimidation): When performing a Brush-Off (YS132), gain a +2 on your roll.

JEAN IS A PURE MORTAL

Because of this, he gains a +2 to his refresh level. He'll (usually) have more fate points than the other characters, which will let him interact with aspects more and really pull through in "spotlight" moments. Make the most of those fate points!



THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *Pat Sokolowski*

PLAYER

ASPECTS

HIGH CONCEPT

Would-Be Wizard

TROUBLE

Learning Control

OTHER ASPECTS

Crush on Miranda

SKILLS

SUPERB (+5) *Conviction, Rapport*
OF SLOTS: *2*

GREAT (+4) *Discipline, Empathy*
OF SLOTS: *2*

GOOD (+3) *Deceit, Lore*
OF SLOTS: *2*

FAIR (+2)
OF SLOTS: *2*

AVERAGE (+1)
OF SLOTS: *2*

STRESS

1 2 3 4 5 6 7 8

PHYSICAL (ENDURANCE) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

MENTAL (CONVICTION) ☐ ☐ ☐ ☐ ☒ ☒ ☒ ☒

SOCIAL (PRESENCE) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

ARMOR, ETC:

STUNTS & POWERS

COST ABILITY

-3 *Evocation*

-3 *Thaumaturgy*

-0 *Soulgaze*

-1 *The Sight*

-0 *Wizard's Constitution*

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"/>	
<i>Mild</i>	<i>Mental</i>	<i>-2</i>	<input type="radio"/>	
			<input type="radio"/>	
			<input type="radio"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

POWER LEVEL

Chest-Deep

SKILL CAP

Superb

SKILL POINTS SPENT

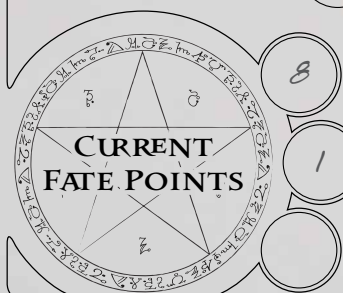
30

TOTAL AVAILABLE

0

THE LADDER

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



8

BASE REFRESH LEVEL

1

ADJUSTED REFRESH

FP FROM LAST SESSION

-7

TOTAL REFRESH ADJUSTMENT

PAT SOKOLOWSKI

A natural sorcerer, Pat seeks to improve his station: he wants to know enough to be accepted by the White Council as a full wizard. Learning from Prospero could help him get that. Plus, Miranda's kinda cute...

PAT'S POWERS

While Pat's training has gone fairly deep, he still has trouble with control. His powers are also expensive, so playing up Pat's Trouble aspect for extra fate points is key!

EVOCATION [-3]

Evocation. You're able to use evocation in all of its forms, as described on YS249.

Elemental Familiarities. Pat has practiced with the elements of earth, air, and spirit. Fire and water remain beyond him for the moment.

THAUMATURGY [-3]

Thaumaturgy. You're able to use Thaumaturgy in all of its forms, as described on YS261.

THE SIGHT [-1]

Arcane Senses. You may use Lore as if it were an arcane Investigation skill as well as an arcane Alertness skill. You also gain +1 to Lore when using it in this fashion.

Wizard's Touch. When you touch another being who has some magic potential, the GM may ask you to roll Lore to catch just a hint of a "spark," indicating their nature as something other than mundanely mortal.

Opening the Third Eye. You may use the Sight to fully open your third eye, with all of the risks and rewards that come with it. See YS223 for details on how the Sight works.

SOULGAZE [-1]

Soulgaze. You are subject to the uses and effects of Soulgaze as described on page YS226.

WIZARD'S CONSTITUTION [-0]

Total Recovery. You're able to recover from physical harm that would leave a normal person permanently damaged. You can recover totally from any consequence—excluding extreme physical ones—with no other excuse besides



time; simply waiting long enough will eventually heal you completely. (Many wizards use this ability to avoid hospitals, where their tendency to disrupt technology can put others in serious danger.)

Long Life. As a side-effect of your improved ability to recover from injury, your lifespan is significantly extended. In game terms this will rarely have relevance, but it's why the Senior Council of the White Council of wizards can talk at length about the events of the American Civil War (many of them were there) and several can go back even further than that.

SPECIALIZATIONS

Elements: Air, Earth, Water

Evocation: +1 control with Earth magic

Thaumaturgy: +1 complexity with Divination

FOCUS ITEMS

Bracelet made of hollow stones: +1 Offensive Control with Air; +1 Defensive Control with Earth

Magnifying Lens: +1 to both Complexity and Control with Divination

ROUE SPELLS

Gravity Shift (Earth Maneuver, 4 shifts): Aspect is "Three Times as Light"

Hand of Rock (Earth Block, 5 shifts): Wall of earth shoots from the ground (requires bracelet)

Lightning Bolt (Air Attack, 5 shifts): electricity crackles from caster to target (requires bracelet)

THE DRESDEN FILES ROLE-PLAYING GAME

CHARACTER SHEET

CHARACTER *Taylor Frost*

PLAYER

ASPECTS

HIGH CONCEPT

Half-Demon Cop

TROUBLE

Not Clean or Dirty

OTHER ASPECTS

Fight Evil With Evil

SKILLS

SUPERB (+5) *Guns, Investigation*

OF SLOTS: *2*

GREAT (+4) *Alertness, Burglary*

OF SLOTS: *2*

GOOD (+3) *Contacts, Discipline*

OF SLOTS: *2*

FAIR (+2)

OF SLOTS: *2*

AVERAGE (+1)

OF SLOTS: *2*

STRESS

1 2 3 4 5 6 7 8

PHYSICAL (ENDURANCE) ☐ ☐ ☐ ☐ ☐ ☐ ☒ ☒

MENTAL (CONVICTION) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

SOCIAL (PRESENCE) ☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒

ARMOR, ETC: *Armor: 2 against physical*

STUNTS & POWERS

COST ABILITY

-1 *Scene of the Crime (Investigation):*
At a crime scene, you gain +1 to your investigation roll and arrive at your findings one step faster on the time table.

-1 *Cloak of Shadows*

-4 *Supernatural Toughness*

+1 *The Catch is holy items*

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

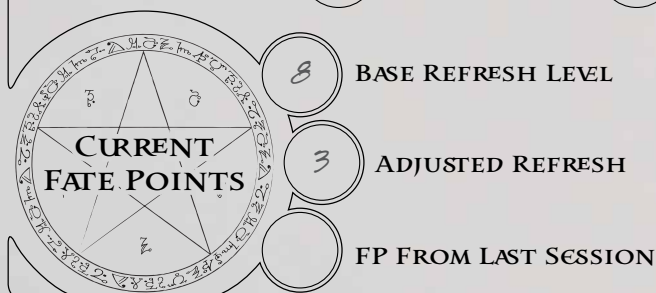
POWER LEVEL

Chest-Deep

SKILL CAP

Superb

SKILL POINTS SPENT *30* TOTAL AVAILABLE *0*



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

TAYLOR FROST

Taylor is a bad boy good guy, controlling the evil within by directing it at the evil out in the world. Prospero has hired Taylor under the table as security for the play.

TAYLOR'S ABILITIES

Taylor's abilities make him abnormally tough and easily at home in the shadows. He's also one of the best, if not the best, detectives on the force.

STUNTS

Scene of the Crime (Investigation): You have a practiced eye when combing over a crime scene. In such a circumstance, you gain +1 to your Investigation roll and arrive at your findings one step faster than usual on the time table (YS315).

POWERS

CLOAK OF SHADOWS [-1]

See in the Dark. Perception skill rolls are not penalized by darkness.

Melt into the Shadows. You're more effective than most at hiding in a reasonably sized area of darkness or shadow. Under the cover of darkness, you get a +2 bonus to your Stealth rolls.

SUPERNATURAL TOUGHNESS [-4]

Harder to Hurt. You naturally have Armor:2 against all physical stress.

Harder to Kill. You have four additional boxes of physical stress capacity.

THE CATCH [+1]

Holy Items Hurt. Simon gets none of the benefits of Supernatural Toughness if he's attacked with a holy item.

