

# THE DRESDEN FILES

ROLEPLAYING • GAME



## CASEFILE: NEUTRAL GROUNDS

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## OVERVIEW

This *Dresden Files RPG* adventure is intended for 3-7 players. Partially pregenerated PCs are provided. These characters already have most of their aspects, skills, stunts, and powers, as well as some background information, but the players will have the opportunity to personalize their 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*.

The game is set in Baltimore—see the chapter “Nevermore, Baltimore” (YS358). The story is centered on seven regulars at the café and bookstore Neutral Grounds, and focuses on their adventures as they attempt to figure out what happened to Diane Basset (YS386), the café’s proprietress and resident caffeinomancer.

This is an extremely lightweight writeup; this is intentional. 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 adventure; these will not only help the players complete their character sheets, but will tailor the adventure to the players’ concepts of their own characters. Thus, no two sessions of “Neutral Grounds” will ever be quite the same.

This writeup assumes that you’re familiar with the *Dresden Files RPG* rules, and that you’ve read over Chapter 16, “Nevermore, Baltimore.” The target audience of the writeup is the GM, so if you plan to play through the adventure you might want to stop reading now.

## STARTING THE GAME

Describe Neutral Grounds to the players. Let them know that they’re all regulars at the coffeehouse, and they’re all at least acquaintances with one another, if not good friends. There are no real strangers among the PCs, even if they might not all be aware of each other’s abilities.

The PCs are:

- ◆ Sean Barnes, Metalhead Werewolf
- ◆ Martin Caputi, Retired Psychic Detective
- ◆ Maria Emana, Idealistic Kinetomancer
- ◆ Astra LaFontaine, New Age Occultist
- ◆ Dania Lansey, Half-elf Illusionist
- ◆ Zack Meyer, Apprentice Wizard
- ◆ Nate Valakas, Emo White Court Virgin

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

All the PCs are at the “Up to Your Waist” Power Level (7 Refresh, 25 Skill Points). The game can be played with any from 3-7 of the PCs. You’ll have to adjust the amount and/or quality of opposition depending on the number of players.

Important NPCs might be:

- ◆ Diane Basset, proprietress of Neutral Grounds
- ◆ Eric McCullough, her ex-boyfriend
- ◆ Frank Williams, her new boyfriend (maybe?)
- ◆ Damocles Ravenborn, loser Red Court vampire

You’ll find notes on these NPCs at the end of the document.

Important locations might be:

- ◆ Neutral Grounds coffeehouse
- ◆ Eric McCullough’s house
- ◆ Fort McHenry

## 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—someone needs 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 AND GETTING A HANDLE ON THE STORY

Once everyone has selected a character, start things off by asking some probing questions. This will serve two purposes: one, to complete the characters' aspect lists, and two, to help you figure out who the potential bad guys, red herrings, and other NPCs are.

Here are some example questions. As the players answer them, ask them how they might turn their answers into aspects.

- ♦ One of you is very close to Diane Basset. Who? How?
- ♦ Who is Diane's current boyfriend—is it Frank Williams, that guy who's been hanging around a lot lately? Is it someone else? (If one of the players pipes up with "It's me!" then you *know* you have an awesome group. Even though it does complicate things a little.)
- ♦ Why would Frank be a good match for Diane? Why wouldn't he be?
- ♦ Eric McCulloch is Diane's ex—tell us about him. (Consider showing his picture, to help get folks going. That said, don't use his picture unless you see the need—the players may head off in a direction that's out of sync with the image, and if they do, their ideas win.)
- ♦ Diane and Eric broke up about a year ago. Why?
- ♦ One of you had a big argument with Eric—who is it? What was the argument about? Did you resolve the disagreement?
- ♦ One of you knows Maria's secret—who? Does she know that you know? How did you find out? Maria, if you know that he knows, how does that make you feel about him?
- ♦ One of you was attacked by a ghoul on the street last week. How did you survive?
- ♦ Two of you are close friends—who? How did you meet? Describe your friendship.
- ♦ One of you had a run-in with a Red Court vampire named Damocles Ravenborn last week. Who? Describe the situation—did it get violent? What was the outcome? (Show the group Damocles' picture, if it helps.)

- ♦ Which one of you did Damocles Ravenborn try to glamour at Neutral Grounds last month? (Explain that Damocles is a loser Red Court vamp. He watches too much *True Blood* and keeps trying to glamour people. It's kind of embarrassing.)
- ♦ One of you saved the life of someone else at the table last week. Who? How? How did that impact your friendship?

And here's a list of personalized questions, one for each PC, to help draw them in further:

- ♦ Sean, do people know that you're a werewolf? How often do you "wolf out?" Ever done so in front of any of the other PCs? Ever on stage?
- ♦ Maria, do you feel ashamed of what you did? Do you feel like doing so again is a major temptation?
- ♦ Zach, how do you feel about your master? Do you feel abandoned because he/she left town without you? Do you feel like you can rely on anyone at Neutral Grounds to fill in as a mentor?
- ♦ Martin, did you keep your talent a secret? Did that lead somehow to your retirement—were you forced out? Or did you find a way to mask your vision as something else?
- ♦ Dania, which side of your heritage do you favor? Do you have contact with your father? Why haven't you decided which path to take yet?
- ♦ Astra, how did you gain such a comprehensive knowledge of the supernatural? How do you move past your feelings of jealousy toward those with supernatural powers?
- ♦ Nate, why are you still a (vampire) virgin? What happened that set your determination not to turn—or is it not so much a deliberate decision as a lack of opportunity? Are you actively looking for a way out of your condition (i.e. true hope)?

In all games that I've run, Damocles Ravenborn has been a red herring, and one that the players saw through rather quickly. If the players go for Damocles, consider making him the outright bad guy and Eric the red herring.



## THE SITUATION

The game is intended to have three major acts (though, running with what the players give you means you never know what could happen). The first act occurs in the coffeehouse and involves a crime scene investigation interrupted by gunfire and a fight. The second act is the search, leading the PCs all over Baltimore. The third is confronting the person who's taken Diane.

## WHAT "REALLY HAPPENED"

In the "canonical" version of events—in other words, the one I assume is true as I write this up—Diane Basset's bastard of an ex-boyfriend, Eric McCullough, who's a warlock and psychomancer of considerable skill, spent too long staring down the barrel of Baltimore's ley line. It blew his last, tenuous hold on sanity, and he decided that if he can't have Diane then nobody can. He came in with a couple of gangbanger thugs he enthralled and took her. He's planning to sacrifice her on the ley line at Fort Carroll.

That said, what "really happened" is what *you* say really happened. I highly recommend that you let your players help decide. It's possible, based on the questions you asked at the start of the session (see *Choosing Aspects and Getting a Handle on the Story*, above) that a different bad guy could emerge, such as Damocles Ravenborn. If that's the case, you might have to improvise a bit as to his motives—why would he take Diane? Vengeance? How are the PCs going to track him?

## ACT ONE: THE SCENE OF THE CRIME

The PCs, all members of Baltimore's supernatural community (or at least in the know) are regulars at the Neutral Grounds coffeehouse and bookstore (see YS394). They arrive (conveniently, all together!) on some Wednesday morning to find, rather than hot double espressos, two dead baristas.

Tom and Alicia, two local college students who usually worked with Diane on the morning shift, are lying on the floor, both dead. They've been shot, but that's not immediately obvious.

Before the PCs start investigating, make sure you throw out some scene aspects. The bookshelves, tables, and counter area are in disarray, as if there was a struggle. Decent Investigation rolls will discover bullet holes in the walls and the bodies.

The players might freak out a bit here. One might want to call the cops immediately. You can run with that, or you can suggest that the cops are already here—provided the PC Martin Caputi, a retired detective, is in play. Consider reassuring them that they're relatively protected from view here, so passersby are unlikely to notice what happened or "catch" them at the scene of the crime.

On the other hand, you could play up the tension of the scene—"What are you going to do? Someone might find you in here, and that would be bad for you." That suggests that they need to hurry. It's up to you how to play it.

Your ace for the opening scene is who's in the back room—one of the thugs who accompanied the bad guy in here is still in the back room, left behind to give investigators trouble and buy him some time. Bust him out when it's convenient to do so (see *Enthralled Thug*, below).

## COMPLICATIONS AND CONSIDERATIONS

If Martin Caputi is in action, his psychometry could give him some perspective on what happened here. Think about what the objects he's examining could "see" within a limited scope to restrict what he can find out. You can use this to give clues that both move the plot forward *and* take advantage of whoever is the red herring.

Damocles doesn't seem like the type to use a gun to kill people—he loves his katana too much. If you want to throw more suspicion on to him, make sure some of the evidence fits him as the culprit. Or if he's the actual guy behind things here, and Eric is the red herring, the bullets can throw people off his trail!

If Damocles is your red herring, maybe Eric has been working the mind-mojo on his victims and patsies so that they think Damocles is the one responsible for doing bad things or for hiring them. Like, say, the *Enthralled Thug* in the back room...

## ACT TWO: THE SEARCH

Here's where things can go any which way. Once again, I'm assuming that Eric McCullough is your bad guy. If your group acts like mine did each time I ran it, they'll immediately head for Eric's place. In two games he was a rich playboy type, and in the third he was a drug dealer living in a flophouse, so the actual details of his place depend completely upon how the players described Eric at the start of the session.

If Frank Williams is Diane's current romantic interest, the PCs will find him here—tied to a chair in the middle of the house or apartment's largest room. He's in a mild panic, but is bound with duct tape and unable to speak or move. He's surrounded by a hemispherical "land mine" type ward—it's a 6 shift ward that, if tripped, explodes into a 4-shift attack (yes, that's a +4 attack at Weapon:4) on everyone in the room, including Frank. Someone will need to detect it, and someone will need to counterspell it. Of course, they could just blunder into it.

If the PCs get a chance to talk to Frank, he remembers Eric muttering something about the Fort. More on this in Act 3.

If your setup winds up diverging, you'll need to improvise a bit.

If Eric's place is in a cruddy section of town (such as the East Green, YS392), don't hesitate to have Lizard Gibbs (YS380) show up.

## COMPLICATIONS AND CONSIDERATIONS

If Damocles is your big bad, maybe this is all for show—a distraction play. Damocles might have chatted up Eric, convinced him to act on his jealousies, and then traipsed off to commit a murder that would point in Eric's direction.

If Damocles is your red herring, you might want to have him show up at Eric's, duped by Eric into sticking his nose in at a really bad time. If he catches them in a position of disadvantage—like trying to untangle a dangerous wardspell, or having just set it off—Damocles is just the right flavor of overconfident to try to tangle with the PCs without needing other motivation.

## ACT THREE: THE CONFRONTATION

Eric is taking Diane to Fort McHenry (YS389), where he can get easy access to the ley line for his ritual. The fort happens to be closed to tourists that day, but if the PCs get there they'll still be confronted by park ranger Janet Walker (YS375). It's up to them how they get past her.

You can decide whether or not Walker is oblivious to Eric's activities, or is even in on them.

Eric is doing his ritual in an underground room that the PCs will need to get to through a tunnel leading from the blockhouse at the fort. It's part of the tunnel system that leads back toward Federal Hill Park (YS389), and if you want to include some ghouls in your game, this is your ticket. Much like Frank Walker, Diane is tied to a chair and bound, directly above an arcanelly significant point in the ley line. That section of tunnel widens out to about twenty or thirty feet wide, so it's not quite so cramped.

Eric, a psychomancer, is using the ley line to power his enthrallment spells, and is going to use it to get Diane to take him back—turning her into a fine thrall (OW83). He has the other gangbanger thrall with him here, and if you want to introduce some connection between him and the ghouls that live in other parts of the tunnel, you could have a couple of them here to provide protection.

If you don't have ghouls, you'll need some other muscle here or the PCs will dogpile Eric pretty quickly. Consider having some conjured critters like black dogs (OW81) or a few more rough thralls (OW82) with guns.

If you really want to get weird, have him conjure a couple of bodyguard rock demons; portions of the stone walls of the tunnel could come alive and attack the PCs as golem-like creatures.

Once again, place some aspects on the scene like "Dark and Dank" or "Underground" or "Old Stonework."

The ley line will absorb two mild mental consequences for Eric as he casts evocation spells in the final fight.



## COMPLICATIONS AND CONSIDERATIONS

Then again, Eric could be the patsy, and Damocles could be the real problem. Perhaps Eric's doing all of this because the tables have been turned on him and he's the thrall, of sorts—addicted to Red Court venom and being driven to extremes by the withdrawal. Diane is a talented potion-maker after all—maybe this is Eric's bent way of trying to get her to help him.

Regardless, Damocles suffers from supervillain syndrome and probably wants to see the PCs get their asses handed to them. He may be lurking in the wings to see what happens, or he may simply be the target of a non-combat confrontation at the far end of things. (Sufficiently intimidating PCs might get Damocles to crumple; often as not, he's all show).

If Eric's the real big bad, then he probably already sent Damocles against the PCs earlier. Maybe he has struck an alliance that can draw Damocles in at an opportune moment—you can save Damocles as a card to play if it looks like the PCs are gaining ground on Eric too fast.

### ROUGH THRALL THUG

**HIGH CONCEPT:** GANGBANGER THRALL  
**SKILLS**

**Alertness:** Fair (+2)

**Athletics:** Fair (+2)

**Guns:** Fair (+2)

Most other skills default to Mediocre, with any physical ones defaulting to Fair.

#### STRESS

**Mental** ○○ **Physical** ○○○

**Social** ○○

#### NOTES

These poor saps have Fair initiative, dodge at Fair, and attack at Fair with **Weapon:2** guns. Take away the gun and they'll just be swinging Average fists.

**TOTAL REFRESH COST:** 0

## THE NPCs

### ERIC MCCULLOUGH

**High Concept:** Jealous Mentalist

Diane's ex, and one of the two potential suspects in action. Eric's sheet is on the following page. I left off Lawbreaker (Third Law) and Lawbreaker (Fourth Law) for now—you might make him a scapegoat, or the real villain. Villain-Eric should totally have Lawbreaker (which will make his mind-mojo all the more potent). Eric has spent some time around Russell Carson (YS387), none of it good, and has a tie to the corrupting power of Baltimore's ley line (YS391).

### FRANK WILLIAMS

**High Concept:** Diane's Boyfriend

You probably don't need any stats for Frank. If you end up needing them, pick a character from "Who's Who" (OW97) that seems similar enough based on how you and your players have conceptualized him.

### DAMOCLES RAVENBORN

**High Concept:** Red Court, But Still A Poser

See YS373 for the detailed scoop on this guy, but I've included his sheet on the following page.

### ROUGH THRALL THUGS

As seen in the statblock on this page. These are normal folks who've been given a mental makeover by Eric. It's not pretty, and they'll probably never be whole again, but they are mortal beings. Those wary of breaking the Laws of Magic should be careful with how they handle them.

### GHOUL THUGS

See OW58 for the lowdown, and the following pages for a convenient stat-block.

### CONJURED ROCK DEMONS

I based the stats for these on shellycobbs from OW51, changing a few things around like the catch and the sensory abilities. You can find the stats a few pages further along.

## DAMOCLES RAVENBORN

### HIGH CONCEPT:

ACTUALLY RED COURT, BUT STILL A POSER

### OTHER ASPECTS:

BULLY; FOLDS UNDER PRESSURE

### SKILLS

**Alertness:** Fair (+2)

**Athletics:** Fair (+2)

**Discipline:** Fair (+2)

**Endurance:** Fair (+2)

**Intimidation:** Good (+3)

**Performance:** Good (+3)

**Stealth:** Average (+1)

**Weapons:** Average (+1)

Most other skills default to Mediocre.

### POWERS

**Addictive Saliva** [-1]

**Blood Drinker** [-1]

**Claws** [-1]

**Flesh Mask** [-1]

**Feeding Dependency** [+1] affecting the following powers:

**Cloak of Shadows** [-1]

**Inhuman Strength** [-2]

**Inhuman Speed** [-2]

**Inhuman Recovery** [-2]

**Inhuman Toughness** [-2]

**The Catch** [+2] is sunlight, holy stuff; armor doesn't protect belly.

### STRESS

**Mental** OO **Physical** OOO(OO), **Armor:** 1  
**Social** OO **Hunger** OOO

### NOTES

Fantastic initiative, Mediocre to Average attacks (with a katana!), Good defense. Can do physical stress with **Weapon:4** strength & claws (or **Weapon:4** strength & katana), or set aside the weapon bonus to make it a mental stress attack with his narcotic saliva. It's said that Damocles often licks the flat of his sword blade to deliver the venom, but he's the kind of idiot who might end up cutting off his tongue by accident if he did that.

**TOTAL REFRESH COST:** -10

## ERIC MCCULLOUGH

### HIGH CONCEPT:

JEALOUS MENTALIST

### OTHER ASPECTS:

PUSHED OVER THE EDGE; FRIENDS IN DARK PLACES; ENTITLEMENT COMPLEX

### SKILLS

**Conviction:** Superb +5

**Deceit:** Good +3

**Discipline:** Great +4

**Lore:** Good +3

Physical and social skills tend to be Fair (+2).

### POWERS

**Evocation** [-3]

**Thaumaturgy** [-3]

**Sponsored Magic (Ley Line)** [-2]

**Refinement** [-4]

**The Sight** [-1]

**Soulgaze** [+0]

**Wizard's Constitution** [+0]

### SPECIALIZATIONS

**Evocation:** Elements (Spirit, Air, Earth);

Control (Air +1, Earth +1, Spirit +3),

Power (Air +1, Spirit +2)

**Thaumaturgy:** Control (Wards +1, Psychomancy +1)

### ROTE SPELLS

**Whoosh (Air block, six shifts):** A bubble of high pressure air deflects attacks

**Whump (Air attack/maneuver, five shifts):**

Attack or maneuver with 5 shift air attack with a Discipline roll of +5

**Obaemi (Spirit attack, eight shifts):** A mind-whammy, 8 shifts, or 10 shifts if he wants to use the ley line to absorb a consequence or two. Requires use of the pocket watch for a Discipline roll is at +8.

### FOCUS ITEMS

**Pocket Watch** (offensive power & control +1 for spirit)

**Staff** (defensive control +1 for air)

### NOTES

Eric is a dangerous sorcerer, acting on Fair initiative. If forced to physical combat, he'll throw around his Air rotes to help keep the distance, but he'll prefer to lay the mental whammy on someone if he can get the opportunity.

### STRESS

**Physical** OOO **Social** OOO

**Mental** OOOO, 3 extra mild consequences (1 for Conviction + 2 because he's plugged into the ley line)

**TOTAL REFRESH COST:** -13



Eric McCullough



Damocles Ravenborn



A Freakin' Ghoul



## GHOUL

**HIGH CONCEPT:** CANNIBAL GHOUL

**OTHER ASPECTS:** INSATIABLE APPETITES

### SKILLS

**Alertness:** Good (+3)

**Athletics:** Great (+4)

**Endurance:** Good (+3)

**Fists:** Great (+4)

**Intimidation:** Good (+3)

**Presence:** Good (+3)

Most other skills default to Mediocre, with any physical ones defaulting to Fair.

### POWERS

**Claws** [-1]

**Human Guise** [-0]

**Feeding Dependency (Meat)** [+1], affecting:

**Inhuman Strength** [-2]

**Inhuman Speed** [-2] (some lesser ghouls may not have this)

**Supernatural Recovery** [-4]

**The Catch** [+2] is wounds from holy objects.

Also, dead is dead with a ghoul; if you inflict enough massive trauma (e.g., decapitation), it's not something they come back from.

### STRESS

**Mental** OO **Physical** OOOO

**Social** OOOO **Hunger** OO

### NOTES

**Weapon:** 4 strength & claws, Great attack, Superb defense, and an Epic initiative make these bad boys extra bad.

**TOTAL REFRESH COST:** -6

## ROCK DEMON

**HIGH CONCEPT:** DEMON OF LIVING ROCK

### SKILLS

**Alertness:** Fair (+2)

**Athletics:** Good (+3)

**Endurance:** Good (+3)

**Fists:** Good (+3)

**Might:** Good (+3)

Most other skills default to Mediocre.

### STUNTS

**Vise Grip (Might):** When clenching or crushing something with its rocky hands (usually in terms of grapples), a rock demon is at +2 to its Might rolls. (This stunt is slightly over-powered, seen as an extension of the creature's Inhuman Strength.)

**Heart of Stone (Endurance):** Use Endurance instead of Presence for calculating social stress capacity.

### POWERS

**Claws** [-1] (Spiky Rock-Hands)

**Supernatural Sense** [-1] (Ground-sensing)

**Inhuman Strength** [-2]

**Supernatural Toughness** [-4]

**The Catch** [+3] is blunt force trauma from an implement. This can be a chair, a crowbar, a car, an explosion. Fists and bullets however have to deal with the protection & extra stress boxes.

### STRESS

**Mental** OO **Social** OOOO

**Physical** OOOO(OOOO), **Armor:** 2

### NOTES

Fair initiative, Good attack & defense,

**Weapon:** 4 rock-hands & strength. Plus they can "see" you by the vibrations you make on the ground.

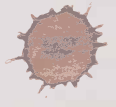
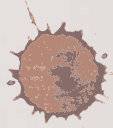
**TOTAL REFRESH COST:** -7



Dania



Martin



Nate

Sean



Maria



Astra



Zack



# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER *SEAN BARNES*

PLAYER

## ASPECTS

HIGH CONCEPT

*Metalhead Werewolf*

TROUBLE

*SNARL!!!*

OTHER ASPECTS

*Neutral Grounds Regular*

## SKILLS (HUMAN)

SUPERB (+5)

# OF SLOTS: 0

GREAT (+4)

# OF SLOTS: 2

*Intimidation, Performance*

GOOD (+3)

# OF SLOTS: 2

*Fists, Athletics*

FAIR (+2)

# OF SLOTS: 3

*Endurance*

AVERAGE (+1)

# OF SLOTS: 5

## STRESS

1 2 3 4 5 6 7 8

PHYSICAL

(ENDURANCE)



MENTAL

(CONVICTION)



SOCIAL

(PRESENCE)



ARMOR, ETC:

## SKILLS (CHANGED)

SUPERB (+5)

# OF SLOTS: 0

GREAT (+4)

# OF SLOTS: 2

*Alertness, Athletics*

GOOD (+3)

# OF SLOTS: 2

*Fists, Stealth*

FAIR (+2)

# OF SLOTS: 3

*Endurance*

AVERAGE (+1)

# OF SLOTS: 5

## 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*

SKILL POINTS SPENT

*25*

TOTAL AVAILABLE

*25*

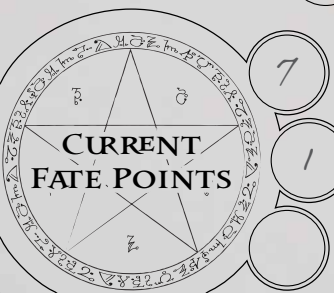
*7*

BASE REFRESH LEVEL

*1*

ADJUSTED REFRESH

FP FROM LAST SESSION



## STUNTS & POWERS

COST ABILITY

*-1 Beast Change (Wolf)*

*-1 Echoes of the Beast (Wolf)*

*+1 Human Form affects:*

*-1 Claws*

*-2 Inhuman Speed*

*-2 Inhuman Strength*

*-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



## SEAN BARNES

Sean Barnes, a bass player in several local metal bands, is a tall, imposing figure with long hair, a scruffy beard, and a habit of wearing black T-shirts and leather biker jackets. When he's human, at least.

### SEAN'S POWERS

Skills marked with a plus sign (+) on Sean's sheet are affected by his abilities. His Alertness gets an extra +1 when sound is important. In wolf form, his initiative is +8, his Athletics gets an extra +1, and his Fists attacks have Weapon:4 for damage.

#### BEAST CHANGE (WOLF) [-1]

**Beast Form.** You can change into a wolf (and back), at will. The change takes a few seconds to perform.

**Skill Shuffle.** You may shuffle around your skills for a different configuration while changed, so long as any knowledge or social skills are not given a higher value by the change.

#### ECHOES OF THE BEAST (WOLF) [-1]

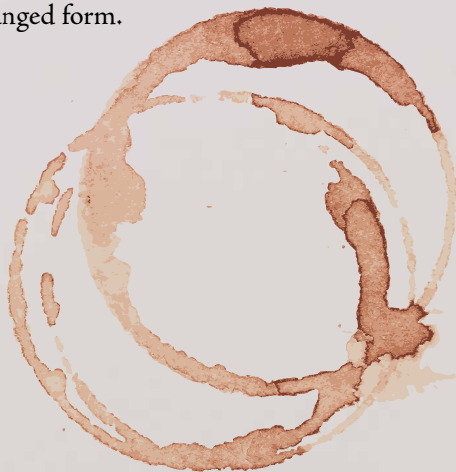
**Beast Senses.** Whether in human form or otherwise, your senses are strongly tuned. Your keen ears give you +1 to Alertness rolls when sound is important.

**Beast Trappings.** You are able to find your way around in near-total darkness.

**Beast Friend.** You have an instinctive understanding of wolves, and may make assessment actions to learn their motives.

#### HUMAN FORM [+1]

**Regular Joe/Regular Jane.** Sometimes you're in a human form that doesn't have access to all of your powers. The powers listed in the right-hand column are only available in your changed form.



#### HUMAN FORM AFFECTS:

##### CLAWS [-1]

**Natural Weapons.** You have claws (or something similar) which act as Weapon:2 for your Fists attacks. This bonus stacks with stress increases due to Strength abilities (YS183), but won't stack with other Weapon:[X] effects per the usual weapon stacking guidelines (YS202).

##### 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.

##### INHUMAN STRENGTH [-2]

**Improved Lifting.** Whenever lifting or breaking inanimate things, you gain a +3 to your Might score.

**Bruising Strength.** Roll Might at +1 whenever using that skill in conjunction with grappling (YS211). This also allows you to inflict a 2-stress hit on an opponent as a supplemental action during a grapple.

**Superior Strength.** Whenever using your Might to modify (YS214) another skill, it always provides a +1 regardless of the actual comparison of your Might score to the skill in question.

**Hammer Blows.** With attacks that depend on muscular force (Fists, thrown Weapons, etc.), you are at +2 to damage, increasing the stress dealt by two on a successful hit.



# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER *DANIA LANSEY*

PLAYER

## ASPECTS

HIGH CONCEPT

*Half-Elf Illusionist*

TROUBLE

*I Don't Trust Me, and you shouldn't either*

OTHER ASPECTS

*Neutral Grounds Regular*

## SKILLS

**SUPERB (+5)**

# OF SLOTS: 0

**GREAT (+4)**

# OF SLOTS: 2

*Deceit, Empathy+*

**GOOD (+3)**

# OF SLOTS: 2

*Alertness, Stealth+*

**FAIR (+2)**

# OF SLOTS: 3

**AVERAGE (+1)**

# OF SLOTS: 5

## STRESS

1 2 3 4 5 6 7 8

**PHYSICAL**  
(ENDURANCE)



**MENTAL**  
(CONVICTION)



**SOCIAL**  
(PRESENCE)



ARMOR, ETC:

## STUNTS & POWERS

**COST ABILITY**

*-2 Glamours*

*-1 Blend In: +2 to stealth in crowds*

*-1 Won't Get Fooled Again: once you've caught someone in a lie, you get +2 to Empathy rolls against them.*

## 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

SKILL CAP

*Up To Your Waist*

*Great*

SKILL POINTS SPENT

*25*

TOTAL AVAILABLE

*25*



*7*

BASE REFRESH LEVEL

*3*

ADJUSTED REFRESH

*0*

FP FROM LAST SESSION

*-4*

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



## DANIA LANSEY

Daughter of a human mother and elf father, Dania Lansey is a 30-something office worker at Johns Hopkins. The only outward sign of her unique heritage is her tiny stature; she's only four and a half feet tall.

## DANIA'S ABILITIES

Skills marked with a plus sign (+) on Dania's sheet are affected by her abilities. In a crowd, she gains another +2 to her Stealth (making it Superb). And once she has caught someone in a lie, she gains a +2 to her Empathy when "reading" them (making it Fantastic). Other skills will also see a boost if she buys into her Elven heritage and picks up one of those potential powers listed on the right.

## STUNTS

**Blend In:** You blend into a crowd easily. If there's a crowd to hide in, you gain +2 to your Stealth rolls.

**Won't Get Fooled Again:** It only takes once for someone to lie to you before you start to wise up to it. Once you've discovered a particular person's lie for what it is, you gain a +2 on any future Empathy rolls when dealing with that liar.

## POWERS

Dania has already partly bought into her Elven heritage, giving her access to Glamours.

### GLAMOURS [-2]

**Minor Veils.** With a moment of concentration, you may draw a veil over something (not particularly large—maybe the size of a small, tight group of people), hiding it from sight and other means of detection. Use your Deceit to oppose efforts to discover the veil. If the veil is discovered, it isn't necessary pierced—but the discoverer can tell that it's there and that it's wrong.

**Seemings.** You are able to cause someone or something to appear to be other than what it is—usually this is personal, but it may be used on other objects and people if they belong to you or have entered a pact with you. You may use your Deceit skill to oppose any efforts to discover that the seeming is something other than real.



## POTENTIAL POWERS:

At any time you may further embrace your Summer Court fey heritage and take any of these powers. You must permanently surrender the refresh cost in Fate Points to do so. If Dania takes both powers, it signifies that she has embraced her Elven heritage and has fully become a creature of faerie (and hence would become an NPC at the end of the session).

### 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.

### INHUMAN TOUGHNESS [-1 TOTAL]

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

**Hard to Kill.** You have two additional boxes of physical stress capacity (YS201).

**The Catch [+1].** Cold iron ignores those extra stress boxes and that point of armor.

# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER *MARTIN CAPUTI*

PLAYER

## ASPECTS

HIGH CONCEPT

*Retired Psychic Detective*

TROUBLE

*I'm Too Old for This*

OTHER ASPECTS

*Neutral Grounds Regular*

## SKILLS

**SUPERB (+5)**

# OF SLOTS: 0

**GREAT (+4)**

# OF SLOTS: 2

*Alertness, Investigation*

**GOOD (+3)**

# OF SLOTS: 2

*Contacts, Guns*

**FAIR (+2)**

# OF SLOTS: 3

**AVERAGE (+1)**

# OF SLOTS: 5

## STRESS

1 2 3 4 5 6 7 8

**PHYSICAL** (ENDURANCE) ○ ○

**MENTAL** (CONVICTION) ○ ○

**SOCIAL** (PRESENCE) ○ ○

ARMOR, ETC:

## STUNTS & POWERS

**COST ABILITY**

-1 *Psychometry*

-1 *on My Toes: +2 to Alertness for initiative.*

-1 *Quick Eye: First investigation roll to determine details about a scene is two steps faster than usual.*

-1 *Scene of the Crime: When examining a crime scene, get +1 to investigation and make findings one step faster.*

## CONSEQUENCES

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

**POWER LEVEL SKILL CAP**

*Up To Your Waist Great*

SKILL POINTS SPENT **25** TOTAL AVAILABLE **25**

**7** BASE REFRESH LEVEL

**3** 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

**-4** TOTAL REFRESH ADJUSTMENT



## MARTIN CAPUTI

Martin Caputi is a 60-ish retired Baltimore police detective who's seen it all—and then some.

### MARTIN'S ABILITIES

Skills marked with a plus sign (+) on Martin's sheet are affected by his abilities. He gains a +2 to his Alertness for initiative (making it Fantastic). He gets a +1 to Investigation (making it Superb) when examining a crime scene, and he makes observations much faster than normal people (see Stunts, below).

### STUNTS

**On My Toes.** Gain +2 to Alertness when using it to determine initiative.

**Quick Eye.** When examining a location for clues, your eye is quick to pick out the visual details. Your first Investigation roll to determine deeper details about a scene is two time increments (YS315) faster than usual.

**Scene of the Crime.** 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

#### PSYCHOMETRY [-1]

You have a semi-magical ("psychic") talent for catching glimpses of the past when you touch objects.

**Echoes of the Past.** You can perform an assessment action on the history of a given object that you are able to touch and contemplate. This is a standard Investigation roll, but instead of searching a physical location, you are rifling through the situations that the object has been exposed to in the past, looking for glimpses of something significant. Psychometry assessments are more difficult than normal (Good or higher), so even with a high roll, you may only get one aspect or fact, and you may not receive any additional context to help you make sense of it.

### MARTIN HAS A GUN

He carries a handgun (Weapon:2) and knows how to use it (Guns at Good).



# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER *MARIA EMANA*

PLAYER

## ASPECTS

HIGH CONCEPT

*Idealistic Kinetomancer*

TROUBLE

*Heart of a Saint, Soul of a Killer*

OTHER ASPECTS

*Neutral Grounds Regular*

## SKILLS

**SUPERB (+5)**

# OF SLOTS: 0

**GREAT (+4)**

# OF SLOTS: 2

*Athletics, Discipline*

**GOOD (+3)**

# OF SLOTS: 2

*Conviction, Scholarship*

**FAIR (+2)**

# OF SLOTS: 3

*Lore*

**AVERAGE (+1)**

# OF SLOTS: 5

## STRESS

1 2 3 4 5 6 7 8

**PHYSICAL**

(ENDURANCE)



**MENTAL**

(CONVICTION)



**SOCIAL**

(PRESENCE)



ARMOR, ETC:

## STUNTS & POWERS

**COST ABILITY**

-2 *Channeling (Kinetomancy)*

-1 *Refinement*

-1 *Lawbreaker (First Law)*

*Focus Item: My Mother's Ring*

+1 *offensive spirit/force control*

+1 *offensive spirit/force power*

+1 *defensive spirit/force control*

+1 *defensive spirit/force power*

-1 *Disciplined Focus: Use Discipline instead of Lore to determine max bonus total on focus 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"/>	
EXTREME	ANY	-8	<input type="radio"/>	REPLACE PERMANENT

**POWER LEVEL**

*Up To Your Waist*

**SKILL CAP**

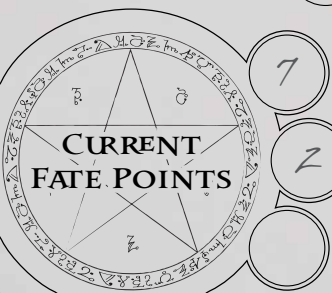
*Great*

SKILL POINTS SPENT

**25**

TOTAL AVAILABLE

**25**



**7**

BASE REFRESH LEVEL

**2**

ADJUSTED REFRESH

FP FROM LAST SESSION

**-5**

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



# MARIA EMANA

Maria was born in Zaire (now Republic of Congo) but fled the civil war there as a teenager seven years ago. She inherited from her mother a talent for manipulating force—and used it to kill a rebel soldier who was about to shoot her family. Now she wants to bring justice to the wronged, justice that she has never had to face herself.

## MARIA'S ABILITIES

Skills marked with a plus sign (+) on Maria's sheet are affected by her abilities, specifically her focus items and Refinement ability.

## STUNTS

**Disciplined Focus.** Maria's natural talent for concentration helps overcome her lack of formal magical education when utilizing focus items. Her Discipline score, rather than Lore, determines the maximum bonuses she may gain from focus items.

## CHANNELING (KINETOMANCY) [-2]

"Channeling" is one of the many general names given to a lesser form of Evocation that is only able to use one particular element. In this case, Maria's attuned to the forceful side of spirit, able to hurl around kinetic force effects.

**Channeling.** You are able to use Evocation as described on YS249, but your use is restricted to the element Spirit (Force).

**Item Slots.** Channeling comes with two free Focus Item Slots (YS278). You can design the items that fit into these slots now, or later on during play.

## REFINEMENT [-1]

Adding two more focus item slots.

## LAWBREAKER (FIRST) [-1]

You are guilty of violating the First Law of Magic: Never use magic to kill.

**Slippery Slope.** Gain a +1 bonus to any spellcasting roll whenever using magic in a way which would kill a human being.

## FOCUS ITEMS

**Item Slots #1-4:**

**My Mother's Ring** (+1 to defensive and offensive spirit [force] control and power)



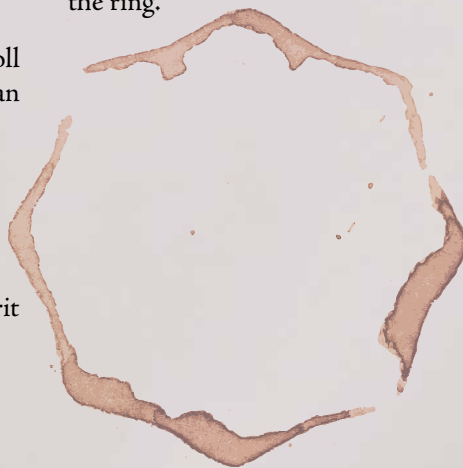
## SPELLCASTING

Maria may make spirit (force) based evocations like the following at a cost of only 1 mental stress:

**Block:** up to 3 shifts, or 4 with her ring

**Attack, Maneuver, Counterspell:** up to 3 shifts, or 4 with her ring

**Control rolls:** Made at Great (+4), or Superb (+5) with the ring.



# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER *ASTRA LAFONTAINE*

PLAYER

## ASPECTS

HIGH CONCEPT

*New Age Occultist*

TROUBLE

*What I Wouldn't Give For Real Power*

OTHER ASPECTS

*Neutral Grounds Regular*

## SKILLS

**SUPERB (+5)**

# OF SLOTS: 0

**GREAT (+4)**

# OF SLOTS: 2

*Lore, Presence*

**GOOD (+3)**

# OF SLOTS: 2

*Alertness, Conviction*

**FAIR (+2)**

# OF SLOTS: 3

**AVERAGE (+1)**

# OF SLOTS: 5

## STRESS

1 2 3 4 5 6 7 8

**PHYSICAL**

(ENDURANCE)



**MENTAL**

(CONVICTION)



**SOCIAL**

(PRESENCE)



ARMOR, ETC:

## STUNTS & POWERS

**COST ABILITY**

-1 *Finely Tuned Third Eye: +2 to Lore when detecting the presence of the supernatural.*

-1 *Personal Magnetism: +2 to Presence when making an impression on others.*

-1 *Occultist: +1 to Lore in your area of specialty; +2 to Lore in your deeper specialty.*

*Occultist Specialty:*

*Deeper Specialty:*

## 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**

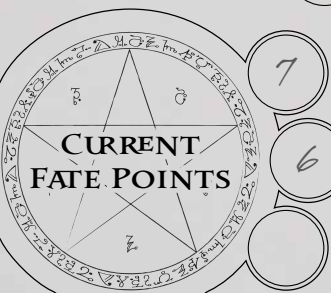
*Great*

SKILL POINTS SPENT

**25**

TOTAL AVAILABLE

**25**



**7**

BASE REFRESH LEVEL

**6**

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 Pure Mortal Bonus*

**-1**

TOTAL REFRESH ADJUSTMENT



# ASTRA LAFONTAINE

Astra is a 40-something woman with the bohemian clothing, crystal jewelry, and breezy yet powerful manner. She's extremely well read on supernatural matters, but has no power of her own.

## ASTRA'S STUNTS

Skills marked with a plus sign (+) on Astra's sheet are affected by her abilities.

**Finely Tuned Third Eye:** Your "sixth sense" that can perceive the presence of a supernatural "ick" factor (see YS135) is unusually sensitive for a pure mortal. Gain +2 to your Lore (making it Fantastic) whenever using it as an Alertness substitute to pick up on the presence of the supernatural.

**Personal Magnetism:** You have a calm confidence that others find appealing. When rolling Presence to establish a passive reaction, add a +2 to your skill (making it Fantastic).

**Occultist:** You're an expert on a particular subsection of arcane lore. This must be limited, but it can still cover a fair number of things, such as "Vampires" or "Demons." Gain a +1 to Lore (making it Superb) when researching things covered by such a topic. You must also define a deeper specialty within that category, such as "Red Court Vampires" or "Hunter-Killer Demons," to gain an additional +1 (for a total of +2) whenever the research focuses on that narrower area.

## ASTRA IS A PURE MORTAL

Because of this, she gains a +2 to her refresh level. She'll have more fate points than the other characters, which will let her 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 *Zack Meyer*

PLAYER

## ASPECTS

HIGH CONCEPT

*Apprentice Wizard*

TROUBLE

*No Idea How Much I Don't Know*

OTHER ASPECTS

*Neutral Grounds Regular*

## SKILLS

SUPERB (+5)

# OF SLOTS: 0

GREAT (+4)

# OF SLOTS: 2

*Athletics, Conviction*

GOOD (+3)

# OF SLOTS: 2

*Endurance, Rapport*

FAIR (+2)

# OF SLOTS: 3

*Discipline*

AVERAGE (+1)

# OF SLOTS: 5

## STRESS

1 2 3 4 5 6 7 8

PHYSICAL

(ENDURANCE)



MENTAL

(CONVICTION)



SOCIAL

(PRESENCE)



ARMOR, ETC:

## STUNTS & POWERS

COST ABILITY

*-2 Channeling (Terramancy)*

*-1 The Sight*

## 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

SKILL CAP

*Up To Your Waist*

*Great*

SKILL POINTS SPENT

*25*

TOTAL AVAILABLE

*25*



*7*

BASE REFRESH LEVEL

*4*

ADJUSTED REFRESH

*0*

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



## ZACK MEYER

Zack is an amateur athlete of considerable talent, but more importantly he's an apprentice wizard. He began his training later in life than most. Despite how early he is in his training, his master is currently in Edinburgh, so he's on his own for a bit. He has no idea how far in over his head he is—his success on the athletic field has given him confidence in his magic that he might not have earned.

## ZACK'S POWERS

Skills marked with a plus sign (+) on Zack's sheet are affected by his abilities, specifically his focus items.

### CHANNEUNG (TERRAMANCY) [-2]

"Channeling" is one of the many general names given to a lesser form of Evocation that is only able to use one particular element. Zack's natural talent is tied to terramantic evocations — blasting things with earth magic.

**Channeling.** You are able to use Evocation as described on YS249, but your use is restricted to the element Earth.

**Item Slots.** Channeling comes with two free Focus Item Slots (YS278). You can design the items that fit into these slots now, or later on during play.

### THE SIGHT [-1]

Wizards and others have learned to open their third eye, perceiving the magical world in great detail. The downside here is that the often phantasmagorical images are burned into their brains—never forgotten, always vivid.

**Arcane Senses.** Even with your third eye closed you have heightened 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.** As another aspect of your arcane senses, 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. Even on a failed roll, you might experience some sort of sense that something is "off" without being able to pin it down.

**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.



## FOCUS ITEMS

**Item Slot #1: Staff** (Offensive earth control +1)

**Item Slot #2:**

## SPELLCASTING

Zack may use earth-based evocations like so without additional cost in stress beyond 1:

**Block, Attack, Maneuver, Counterspell:** up to 4 shifts

**Control rolls:** Zack makes his control rolls at Fair (+2), except Earth attacks with his staff at +3.



# THE DRESDEN FILES ROLE-PLAYING GAME CHARACTER SHEET

CHARACTER *NATE VALAKAS*

PLAYER

## ASPECTS

HIGH CONCEPT

*EMO White Court Virgin*

TROUBLE

*The Darkness Always Threatens*

OTHER ASPECTS

*Neutral Grounds Regular*

## SKILLS

**SUPERB (+5)**

# OF SLOTS: 0

**GREAT (+4)**

# OF SLOTS: 2

*Deceit, Discipline*

**GOOD (+3)**

# OF SLOTS: 2

*Athletics, Weapons*

**FAIR (+2)**

# OF SLOTS: 3

**AVERAGE (+1)**

# OF SLOTS: 5

## STRESS

1 2 3 4 5 6 7 8

**PHYSICAL**

(ENDURANCE)



**MENTAL**

(CONVICTION)



**SOCIAL**

(PRESENCE)



ARMOR, ETC:

## STUNTS & POWERS

COST ABILITY

-1 *Emotional Vampire (Despair)*

-1 *Incite Emotion  
(Touch only, Despair)*

## 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

SKILL CAP

*Up To Your Waist*

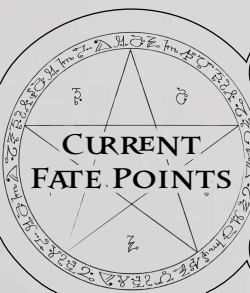
*Great*

SKILL POINTS SPENT

*25*

TOTAL AVAILABLE

*25*



*7*

BASE REFRESH LEVEL

*5*

ADJUSTED REFRESH

*0*

FP FROM LAST SESSION

*-2*

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



## NATE VALAKAS

Nate is nineteen years old, and is estranged from his well-to-do family. Most people assume he's another sullen goth/emo kid who just needs some direction and perspective, but his friends at Neutral Grounds know the truth—he's a White Court virgin. His family is keeping an eye on him, assuming he'll "turn" sooner or later. Nate is determined not to.

### NATE'S POWERS

Skills marked with a plus sign (+) on Zack's sheet are affected by his abilities. Zack can use his Deceit at +2 (making it Fantastic) to inflict an aspect of despair on a target he can touch.

#### INCIHE EMOTION

##### (TOUCH ONLY, DESPAIR) [-1]

You are able to incite strong emotions of despair in a target.

**Emotion-Touch.** If you can touch someone, you can make them feel something. You're able to do maneuvers at +2 to your roll (using Deceit for despair) 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 (YS210) instead of a maneuver.

#### EMOTIONAL VAMPIRE

##### (DESPAIR) [-1]

You can "eat" despair.

As a baseline, whenever you're near strong emotions of despair, you may draw in mild sustenance from it. This just grazes the surface of the victim's life force, maybe making them just a shade less vital in the long term, but it doesn't have much of an immediate effect. Being in the presence of many people experiencing strong emotions—a grief-stricken mob, for example—has a multiplicative effect; as such, emotional vampires are often drawn to such events.

**Feeding Touch.** Physical contact is where it's at for a satisfying, long-term meal. When a victim is in the throes of an eligible emotion (usually easy for a White Court vampire using his Incite Emotion ability), you may draw some of his life force out of him to sustain you.

This is done as a psychological attack with Deceit. With the Incite Emotion ability, inciting the emotion and feeding on it may be done as a single action, based on a single roll. On subsequent exchanges, if the emotion is still in place you may continue to feed, gaining a +1 on the roll.



**The Taste of Death.** Once per scene, if you inflict enough stress and consequences to kill a victim from feeding (note that if you do this, you become a full blown vampire), you may take an immediate "free" recovery period equal to an extra scene. This will clear your stress track and Mild physical consequence, and possibly larger consequences if you have an ability that lets you heal quickly. (See "Recovery," YS184.)

**Feeding Frenzy.** When in the presence of heightened emotions and willing victims, you feel a nearly uncontrollable urge to feed. The GM is within her rights to call for Discipline rolls to resist the urge. In some cases, the urge may take the form of a compel against your high concept.

