

Dresden Files RPG Cheat Sheet

Using Conflicts

Conflicts are scenes made up of exchanges. They are in Zones and have scene Aspects. Last until one group is Taken Out or Concedes.

Initiative - Alertness/Empathy/Discipline
Stress - From remaining Shifts of an attack.
Consequences - For taking too much stress

Attack - stress = shifts + weapon - armor
Defense - You always get one as a free action.
Maneuver - Create aspects of your choice or remove any aspect caused by a maneuver. By roll against defense, or against a difficulty set by the GM for scenes, or against its strength. Can be to the scene or yourself.

Block - Place a difficulty on an action for a turn. Can not block defense rolls, but can protect others. If it affects one person it can block several things. Otherwise it can only block one thing. Can stack with a defense.

Grapple - Using might, Block every action taken by a single target for one turn. Can make an attack, maneuver, or movement as a supplemental action. Must tag/invoke an aspect on the target to start. If the grapple is ever released, start over. If the target succeeds at an action that involves breaking the grapple consider it released.

Sprint - Move a number of zones equal to the shifts on an athletics roll. Some Zones may have a Border difficulty.

Full Defense - You do nothing but defend yourself, automatic defense rolls are at +2.

Free Action - Minor instantaneous action according to GM. As many as are needed.

Supplemental Action - An action that can be taken without a roll. Imposes a -1 penalty on the main action. Includes moving one zone, arming yourself, conversing with someone or otherwise splitting your concentration.

Secondary Skill - Can modify a skill if by +1/-1 if a important skill is higher/lower.

Overflow - Extra shifts can be used to make one action that is not an attack.

Winning lets you declare how your opponents are Taken Out or accept their Concessions. Gains 1 fate point per Refresh of opponents. Losing gives you one Fate point per new Consequence.

Using Aspects

Invoke - Get a re-roll or a +2 bonus.
Invoke for Effect - to make a Declaration.
Compel - When the GM invokes for Effect.

Aspects apply to people (yourself included), places (zones or scenes) and objects.

Generating Tags to Aspects

Assessment - Studying a target over time.
Declaration - Adding detail in the moment.
Maneuver - Creating aspects in character.
Consequence - A more ouch! Maneuver.

You can also just guess at an aspect, but you don't get a Tag (a free Invoke or Compel).

The player taking the Consequence gets to describe it. They must be taken when the Stress is dealt. Leftover Stress hits your track.

Note that Difficulties do not stack, only the highest difficulty counts.

Stress Boxes	
Skill	Boxes
0	2
1-2	3
3+	4
plus one additional mild mental consequence for each two full levels above Good	

The Ladder
+8 Legendary
+7 Epic
+6 Fantastic
+5 Superb
+4 Great
+3 Good
+2 Fair
+1 Average
0 Mediocre
-1 Poor
-2 Terrible

Time Increments
instant
a few moments
half a minute
a minute
a few minutes
15 minutes
half an hour
an hour
a few hours
an afternoon
a day
a few days
a week
a few weeks
a month
a few months
a season
half a year
a year
a few years
a decade
a generation
a mortal lifetime
several mortal lifetimes
and so on

Evocation

Evocations must be Line of Sight
They last 1 Exchange unless extended.

1. Choose the Element and be Descriptive.
2. Pick Attack, Block, Maneuver, Counterspell, or Prolonging.
3. Set the spell's Power, take 1 mental stress, +1 for each point over your Conviction.
4. Make a Discipline roll, casting the spell.

Attack – Your Discipline roll counts as the attack roll.

Spend 1 Shift for each increase of the Spell's Weapon Rating by 1. It starts at 0.

Spend 2 Shifts to affect every target in a Zone. It must hit all possible targets.

Split up the Shifts across individual targets.

Block – The Discipline roll has no effect except to prevent backlash or fallout.

Spend 1 Shift for each increase of the Spell's Block Strength by 1. It starts at 0.

Spend 2 Shifts for 1 point of Armor or to add 1 to the difficulty of a Zone Border.

Spend 1 Shift to allow the Block to last an additional exchange.

Spend 2 Shifts for each Zone that has allies you would like the Block to apply to.

Veil – A special kind of block that prevents detection. Being inside the veil causes a perception difficulty of 1/2 of Block Strength. Otherwise the same as a block, but also -

Spend 2 Shifts to remove the detection difficulty for being inside the Veil.

Maneuver – The Discipline roll must be greater than 2, higher if the target possesses a appropriate resisting skill.

Spend 1 Shift to allow the Maneuver to last an additional exchange.

House Rule – if you cast a 0 Power Maneuver, you can just use the normal rules for a Maneuver and not pay Stress.

Counterspell – You must equal or exceed the Power of the original spell. You may determine this with a Free Action using Lore.

Prolonging – A spell can be cast to extend the duration of Blocks and Maneuvers. Add the Power to a previous unexpired spell.

Extremely minor spells cause no stress even if they have a prolonged duration – but if so, they cost a Fate Point if they counter an inconvenient scene aspect.

Redirect a Spell – An unused evocation can be reconfigured into a new spell. Discipline must be rolled, but it doesn't cost additional stress.

Backlash - Take the difference in power and the discipline roll as physical or mental stress, casting the spell at the desired Power.

Fallout – Lower the Power by the failed shifts causing a destructive Scene Aspect.

Thaumaturgy

1. Determine the Effect and Complexity.
2. Prepare by using Aspects to increase your Lore so that it is at least equal to the Complexity.
3. Choose the Power of the spell and roll Discipline until you either match the complexity or fail.

Additional Shifts to increase your Lore can also be acquired by inflicting consequences on yourself or others, granting a bonus equal to the number of shifts the consequence.

Increase Complexity by 1 for each step on the Time Increments table, usually until sunrise.

Veil – Similar to Evocation Veil, but Add 1 Complexity for each Zone covered.

Ward – Similar to making a Zone Border, but anything blocked reflects on the user. If breached, the attacker can instead choose to spend the shifts on reducing Ward Strength. Wards last until reaching -4 Strength or the next sunrise. Wards can be stacked.

Add 2 Complexity for a inside warning system.

Add 4 Complexity for mobile warning systems.

Add Spell Power to Complexity for landmines.

Add 2 Complexity for a 'observable' condition.

Advancement Milestones

Minor – Switch skills, sunts, spend refresh on stunts and powers, and rename one aspect.

Significant – Also gain a skill rank.

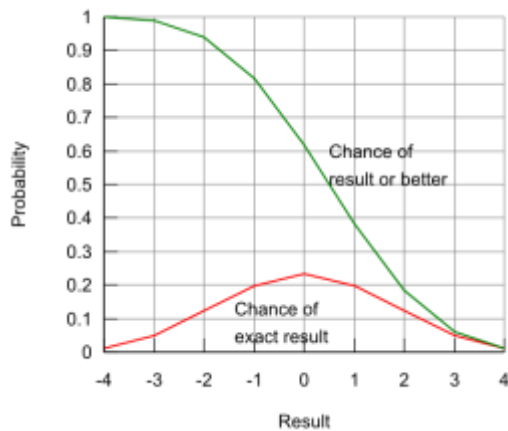
Major – Also clear a Extreme Consequence and gain a point of refresh.

Page	Skill Trappings	
121	Alertness	Avoiding Surprise, Combat Initiative , Passive Awareness
121	Athletics	Climbing, Dodging , Falling, Jumping, Sprinting , Other Physical Actions
123	Burglary	Casing , Infiltration, Lockpicking
123	Contacts	Gathering Information, Getting the Tip-Off, Knowing People , Rumors
124	Conviction*	Acts of Faith, Mental Fortitude
125	Craftsmanship	Breaking, Building, Fixing
126	Deceit	Cat and Mouse, Disguise, Distraction and Misdirection, False Face Forward, Falsehood and Deception
127	Discipline*	Concentration, Emotional Control, Mental Defense
128	Driving	Chases, One Hand on the Wheel, Other Vehicles, Street Knowledge and Navigation
129	Empathy	Reading People , A Shoulder to Cry On, Social Defense , Social Initiative
130	Endurance*	Long-Term Action, Physical Fortitude
130	Fists	Brawling, Close-Combat Defense
131	Guns	Aiming, Gun Knowledge, Gunplay, Other Projectile Weapons
132	Intimidation	The Brush-Off, Interrogation, Provocation, Social Attacks , Threats
133	Investigation	Eavesdropping, Examination , Surveillance
134	Lore	Arcane Research, Common Ritual, Mystic Perception
135	Might	Breaking Things, Exerting Force, Lifting Things, Wrestling
135	Performance	Art Appreciation, Composition, Creative Communication, Playing to an Audience
136	Presence*	Charisma, Command, Reputation, Social Fortitude
138	Rapport	Chit-Chat, Closing Down, First Impressions, Opening Up, Social Defense
139	Resources	Buying Things, Equipment, Lifestyle, Money Talks, Workspaces
140	Scholarship	Answers, Computer Use, Declaring Minor Details, Exposition and Knowledge Dumping, Languages, Medical Attention, Research and Lab Work
142	Stealth	Ambush, Hiding, Shadowing, Skulking
143	Survival	Animal Handling, Camouflage, Riding, Scavenging, Tracking
144	Weapons	Distance Weaponry, Melee Combat, Melee Defense, Weapon Knowledge

* This skill provides stress tracks.

Maroon skill are defensive skills

Red skills are offensive skills



Fudge Dice Probability Chart