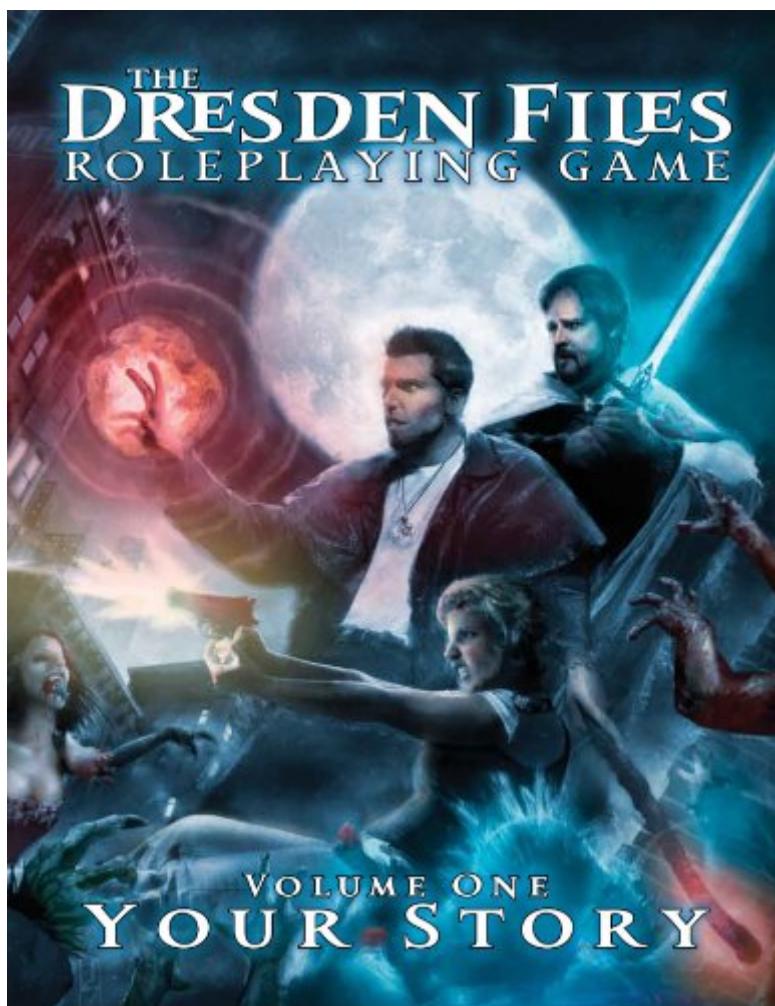


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Dresden Files Roleplaying Game: Vol 1: Your Story (The Dresden Files Roleplaying Game)



Synopsis

Tell Us Your StoryBeneath the "normal" surface of the world are things and people which most of us don't want to know about, and will do our best to forget about if we ever come near them. People won't see what they don't want to see.But that's most of us. And you-you're not most of us.What's Your Story?Whether you're a champion of God, changeling, vampire, werewolf, wizard, or plain "vanilla" mortal human being, this volume of The Dresden Files RPG gives you all the rules you need to build characters and tell your own stories in the Dresdenverse. Inside, you'll uncover the secrets of spellcasting, the extents of mortal and supernatural power, and the hidden occult reality of the unfamiliar city you call home.Together with Volume Two: Our World, The Dresden Files RPG: Your Story gives you everything you need to make your own adventures in the thrilling and dangerous world of New York Times best-selling author Jim Butcher's Dresden Files series!

Book Information

File Size: 6049 KB

Print Length: 416 pages

Simultaneous Device Usage: Unlimited

Publisher: Evil Hat Productions, LLC (April 20, 2013)

Publication Date: April 20, 2013

Language: English

ASIN: B00CGDYPG4

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Screen Reader: Supported

Enhanced Typesetting: Enabled

Best Sellers Rank: #121,028 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #13

inÃ Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #81

inÃ Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles & Games > Role Playing & Fantasy #110 inÃ Kindle Store > Kindle eBooks > Humor & Entertainment > Activities, Puzzles & Games > Science Fiction & Fantasy Gaming

Customer Reviews

This is perhaps one of the most well written, amusing, and well thought out RPG books I've ever

encountered in 20+ years of pen-and-paper role playing. The FATE system it is based on is light, yet crunchy where it needs to be. Its easy to learn but there are lots of subtleties to master. The setting is exciting, I started reading the Dresden series AFTER I bought this game. Most impressive to me was how complete this book is. If you had to buy one RPG book to start playing with, I'd recommend this one. It has an amazing setting creation system, excellent characters, and all the rules, gear, powers you need to make all the monsters, NPCs, and players you could want. This is really a gold-standard book here folks.

Being a big fan of the Dresden Files and Tabletops I had to check out this system when I had the funds. It was already familiar enough since I had already played the FATE system before. Where this book really shines is it's presentation. When I first got the book I spent the first three hours just browsing through the pages without even reading the rules or mechanics. The artwork is a treat for anyone familiar with the books as they see the characters they love and scenes that are memorable while three characters from the series write in the margins for flavor text and also clarifications. I really liked that because whenever learning a new system you can get lost in the technicalities and what if's. In short: Good for tabletop fans, tabletop newbs, and just fans of the series in general because of the flavor text and artwork.

This book is fantastic. Only issue is that the first week of reading it and the binding is starting to fall apart. Pages came off of the spine of the binding and we have to treat the book carefully to preserve it for long term use.

The Dresden files is an enjoyable setting for me. I enjoy the dark modern day fantasy setting, Dresden is an interesting character, with weaknesses and strengths, and his allies and adversaries are both varied, interesting, and rarely two-dimensional. So creating an RPG setting is very fitting. I've only done a few run-throughs of character creation, and one real session. This system works off of the Fate system, (fudge dice, etc), and has a very interesting method in which people can interact with the storyline and surroundings, to make the GM's life a little bit easier. Both this, and the partner book (Vol 2: Our World) are worth getting. This volume is meant for the Players (and GM), and the second volume is more meant for whomever is going to run your game. If you enjoy the Dresden files, and a system that has numbers, but also allows for a good solid sense of roleplaying (and not just roll playing), with a good story element, this will likely be a good system for you. I haven't played enough to notice balance issues at this time.

Having an absolute blast with this game. 10/10, would highly recommend. Knowledge of Dresden universe is helpful but unnecessary, and I think it's a good Urban Fantasy RPG in general. The free download content from the makers at evil hat also makes the Kindle version just as useful as a hardback, although I may later buy the books in hardback, simply to get the extra visuals of the notes in the margins.

The game is awesome. The writing is funny, if you are in the target audience (and if you are reading this, you probably are). The instructions and explanations are confusing at best for someone with no background in the FATE system. The Kindle edition is atrociously formatted; one would hope the print edition is better.

My first exposure to the aspects of the Fate system. I love how expansive and enabling the mechanics are and how the rules set supports the setting. It does suffer in a few points from being too accurate to the book, particularly around magic. It also seems to sport some balance issues and is best used for a strong story driven table, over a mechanically crunchy approach.

I like the way this is written. The text itself is easy to understand and that makes learning the rules easier. All of the "notes" in the margins from the characters is great for explanations, examples, and breaking up the monotony that texts like these often have. I look forward to playing with my friends!

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