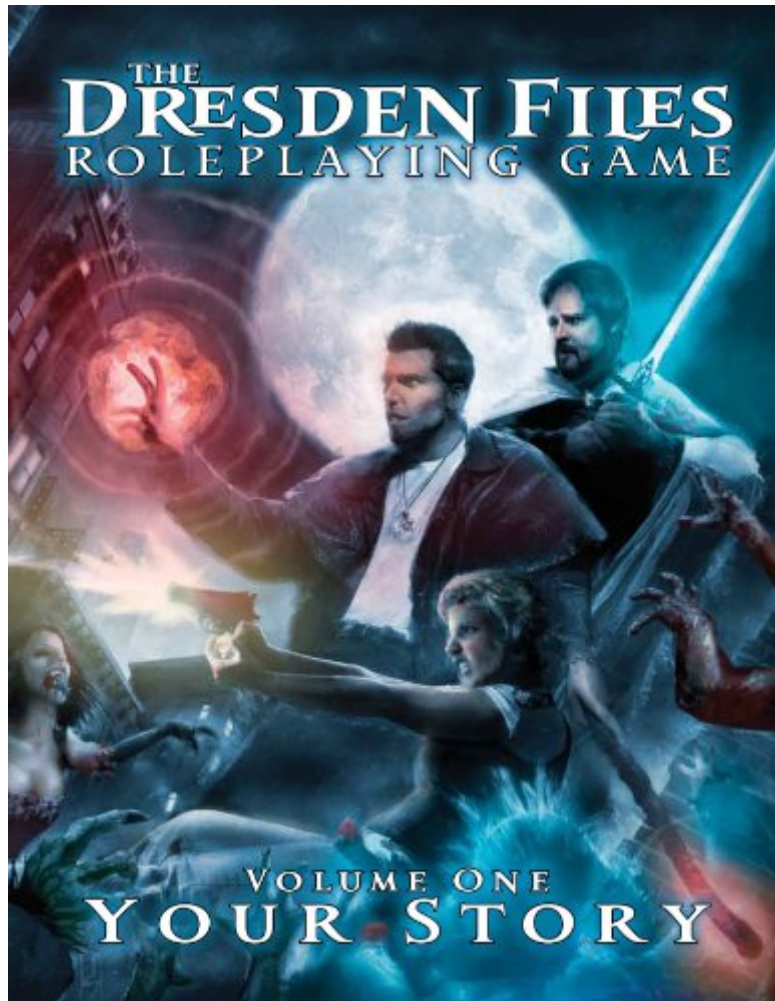


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# Dresden Files Roleplaying Game: Vol 1: Your Story (The Dresden Files Roleplaying Game)



## Synopsis

Tell Us Your Story Beneath 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

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## Customer Reviews

I've run the game a few times and now feel confident enough to write a review. The first thing I want to note is that this system does a beautiful job of simulating the Dresden file books, which is a real

tribute to the designers. I particularly like the remarkably different feel of the game for the different power levels. The game system feels completely different for a character who's just getting their feet wet compared with a Dresden-like power-level. It really is the same very simple system but it feels so completely different you have almost can't believe it. The second thing to note is that this is first and foremost a system for story-tellers. The designers actually urge the GM to assign the duties in creating the city environment. This has two major impacts: it causes the players to become intimately acquainted with their role-playing environment and it reduces the load on the GM, which is a GOOD thing! The design decision to emphasize story has a very large impact on the system. Luck is removed from the game as much as possible to avoid having it mess up the story. It's also hard to kill characters in this system by design (unexpected deaths might mess up the story). Third, while this game system is REALLY simple to play (it is more like cooperative story-telling than a traditional player group vs. the world game system) and it REALLY keeps the GM and the players on their toes. At any given moment the player may be asked to describe how they were wounded and to assign a penalty to themselves as a result of the injury. On the other hand, the game system encourages the players to go even further afield than they normally do.

Dresden Files RPG Volume One: Your Story is an excellent roleplaying game. It runs off the FATE system, which is a roleplaying game system that focuses more on describing characters than mediating action and therefore places a lot of focus on story interaction. Veterans of the World of Darkness roleplaying game system will find themselves right at home while people tired of the more crunchy roleplaying games like Hackmaster, Dungeons & Dragons, or Pathfinder, might find the cinematic feel of the FATE system to their liking while still being able to bite their teeth into the magic system and character customization. The most interesting aspects of the system is that character generation is done as a group and you first start by creating the city (or state, or realm, or nation) that your characters live in, giving it places and names that make it familiar for the characters. The game is also based off the successful novel series The Dresden Files by Jim Butcher. The creators took years scouring over the books (that were out at the time) in order to try and best emulate the action and drama in the various novels. The Dresden Files is about a character named Harry Dresden, who is both a private investigator and a wizard in a modern day world that doesn't believe in magic or monsters. Sadly magic and monsters don't need humanity's permission to exist. This book is titled Volume One because there is a second compendium book called The Dresden Files RPG Volume Two: Our World. You do not need this book in order to play the game but a storyteller might like to have access to it. The second volume focuses primarily on

explaining the Dresden Files universe, stating out non-player characters, and such.

The Dresden Files RPG is a great game and it uses a great system, however, it is flawed by being way too convoluted in some aspects and the thumaturgy rules are incredibly complex. I played Fate Core first then moved on to the Dresden Files RPG even though I got the DFRPG first because the rules were getting a bit over my head. To be fair, this is because the DFRPG is using an older version of Fate that, by Evil Hat's own admission, was a little TOO in-depth and complex. For example, in Fate Core, you start off with a high concept aspect (what your character is all about), a trouble aspect (a running theme of problems for your character), and a regular aspect (just something about your character flesh them out a little) and you can get up to two more as the game progresses. Aspects are invoked for all kinds of reasons by the player as long as they are relevant in some way to the task at hand. For example, if my high concept was 'Internationally known strong man' I can invoke this aspect to a bonus to get into a crowded bar because I am famous, I can invoke it to perform a feat of strength, or the DM can use it against me by making it difficult for me to not call attention to myself because so many people know me. With 3 aspects it is great for beginners to learn the basics of how to invoke these aspects and it limits all the stuff the GM has to keep up with for random invoking and such when he is new. 5 is solid for advanced players who are into a pretty epic game with established characters and DM who knows what he's doing really well.

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