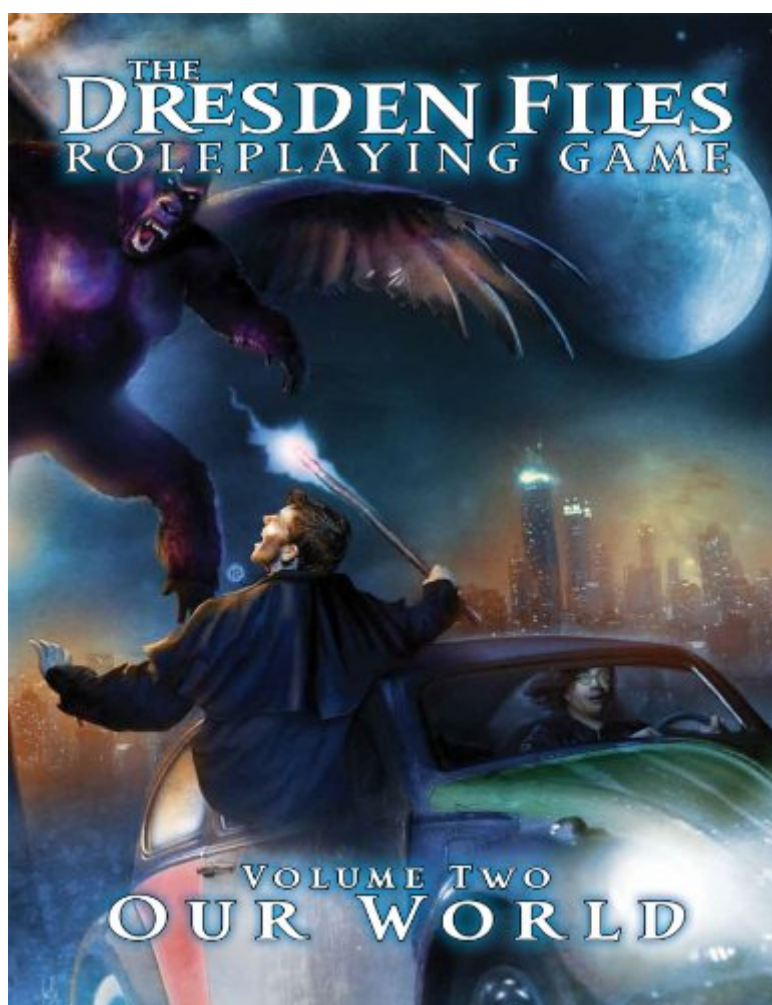


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# Dresden Files Roleplaying Game: Vol 2: Our World (The Dresden Files Roleplaying Game)



## Synopsis

Step Into Our World We are wizards, cops, mechanics, werewolves, doctors, fairies, mobsters, reporters, holy warriors, and vampires. We call upon the dark powers of the Never-never or the darkness in human nature. We are the monsters living next door or lurking behind a friendly face. This is the Dresdenverse. This is Our World. This volume of The Dresden Files RPG gives you extensive detail on the factions, creatures, foes, and allies of the Dresdenverse. You'll find over 200 creatures and characters complete with all the information you'll need to bring them into your own game, as well as a detailed chapter on modern-day Occult Chicago by Kenneth Hite, and an original short story by Jim Butcher. Together with Volume One: Your Story, The Dresden Files RPG: Our World 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

Great material, worst kindle formatting ever. The art work is shrunk to miniscule dimensions and

can't be expanded, the page links are often broken, there are pages missing that are on the index -including the stats for the lead character! There are no page numbers. The gaming system and the writing are true to the stories and I loved it enough to order the actual books -about \$180 for Your Story, Our World, and the Paranet Papers. I tried the kindle versions on two different android devices from different companies with separate downloads (one phone purchased yesterday) and the formats are the same. I recommend getting the hard backs.

Great!

this game system and these books are fantastic. anyone considering buying these books, stop thinking about it and DO IT!!!

I picked up the Kindle version of this and Book 1 as a fan of the novels and to see if the contents justified buying the hardbacks. If you plan to use this book as a GM, you will probably want the hardback. The Kindle version is almost complete devoid of artwork, for one thing. I don't know for certain that the hardback contains artwork, but I'd bet it does, the lack of it is really painful with the monsters section. Reading on the PC reader app is a chore. The formatting is 2 columns on my laptop, which does allow for more text to be on screen at once, but it makes actually reading it harder than if it was just a single column. The hyperlinks and search bar are handy, but they really don't take the place of an index and real page numbers. As for the content, there's a lot of information here. Lots of stats on monsters and characters in the series, although there are a great many of beings whose stats are essentially listed as "too powerful to stat". I was very disappointed in the chapter on the various factions - I was hoping for a lot more detail. The bulk of the faction detail, in fact, seems to be buried more in the section containing the key characters. Finally, fair warning - the book contains MAJOR series spoilers, especially for "Small Favor". If you haven't finished that one, some of the information in this book will steal all the surprises from it.

Great detail and insight to the world of Harry Dresden. Would even recommend it to non rpg players as an encyclopedia of dresden

Super helpful information on running the game, but also great examples of NPCs and locations.

Don't know too much but son loves them

The game seemed a little complicated at first but it was tremendously fun once we got going.

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