

Game Pitch Template

Pitch System

System:

Dresden Files system. Not Dresden Files Accelerated

Allowed Resources:

Your Story, Our World, and Paranet Papers

The World

As Defined:

It is the world of the Dresden files novel and game setting with all of the activities of the books removed. While NPCs may be pulled in from the books as relevant the events and changes caused by the books will not be cannon. Events of the previous campaign that I ran will not be cannon. Roles such as Knights of the Cross, Knights of the Fey Court, and any other mantle will be new NPCs and not beholden to the books.

For the Players to Define:

The City the game takes place in will be defined by the players with input and suggestions from me using the city creation rules in the system. Key NPCs and locations will be created through this process. Either an existing city can be chosen or a city can be created from scratch, but a map will be generated with key landmarks noted for reference.

The Players

As Defined:

For this campaign we will start at a power level of either Feet in the Water or Up to Your Waist to be discussed at character creation based on concepts. A much lower power level than the previous campaign I ran and characters like Knights of the Cross cannot be built at this level. The skill cap is Great so the max bonus is +4. This will allow for a longer progression and a different type of story.

For the Players to Define:

Everything else about their characters. What they are and how they are

connected. From each player I want a NPC contact, friend, and someone adversarial. These can be shared among players and can be tied to key NPCs of the city. I also want one secret from each character.

The Setup

As Defined:

Momma Vivian is a well-loved member of the paranormal community. No one is quite sure what she is, but she knows how to find the wayward children and is always there to step in and bring them to her boarding house. She has raised and helped a generation with their talents and kept them on the straight and narrow. Maybe even some of the players grew up with her. One morning Momma Vivian is found brutally murdered in her own boarding house. The police have declared it a suicide and the wardens don't seem interested in investigating. What will happen to her current residents and who will find out what really happened?

Much of the plot and all the subplots will be created after the city and characters are built to be catered to them.

For the Players to Define:

Why do you care about Momma Vivian? The main plot will grow from this initial event so I need the characters to care about it.

Notes\Comments

Secrets encouraged. Characters don't necessarily have to know what each other is or can do. I would like to explore concepts of power temptation so I encourage and will work with any player wanting to be a white court virgin or beholden to a power. I would love to work with a player to secretly be powered by a denarian coin but not haven taken it up completely.