



I'm looking to make an adventure rpg based on a play I was in, called "She Kills Monsters" Up top are the first draft of two characters Orcus (Left) and the player character Agnes (Right) The story focuses on two sisters, Tilly and Agnes, who are total opposites. Tilly, was a nerd and played D&D and had died in an accident. Agnes finds one of Tilly's game modules and plays it hoping it will help her better understand her sister now that she is gone. The Game takes place in two worlds, their home town of Athens, Ohio, and the made up world of New Landia. I have the skeleton of the story and I am working on rewriting it to fit as a game.