



Intrigue & Illusions

a role playing game





Colofon & credits

This RPG is shareware.

Any one is free to download the game and play it under the following conditions:

- changes in this document are not allowed and the name of the author should stay in the document as well.
- copyright stays with the author. This includes the intellectual rights of the gaming system
- no one is ever allowed to ask any money for this game. That excludes the costs made for reproduction (diskette, CD, paper copy).
- any one getting this version 0.1 of the game and actually (test) playing it has to write an eMail to daleth@xs4all.nl with an in depth review of the game. This way, I hope the next version will be better...

Thanks

I would like to thank the following people for helping me with the making of, although many probably don't know why they are listed here: Bram for introducing me to role playing games, Teja for enthousiasmus, Decker for letting me think of a game to the world of Daleth, Marc for

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daleth@xs4all.nl


<http://www.daleth.tk>

<http://www.xs4all.nl/~vanip/daleth>





Contents

Chapter 1: Introduction	4
<ul style="list-style-type: none"> • About the game, or, just why yet another RPG? • Basic rules 	<ul style="list-style-type: none"> • Needful things • About dice • A note on sex
Chapter 2: Planning	6
<ul style="list-style-type: none"> • Setting up the game • First session 	<ul style="list-style-type: none"> • Creating a character • Planning an adventure
Chapter 3: The rules explained	8
<ul style="list-style-type: none"> • Core rules • Character generation rules • Chances of succeeding • Health action • Mental action • Looking behind the veil • Hybrid action • Interpreting the dice 	<ul style="list-style-type: none"> • Close hit or modify +1 • Damage done and damage taken • Lethal action and (bad) luck • Learning • Master of Arms • Coincidences • A gentlemens duel • Experience pints
Chapter 4: The scales	14
<ul style="list-style-type: none"> • Physical health scale 	<ul style="list-style-type: none"> • Mental health scale
Chapter 5: Seeds of adventure	22
<ul style="list-style-type: none"> • The game world: Daleth • Hints for playing 	<ul style="list-style-type: none"> • Why there aren't any online adventures • An example of play
	
Appendix 1: Character questions	23
<ul style="list-style-type: none"> • Looks • Behaviour 	<ul style="list-style-type: none"> • Hidden features • Character sheet
Appendix 2: Weapons	26
List of extras	27





Chapter 1: Introduction

About the game, or, just why yet another RPG?

This roleplaying game (RPG) was designed to go with "The World of Daleth". It lays emphasis more on role playing than on roll playing; therefore, acting logically in the parameters set by the role is more important than rules for rolling dice. Better said, there are hardly any rules. As a matter of fact, there is no way to win this game either.

The reason for this approach: I find it personally not exciting in a game to wait till the dice have made a decision, but I do get excited when my creativity can manipulate the game. I also don't mind who wins a game as long as the whole group, including the loser, has had fun playing. Both visions towards gaming are found in Intrigue and Illusions.

Furthermore, I am not a wizard at math, so the calculating of points and hits and whatsoever is really easy in this game. If you can count to 100, you should be able to play.

The core of the game should not be fighting evil

creatures and persons, finding hidden traps, treasure and object of great power, but get involved in intrigue, mystery and conspiracies; the wits and creativity of the players should determine the result, not the outcome of a dice roll. The goal of the game is to provide the players fun and excitement while solving mysteries.

For me, playing with the "mental health scale" is a new part in RPGs. I needed a scale like this because make-believe, illusions, lies and trick-of-the-eyes are a very important part of Daleth and should be important in this game. Some games have something like it, but not as a basic part of a character as I want it to be. NB: this part has in this 0.1 version never been test-played! It might change in future versions. The "mental health scale" is also stressed in Chapter 4. This, however, does not mean mental should be stressed in the game as well. The game should NOT be about getting drunk, stoned and hypnotised.



Basic rules

There are three important parts in the rules of a roleplaying system:

- Rules to determine how strong a character is
- Rules to calculate the chances of a character succeeding in an action that cannot be played "in character"
- Rules to handle damage done after a confrontation

In Intrigue and Illusions, there are two sets of numbers that handle all of the three parts. One set manages the physical power of the character (physical health), the other set does the same for the psychic power (mental health). It is easy, it doesn't have to be learned at all.

The playing of the role and staying "in character", however, can be hard!



Unlike in many other roleplaying games, there are no rules for character classes and races, no magic and no spells, no abilities, skills or checks, no detailed battle rules, no initiative rolls, no saving throws, and no experience points. Intrigue and Illusions is close related to free style role playing.





Needful things

To play Intrigue and Illusions you will need the following:

- At least one dice, any normal household six-sided dice will do. Any other dice is allowed, too.
- The scales of physical and mental health as found in the appendix
- Two small objects per character to keep the score on the scales (a pin will do)
- Pencils, byroes, or others things to write and sketch with
- Paper, lots of it
- Friends to play with; 4-7 persons should be fine.
- A lot of time, and if it takes really long, some

food and drinks come in handy, just as the telephone number of the pizza delivery service

- A lot of creativity, wit, intelligence, fantasy and the will to play a role in another world.
- Not exactly needed, but very nice: a computer/laptop with the background information of The World of Daleth on it. See www.daleth.tk for this info (off-line version not available yet).
- This handbook
- If possible, someone who is (a little) experienced in role playing games and can teach some role playing techniques and tricks to newbies.



About dice

Intrigue and Illusions can be played with any kind of dice. These are referred to as 1d 'n' where 'n' stands for the number of sides the dice has. The household dice is a 1d6. Two household dice are 2d6; this is not the same as a 1d12. On a 1d12 all numbers are unique, with 2d6 as example, the "7" can be thrown in many ways and is therefor not unique.

It is advised to buy some more-or-less-than-six-sided dice in the gameshop, especially 2d10 in different colours. These can be used as percentage dice (Example: red stands for the tens and blue for the rest; a red 4 and a blue 3 are 43, a blue 5 + a red (1)0 stands for 5).

A coin can be used as a 1d2 (like a "toss").

In the stores, many dice sets have 4, 6, 8, 10, 12, 20 and/or 30 sided dice, which should be sufficient for Intrigue and Illusions.

There are also 100-sided dice available, and odd dice - just check it out and buy what you feel is

needed.

Just a little piece of advice from an experienced role player: buy dice in different colours, even if a set of the same colour looks more attractive, and make sure dice with the same number of sides have the same colour. It can be hard to tell the 1d8 and 1d10's from each other, and the 1d12, 1d20 and 1d30 can also look pretty much alike - especially in dimly lit rooms, at the end of the evening, during an exciting game with a lowered mental health ;-)

Throwing sticks

In the gameworld there are "throwing sticks" for the game "IJKwerpen". They are basically 2d4 and a 1d8. If someone manages to make or buy real sticks like that, they can be used for gaming too.



A note on sex

Throughout the handbook, I mention "he" "him" and "his". This does not mean the game can not be played by ladies, or that all characters are gentlemen. I was just too lazy to make it a "he or

she or whatever" everywhere. So please read whatever you want instead of "he", "his" and "him" if ou feel like it.





Chapter 2: Planning

Setting up the game

First thing: you have to have players that are willing to spend some (understatement; I really do mean: a helluva lot of) time on the game. Where a normal roleplaying game can be played in one afternoon with charactersheets that have been prepared earlier, Intrigue and Illusions demands more time to set up. Most of this time will be spend creating the character and "getting into the role"; after a character has been created you probably want to use it more often to come closer to the character while gaming.

The game is hosted by the **referee**. The referee is the one who sets up the frame for a scenario in which the players play their roles. The referee keeps track of the Intrigue and mysteries and the development of the adventure.

To give the referee more time for actually doing

so, it is recommended to have a **second** or assistant to the referee. The second has to see that the players act according to their role, keep acting to the rules, and provides background information from the scenery in which is played. The second can also play the role of a non-player character (NPC); this way, the referee does not have to play all NPCs, the NPCs (played by referee and second) can play out actions "in character", and there are more possibilities to make layers in Intrigue.

Finally, when more than 5 players are involved, there can be a **scribe**. The scribe writes down what happens in the game (what can be done by the referee as well) but also provides an archive of jurisprudence to the rules (what can be done by the second) and thus set up some "house rules".

First session

In a first session, the basics of the game are laid out. All players, the referee and the second will have to participate in creating a group of characters that is balanced well enough to be a logic band for solving mysteries. According to the character group, the referee can plan some mysteries.

Example: if the characters decide to play a bunch

of miners, they will logically not be interfered with major political conspiracies in the capital city, or going on an expedition to far away countries. And if, the referee can work out a good plot for making it believable.

Players who come to the game later, should pick a character that fits the already existing group.

Creating a character

After the first session, the players each work out their character. They have to give the character a rather detailed background and enough "statistics" to fill in the average 20-page taxform ;-)) and a passport. The players should know their characters well, but can learn to know their character better while playing. The players should be encouraged and willing to learn about the skills of their characters.

Example: if Pete claims to be a sailor, he has to know something about the sea, ships and sailing. This can be learned from the internet or from books, or by taking a sailing course. The information has to be sufficient to play out the

character, not to be a skilled sailor in real life.

If needed, some personality tests can be used: how would the character answer to the questions of the test?

How the characters are provided with physical and mental health: see the next chapters.

In the end, the character description should be send or given to the referee. The referee might want some more details added, or discuss in privat some possibilities for playing out some background material later in the game.

Example: if a player has a character that does not





know her mother, the mother might turn up later in the game. The search for the mother can be part of a scenario.

The details of the character background (the part of the character that is not obvious, as looks and behaviour are obvious) may be used to planning the adventure. The exact character description has to stay a secret for the other players. If they want to know more about the

background of a character, they have to ask - just as in real life. The character may answer with a lie. After all, the game is about mysteries, conspiracies, intrigue and illusions, and those might be found in the characters as well.

More information on and inspiration for character creation can be found in Appendix 1.

Planning an adventure

The planning of an adventure is the duty of the referee. He should keep in mind that the goal of an adventure is not to outsmart the players with unsolvable riddles or kill all the characters in an unavoidable trap, nor is it polite to send the players home at the end of the game with frustrated feelings because they didn't manage to play their characters as they had wanted to (see also core rules, no. 3).

The planning of an adventure is more or less scenario planning. That means that there is not one way to play the adventure, but more roads that lead to the end of the game - every decision the characters make, brings them on a different road, and in some cases it can be a dead end street and they'll have to turn to make it to the end of the adventure.

It is not the issue to take a map of the gameworld and scatter around some treasures and things to be slaughtered around it. Not even if these treasures are clues to riddles and the things are people who can give more clues or who are the suspects. You run the risk of characters just missing an important clue because they took a wrong corner somewhere, cannot open the crucial door to the only clue that leads to a solution, get frustrated if that happens more often and then don't want to play any more. Be more free with scattering information around. Cheat if necessary.

Example: The riddle the players should solve is "Who stole the book from the Headquarters of the Mining Company in Sterrenbos?". The referee should know who stole it, when it was being stolen, why, and who where witnesses to the theft. He also should know where the book is now, what is in it, and what the witnesses have told there relatives. Important for the start of the game is, who orders the characters to do the

investigation, or how they get to do the investigation themselves.

Once the characters have gotten the order to do the investigation, they can start by looking in the Headquarters, interviewing the witnesses, and probably do some other research that they find necessary. Are there footprints outside the Headquarters? Will they find the matching shoes and/or feet? Are these the footprints of the gardener or those of the thief? What do the witnesses tell? Are they all telling the truth, or not, and if not, who is lying and why? Was the room closed when the book was stolen, and if, how has the thief entered the room? Did he (or she) have a key, was it necessary to force the door or a window, or is there a secret passageway into the room? Who knows about the secret way? Who does own a key to the room?

In the afore mentioned example, the characters can choose where to start their research. In the end, they should have enough clues to have a suspect, and then they only have to gather the proof if they don't already have it. The final part of the game will be the exposure of the thief and the return of the stolen book.

Of course, the book can be found without catching the thief, or the thief is found but the book stays lost. This can be the entrance to the next adventure. The content of the book can also be the seed for new adventures.

The referee has to stay in control of the mystery. He never should say "I don't know". If the question is important for the game, there should be an answer that matches the mystery. If the question is not important, there should be a "random" answer. For the players, all answers are important because they have no other entry in the world and its mysteries than the answers the referee gives to their questions.





Chapter 3: The rules explained

Core rules

Print this page, cut it along the striped lines and stick the core rules in a place where it is

good visible for all players ;-)



Rule 1

The referee is always right. No discussion about that.

Rule 2

The referee has to ask advice about a decision at the second to make sure the decision is logic within the game.

Rule 3

Everybody involved in the game should make sure everybody is having a good time playing.

Rule 4

The following rules should only be used in case the action cannot be played "in character"



Character generation rules

Each character has a scale of "physical health" and "mental health" (see also the so-called charactersheet). The scales are divided in 51 life-steps (well, actually there are 48, but on top and bottom are extra steps, just in case). The characters should be played with a household 1d6, a 1d8 or a 1d12 (preferred). Other dice are not allowed here.

On the mental health scale "50" is raving mad genius and "0" is irreversible braindead.

On the physical health "50" is superhero power and "0" is very dead.

The player determines the scaling. The 50 is always 1, the 48 ("normal") always 2 and from there it counts up. Just add the numbers of the dice to the scale. But remember:

- There have to be at least 3 steps between the numbers.
- It is not always good to have all the high numbers close together near the zero, especially not on the mental health scale. It is not a shame to be no superhero after all.
- The physical and mental health scale do not have to have the same arrangement.

All characters start at stage 48 in both mental and physical health: normal; or in any case: normal *for this character*.

The small object is placed in that step. To make an action succeed at this stage, at least a 2 or higher should be rolled (details below).





stage	step	dice
overnormal	50	1
	49	
normal	48	2
	47	
	46	
	45	
safe	44	
	43	
	42	
	41	

At the top of the scale, we see steps 50 and 49 in blue. This is the "overnormal" stage, a stage than can only be reached by modifications or onvery special occasions. In this stage, one has to throw a 1 or more to make an action succeed - in other words, unless there are some other modifications, you will always succeed. Only when trying "to look behind the veil" this is reversed - you have to throw a 1 or less to "look behind the veil". A person in this stage is a powerful superhero (physical health scale) or a mad genius who has no contact with the real or unreal world (mental health).

The next for steps are in green - the normal stage. In this stage, you have to throw a two more to make an action succeed.

	19	
very bad	18	
	17	
	16	
	15	
	14	
	13	
dangerous	12	
	11	
	10	
	9	
	8	
	7	
deadly	6	
	5	
	4	
	3	
	2	
	1	
dead	0	'n' d 'n'

Now, we take a look at the other end of the scale. The very bottom is step 0 (zero). Here, one has to throw an 'n' or higher on an 1d'n' to make an action to succeed, for example an 6 on a household 1d6 dice. This stage can expand to some steps higher (for example 1, 2 and 3), according to the dice that is used for the scales.

The kind of dice will determine how the third column will be filled. Apart from the 1, the 2 and the 'n', the players are free to fill it with the numbers that are on the dice, in correct order. For example, step 44 can have dice no. 3, which means that anyone who has drunk a beer or feels a little ill has to throw a three or more to succeed the action. This way, all numbers from the dice have to be put in the third column.

The middle of the scale is rather boring, but will get more attention in the game. It is here, that most actions shall take place. Inthe third column the characters strenght will be seen in the numbers.

In many actions, the steps will change (move the small object to another step) or modified (add some steps to the step where the small object is, but don't change it).

Eventually, the small object will be placed in or modified to another range, for example from the 3-4 range to the 4-5 range. In the 3-4 range, oone has to throw at least a 3 to succeed the action, in the 4-5 range at least a 4. The action gets more difficult to succeed.

The players do also have to change their styl eof playing, because the character is damaged in some way.





Chances of succeeding

If a character wants to go into action, he has to make a dice roll to see if the action succeeds. Every action should be placed in either "mental capacities involved", "physical capacities involved" or both.

Example: when standing in front of a closed door, the door can be opened by

• *kicking it in; this is pure physical health (strength) involved > physic action*

• *picking the lock; this is both physical and mental capacities involved, you have to concentrate on picking and have some physical abilities to do so. > hybrid action*

• *finding a key to open the door; this is pure mental capability involved > mental action*

Where an action should be has to be decided by the referee.

Physical action

Let's say the character decides to kick in the door.

- First, the player looks at his physical health scale. He checks where on the scale the small object is. Say, it is at "slightly bruised". According to the numbers the players has put next to the scale, this is between 3 and 4. This means that at least a 3 has to be rolled to succeed kicking in the door.
- Second, he checks the mental health scale. The lowest stages of mental health modify the physical health scale a little (you cannot kick in the door when you're nearly braindead, and you'll probably miss the door when you're drunk - that is logic). The player calculates the modification. The object on the health scale does not move! In this example, there are no modifications due to mental health.

- The player has to make sure there are or are not any modifications due to close hits (see below). In this example, there are no modifications due to close hits.
- The player now says in character he will try to kick in the door (this can be done before, but most players prefer to calculate their chances before taking action). Said is done in this case; there is no way back now.
- The player throws the dice.
 - If the outcome is 1, the door is still closed
 - If the outcome is 2, it is a close hit (see below)
 - If the outcome is 3 or higher, the door is kicked open.
 - If the outcome is n on the d'n' (the maximum) the referee might want to do an interpretation of the dice (*see below*)

Mental health action

The same goes for the pure mental check: first check the mental health scale, modify if necessary with the aid of the physical health

scale, check on close hit modifications, pronounce the action, roll the dice and see if the number is high enough to succeed.

Looking behind the veil (optional)

A special mental health action is "looking behind the veil". With a maximum of once a day, the character may use his psychic powers to take a chance at looking behind the veil of perceived reality. This is a mental health action that should be easier with a lower health rate. The mental health scale should be read as following: at step zero, one has to throw an 'n' on a 1d'n' or less to look behind the veil (who is dead, knows all secrets of life), at stage 50 one has to throw a 1 or less to succeed (so the opposite

of succeeding a normal mental health action). Behind and beyond the veil of perceived reality lays a truth that cannot be seen in normal life. The character may get aware of relations, facts and objects that haven't been seen yet. The referee decides what is revealed, and how much truth there is (using the reason why a character is on a certain stage on the mental health scale). The result should be kept secret from the other characters and should be passed on a secret note from the referee.





Hybrid action

In case there is a hybrid action, two rolls should be made, one for mental, one for health. One check should succeed; the other has to be a close

hit or higher. Modifications due to mental or health are not necessary, modifications due to close hits do count.

Interpreting the dice (optional)

The referee might want to interpret the dice. *Example: with a 3 or higher, the door is kicked in. The highest possible number is an 'n' on a 1d 'n' ; therefor the referee interpretes 'n' not only as "the door is kicked in" but as "the door is kicked in*

with unknown power and pieces of wood fly everywhere. There is nothing left of the door." This gets more atmosphere, action and humour into the game.

Close hit or Modify +1 (optional)

If a 3 or higher is needed to kick in the door, and a 2 is rolled, this might be interpreted as a close hit. The action does not succeed, but has had some effect:

Example: the door is not kicked in, but a little damaged. The referee might decide that the next one trying to kick in the door gets a modification (+1 step) on "physical health" because it should logically be easier to kick in the already damaged door now.

If this results in the next close hit, again the

health of the next door kicker is modified with +1 step (so it is +2 steps from the starting situation).

Of course, a modification +1 does not always mean the object moves virtually to another stage and the dice can - for example- be 3 instead of 4, but with a few close hits the chances it does are greater.

NB: modifications are only calculated, the objects do not move!



Damage done and damage taken

Physical health damage

Now, if the character does not want to kick in a door, but decides to kick some ass and fights a guard, and the kick itself was successful, what damage has the guard, apart from a stained uniform?

Like any character, the guard, even being a NPC, has a mental- and physical health scale. The small object should be somewhere staged (hidden from the players) and goes down by the following numbers:

Household dice: half of the numbers rolled with the 1d6 for a blunt object (as a foot when someone kicks), the full number when damaged with a sharp object (like a knife).

Example: after the kick succeeded, another roll is made to determine the damage. The player throws a 1d6.

With 1 and 2: 1 point of damage is done > move small object 1 step down

With 3 and 4: 2 points of damage are done > move small object 2 steps down

With 5 and 6: 3 points of damage are done > move small object 3 steps down

The player of the damaged character puts the small object the number of damage points lower (direction to zero/dead) on the health scale.

With extra dice: always the full number rolled with a 1d 'n' are the points of damage; where 'n' should be higher as the object that did the damage is sharper. A blunt object does 1d4 damage, and -for example- a machinegun 1d20. What kind of 1d'n' damage an object does is decided by the referee and noticed by the scribe or second. (See also Appendix 2: Weapons)





Mental health damage

Now say the door has been kicked in and behind it is a slaughtered body of a young girl. An awful, terrible sight. The character who sees this for the first time in its life might suffer severe mental health action. See chapter 4 for details.

Let's say the mental health damage is in this case -20 for shock, as given by the referee. The small object is placed 20 steps lower than where it has been before. This does not mean the player has to play the character in a different way straight ahead, unless the charactersheet indicates something else.

However, the mental health damage has two things that are important.

1. In the next actions, the lowered stage should be taken in account. This ends when the character has recovered from the mental health

action (*see chapter 4 for details*).

2. The stage of -20 makes it possible for the character to have an easier access to the alternate reality in the game world.

*Example: after the encounter with the ripped body, the character is taken to another place and laid to rest to recover. However, during sleep, a strong dream comes up, that seems very real to the character. In the dream, the young girl is still alive, and the murderer is after her. In the twisted dream, some details of the murderer are visible to the sleeper. After waking up, the character has extra clues to the identity of the murderer. In *Intrigue and Illusions*, these clues might as well be real and are therefore of some worth to the players. On the other hand side, they might be nothing more than an illusion... the referee has to decide in each case.*

Being dead or braindead

If the character, after damage taken, has reached the zero, the character is dead (physical health scale) or braindead (mental health scale). These stages influence each other the following way: **braindead = dead**. The character is out of play. The game is over for the player. He should get a cup of tea, mourn over

his character, and create a character for the next session...

NB: it is not the goal of the game to let characters die! And it is highly recommended to play out the funeral rites because the death of a character can be really hard to cope with.

Lethal action and (bad) luck (optional)

Some actions are lethal, deadly, or the other way around: can not fail. In most cases, there is a "one in a million" chance that the action fails. To give this narrow escape to a situation, try a 1: 'n' on a 1d 'n' where 'n' is 20, 30 or 100 if possible (with household dice a double or tripple 6 will do). Because all numbers appear only one time on a dice, the characters are free to chose a

"lucky" number (see charactersheet), but this is not allowed with multiple d6 dice; a "lucky number" of double (tripples) 1, double (tripples) 2 etc. however, is possible then.

The referee has to come up with a logical explanation for this (bad) luck if the throw succeeds (*see interpreting the dice, above*).

Learning (optional)

Every skill that a character does not have by "nature" or "education" can be learned. The first time a character tries to perform the skill, it has a 1: 'n' on 1d 'n' chance to pull it off. If this succeeds, the next time it is a 2: 'n' chance, and so on.

Example: The character tries to pick a lock, and has never done this before. The 1d8 is throwed to see if the picking succeeds.

If the character is lucky, a 1 is rolled. The next time, picking a lock only succeeds if a 1 or 2 on the 1d8 is rolled. And so on. After 8 successful learning phases, the character is a skilled lockpicker, and only has to roll for action.

When playing with a more-than-six-sided dice, the more difficult something is to learn for a character, the higher 'n' has to be.

Remember that learning takes time and





concentration. Before learning, an mental health check should be made. During learning, the character can do nothing else. You cannot endless try to learn a skill during the game,

that is logical. When trying too hard, you might go insane > mental health damage. Therefore: each failing trial to learn results in a -2 step on the mental scale out of pure frustration ;-)

Master of Arms (optional)

(see also Appendix 2: Weapons)

Of course, not everyone knows how to handle a sword or a fire arm as soon as he gets one in his hands. Many people will know what to do with it and aim nonetheless, which can do severe damage as well.

However, a Master of Arms will have been trained to use the weapon and use it more efficiently. The damage will be more than under normal circumstances.

A character can be a Master of Arms due to an education or learn to be a Master of Arms during the game. The latter should use the learning option with a 1d20 (or 3d6 in case of household dice) plus a good teacher plus daily training to stay a Master of Arms.

Every character can master no more than one kind of waepon.

Bonus

A master of arms gets a modification bonus of +2 steps in an action with the weapon involved and a succeeded action will result in a damage with a bonus of +2. When attacked with a weapon like the one a character masters, the damage will be max. -2 less, because the character will know how to parry and avoid being hit (the damage, however, can never be negative).

NB: the goal of the game is not doing a lot of fighting, so this optional rule might be quite useless during the game.

Coincidences (optional)

If something "might" happen, it can be rolled. Or tossed with the 1d2 (Does it happen? Yes=head, no= tails). But it is always better to let things happen in a logical way.

NB: a toss can also be done "in character".
Example: "I'll toss a kintus. If it's head, we will go into that room, as you asked, although I keep thinking it will be dangerous."

A gentlemens duel (optional)

The duel is a possible violent confrontation. A duel "till one of us dies" is not a gentlemens duel. "Till first blood" can be. To play out a duel, the players can negotiate over the health stage

the opponent has to be in to win the game.
Example: If player "X" is down to step 25 (or lower) first, player "Y" has won the game.

Experience pints (optional)

No, that is not misspelling points, and it's a joke. Point is, the characters cannot gain experience points for doing what they did; there are no character levels they have to pass. The characters can learn skills (see above) in the game. After a solved case, they can go into the pub and brawl about their adventures over some pints of beer. These are experience pints.

And brawling about adventures is good advertisement for the next case to solve. The referee should see that the characters gain something at the end of an adventure, this can be money, fame, things - anything a real mystery solver might get for his job. This should satisfy the players more than a handful of p(o)ints.





Chapter 4: The Scales

In this chapter, the scales are explained. It must be obvious that the two scales are the core of the game mechanics, they determine the outcome of actions.

However, the scales should be played and not being used as just plain statistics. This point of view should also be taken in account by gaming: do not use the scales to calculate things over, but let logic flow in. That way, the scales should be more playable. The referee is the one who decides in what way the scales will eventually work out.

The scales have 5 main-stages:

- the supernatural (blue), which is the highest that can only be reached by modifications.
- the normal (green)
- the little weak (yellow), which is a save stage to perform actions
- the bad health (orange), with gets dangerous, but is still rather save to be in
- the deadly stage (red), which is very bad, and influences the other scale with a -5 malus
- the stage of "being dead" (dark red) is irreversable, you cannot heal from this.

➤ Physical health ↵

The health scale tells how the physical health of a character is. This influences the outcome of all physical health actions. Those who are weak

have less change to succeed such an action. The weakness can have many faces, as shown below.

Tired

Of course, no one can walk from one action into the next without getting tired. Each action where the physical health is involved -whether it has succeeded or not- makes the character more tired. The random fatigue rate is 2 steps down the physical health scale per single physical action with more than normal energy involved. This may be changed by the next two *optional* cases:

- A difference in actions, the "light" actions (throwing a stone, fatigue rate -0), and the heavy actions (running a mile carrying a damsell in distress, fatigue rate -10), and anything in between. The referee can make up "house rules" for this.
- A difference in characters. There might be characters who have a background that makes it believable that they get more -or less- easily tired from physical action. The blacksmith may have no difficulties with lifting a heavy chest, while it might be exhausting for the young steampost clerk. If

this option is used, each character should get his own random fatigue rate.

To raise the physical health, one needs rest. This can be a little pause in the actions to a good nights sleep.

Rest needed

Please take in account that a character who is exhausted needs sleep quicker than someone who is not tired. If the physical health has gone down with 10 or more steps, the rating for sleep and insomnia doubles (*see also details on Mental health scale > sleep, rest and insomnia below*). After the first (half) day with exhausting actions, there has to be a -4 on the mental health scale. If the night also includes exhausting actions, the next morning the mental health scale will go down another 4 steps (a total of 8). However, if the night is quiet, but sleepless, the next morning will only see a -4 from the day before and the normal -2 from the night, -6 steps total.





Sick and ill

A character can get physically ill in the game. There are different diseases that all will have a different number of steps to go down the physical health scale. It may vary from "feeling a bit sick" (-2) to "the flu" (-10), "poisoned" (-20) and "plague, last stage" (dead, step zero). The referee has to make the decision what illness causes how much damage under what circumstances. The knowledge of illnesses in Daleth is not very good, therefore it is in cases impossible to say what kind of disease it is; only the symptoms give an indication how bad it is.

Hungry

A character that doesn't eat lowers his health scale with -4 per day. Food gives energy, by fasting one loses energy (and might get hallucinations, see mental health). By eating

Battered, and bruised

After a violent confrontation that has a damage result, the physical health scale is lowered according to the "damage done and damage taken" rules from chapter 3. Blunt objects will cause bruises, which can be very bad as well. With bruises, the character is hurt, but can keep on playing with an aching body. Only by

Slashed, and bleeding

Worse than bruises are the slashes, that are caused by sharp objects. They make a character bleed. The bleedings should be stopped as soon as possible, or the physical health will get lower

Disabled

The physical health scale does not indicate if the character is disabled. If a character gets disabled during a confrontation, for example loses a leg, the wound resulting from it will heal as any other wound and the character will eventually -after training and revalidation- have a normal physical health again. However, the character is now limited in action and will not be able -for example - to kick a door in,

Be aware of the fact that some illnesses might influence the mental health (scale) as well, such as flu with fever dreams.

If a character is **chronically ill**, the "normal" stage on the physical health scale should be lowered according to the disease.

Example: Anne has an illness. Her normal stage (step 48) gets dice 3. She has to throw a 3 or more to succeed in a physical action. The 2 is placed next to step 49 (overnormal range).

regularly one keeps a good health. Lowering the health scale due to hunger should only be done in exceptional cases - it should not be necessary to play out each meal and snack.

severe damage, there may be internal bruises and bleedings, that eventually may cause death. Even with "only bruises", in the "dangerzone" of the deathly stage, the characters will have difficulties with physical actions - which will be obvious by the dice numbers next to the scales.

and lower. As an *optional rule*, the physical health will sink with -5 steps per day if no action is taken to get the wounds healed (bandages, healing herbs, medical help).

because the leg itself will be lost forever. Characters who are disabled from the start of the game, will also have a normal physical health scale to start with.

The logic behind this is that disabled people can have an excellent health and that the handicap in many cases is compensated for by other abilities.





Healing physical damage

In Daleth, there are doctors of different kinds that can heal the characters from their physical damage with herbs, bandages, rest, baths and other medical actions. Many people will know some household tricks to heal. However, healing from sever wounds might take a while.

(See also under "Mental health" below)
The cure the character has determines if the character can do actions during being healed. This can be played out as doctors advise. If the character goes against the advise, the healing might not be completed.

➤ Mental health ↵

Warning: *"I am a bricklayer, not a doctor!"* Anything described in this chapter is pure for game mechanics and not related to real life. Or: don't try this at home.

Getting into trance and dealing with insanity

The mental- or psychic health scale is a scale that ranges from beyond soberness to drunkenness and paranoia to braindead. The top of the scale is a character that is not opened to the things surrounding him at all. This goes down to a normal psychic health, to a character that is opened more than normal to influences from the outside. This eventually leads to openness to all kind of misinformation and paranoia. In the lowest stage, the psychic health is so bad, the character believes all kind of evil beings are after him, and this kills him one way or the other.

To go down in mental, one can use drugs, including alcohol, go into trance, stop eating or sleeping; all kind of ways are possible, just as in real life.

The mental scale should be played "naturally" but since it is a new way of roleplaying, everyone, including advanced roleplayers, should study this chapter carefully.

Once again, it can be necessary to lower the sobriety to see beyond the surface of reality in The World of Daleth. The different ways of getting into trance must be added to get a better effect.

Example: a drunk character that goes dreaming scores lower on the mental scale and is more open to illusions than a character that dreams but is not drunk. Too heavy drinking combined with dreaming will cause strong dreams or nightmares (see tables). The referee might decide what effects to use.

Rest, sleep, and insomnia

Without rest or sleep, the character loses 4 mental points the first day. These are lost over the day, 2 at daytime and 2 at night. They are

only lowered at the sunset and sunrise, not inbetween. This is doubled the second day, and trippled the third day:

Fatigue rate

day	stage evening	stage morning
one	-2	-4
two	-8	-12
three	-18	-24

NB: The day starts at the morning, and with the "stage morning" the next morning is meant, the start of the next day.





A full forth day without sleep results in braindead; but under normal circumstances, the body will fall asleep no matter what, and will sleep until a normal stage on the mental scale is reached. Any change to get some rest before the forth day will also lead to a healthy sleep.

Each stond (a day has 8 stonds) rest rises the mental scale with 1 point, but cannot go beyond normal and being in a coma doesn't count as resting.

Fasting and eating

Food is necessary to keep a sane mind. Each "healthy meal" (the referee decides here) adds 1 point to the mental scale, but never beyond normal and it doesn't cure from coma. Each day without at least one healthy meal lowers the mental scale with 3 points.

Fasting might be used in combination with meditation.

Optional fasting rule :

- After a day without food, the effect of alcohol and drugs doubles.

Dreaming

In dreams, the truth (for what it is) may be revealed to the dreamer. Dreams may come in different guises: the daydream, the lucid dream, the nightmare, the coma. In the game, they all have a different stage of mental health. A **daydream** is a dream that is somehow steered by the dreamer, is usually pleasant and makes the dreamer happy. The chances for illusions are low, because the dreamer has full consciousness.

A **lucid dream** is a normal dream during sleep, in which the dreamer is aware of the fact that he is dreaming and thus knows how to steer the dream in a certain direction. The chances for illusions are higher than in the daydream, but the dreamer will know what the illusions are.

The normal **dream** appears while sleeping and

Rest is sleeping, dozing, daydreaming, sitting without any action. The referee decides if the character has had enough rest, but sleep always counts as rest.

For what kind of dream belongs to this sleep see the section about dreaming. However, the referee might decide it is a dreamless sleep.

Careful: Rest and restless periods also affect the health scale!

Example: drinking a liter beer lowers the mental scale with 2 points instead of 1 .

- The changes for dreaming double

Example: you risk a coma at only 22 steps below normal.

Optional eating rule: eating too much might cause bad dreams. The referee decides here.

Careful: fasting and eating do also affect the health scale!

cannot be steered. The chances for illusions are high, providing that the dreamer remembers the dream.

Strong dreaming is a normal dream that goes deeper and the dreamer will remember the dream, although he will not know what is true and what not. There will be place for lots of strong illusions.

The **nightmare** is a hautend dream, where illusions are normal, but very frightening. The dreamer might be afraid to take the ilusions for the truth, even if they are.

The **coma** is a dream the dreamer can not wake up from, and is close to braindead. The illusions however are very strong, and the dreamer may have the idea to enter a different world (the dreamworld).





Dream table

Dream	Steps from normal
Daydream	-6
Lucid dream	-12
Normal dream	-18
Strong dream	-24
Nightmare	-32
Coma	-44

How to start dreaming

Daydreaming can start at any quiet moment, in any quiet place. That is the only way of dreaming that can start immediately, and during the daydream the surroundings are perceived.

For the other ways of dreaming, one has to be sleepy. This can be reached by having a restless and/or sleepless period from at least half a day. See the section about rest for more details.

To make it to a certain stage of dreaming, one has to add all the effects that influence the mental scale and see if it is low enough in the

end. If not, one can throw the dice to see if a dream is successful (dreaming as a mental action, see also "looking behind the veil" how to handle this).

Of course, one cannot do anything else while dreaming.

Example: if the stage on the mental scale has the dice number 4 next to it, a dream is summoned when the throw is 4 or lower (reversed scale, see "looking behind the veil". Of course, the character should be in a state of rest at the time of wanting to dream.

Prayer and meditation

By meditation, one forces the mind to focus on something else than the surrounding world. All states of prayer and meditation in the save stages of mental are controlable by the character. He can start and stop the prayer or meditation at any time. In the risky part of the scale, the god(s) or spirits have taken over, and the character stays under control of these beings (being real or just illusions). If the being is evil, this might be very complicated. In any way, what is experienced during a meditation or prayer is seen as real by the character. If it might turn out to be an illusion, the character will suffer a religious crisis.

One can only pray and meditate if the character is religious. Before praying or meditating, the charatcer has to specify which god is prayed to (or which ancestor is summoned). During praying or meditating, the character is unable to do anything else.

Praying and meditation, close related, have different states:

- The quick prayer lowers the mental health scale with 1 point for the period the prayer lasts. Examples are prayers before eating or sleeping, and just before a fight or something difficult. The prayer might be answered in divine action.
- The normal prayer lowers the scale with 2 points. There is no direct contact to the god. The prayer might be answered in divine action.
- The meditation lowers the scale with 4 points. There is no direct contact to the god, but there might be voices or visions.
- Religious trance lowers the scale by 8 points. There can be direct contact and interaction with the god.
- Religious extacy lowers the scale with 16 points. The character is taken over by the will of the god and experiences divine (mental) powers.





Alcoholic drinks

By drinking alcohol, the mental health scales lowers in relation to the percentage of alcohol in the drink. The effects are dizziness and dreams,

after heavy drinking hallucinations. Take the following table to calculate the effects:

Alcohol table

beer	and drinks up to 10%	1 step
wine	and drinks up to 20%	2 steps
liquor*	and drinks up to 50%	3 steps
Tuijon**	and drinks over 50%	4 steps

(all consuptions by the liter = "a bottle")

* Liquor: Fireberry wine

** Tuijon: a good bottle of Tuijon contains Aelçim, which is a drug that will stengthen the hallucination effect of the alcohol. But Tuijon, like

many other "strong drinks" is usually not consumed pure; by mixing the drink with other liquids, the alcohol percentage will lower and so will the effects.

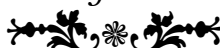
Drugs and psychadelica

In any world, there are natural products that contain a substance that has an effect on the mind. The exact effect depends on the product. An overdose usually results in paranoia or even death. Important by the use of drugs is the kind of drug used, the state of mind on is in, and the quantity *and* quality of the drug that is taken. There are basically two kinds of drugs: those

that heal (add points to the mental health scale) and those that cause illusions (lowers the mental health scale).

An example of dalethian drugs is listed below (see also under Healing herbs and List of Plants on www.daleth.tk > Encyclopaedia). The referee is free to change or add to the list.

Drugs table



Aelçim	(drunk, real Tuijon)	see alcohol table.
Aelçim	(smoked)	strong hallucinations, -10 steps.
Amalbruns	(smoked)	contact with ancestors, -8 steps.
Anaqal, blind	(sniffed or drunk)	bad dreams, - 3 steps.
Anaqal, wild	(sniffed or drunk)	sleep/unconsciousness, -8 steps.
Brinnóswamms	(eaten)	scary dreams, -12 steps.
Brunsbezi	(drunk, Fireberry wine)	see alcohol table.
Golden Shade	(eaten)	mind activating, happiness, +4 steps.
Jusila, green	(smoked)	relaxing, + 4 steps.
Jusila, red or pink	(smoked)	hallucinations, -5 steps.
Kempseeds	(smoked)	hallucinations, -6 steps.
Kukjan	(eaten)	aphrodisiac, -6 steps.
Vindelsflower, purple	(drunk)	relaxing, +3 steps.





Hypnosis

The methods of hypnosis are various. There is self hypnosis, hypnosis laid upon one by another person, and instruments used to hypnotise someone. The purpose of hypnosis is to perceive more than usual; to reach into the past, to see more than one has seen earlier, to recover hidden memories, even to predict the future. Hypnosis can however enslave the hypnotized character and lay the will of another upon him.

The kind of hypnosis depends on the mental health scale. The lower on the scale, the easier the character is to hypnotize. To see if the character can resist the hypnosis (if it isn't voluntary) one has to use the optional rule for "looking behind the veil".

Shock and fainting

A character can get into **shock** after a bad experience in a physic or psychic way, such as seeing a severely ripped body, having had an exhausting fight, experiencing an evil god, having being raped - real bad, nasty things that don't happen every day, in reality or while in trance. The referee has to decide how bad the shock is and how much the mental scale is lowered, but it always will be enough to get into or close to the dangerously low level. In the almost unthinkable case a character goes into shock from the same experience again, the shock will have less influence.

While being in shock, one cannot "look behind

the veil".

By selfhypnosis, the character stays in control of the action. This is a mental health action. During the selfhypnosis, the mental health scale lowers with 6 steps.

In other cases, the hypnosis gives a mental damage of -12 during the act of hypnosis. The visions summoned during hypnosis can do more mental damage and this damage will not be over at the end of the hypnosis. (*See also shock and fainting.*)

The characters themselves can learn to be hypnotizers. In that case, hypnotising someone (for example, one of the other characters) is a mental health action.

the veil".

A little less nasty can be things that lead to **fainting**. Fainting is a proces where the body and the mind stop functioning to protect the character from bad influences. This can range from seeing a lover with another to smelling "vapors". Of course, fainting can be faked too, to keep up the status of a well educated citizen. Real fainting lowers the mental scale with 4 points until 1 stond after recovering from the fainting itself.

Durning fainting, it is possible to try to "look behind the veil".

Baths

To recover from mental damage, baths are a common cure in Daleth. For every illness there is a bathing treatment: hot baths, cold baths, steam baths, mixed baths, showers, baths to lie in, to sit in, to stand in, et cetera. Even coma can eventually be cured with baths.

A normal bath adds 3 points to the mental scale, a bath with medically trained helpers adds 6 points - these are usually found in spas, and the

bath is added with herbs or is a steambath of sorts. The referee might decide to give different kinds of baths and treatments different additions to the mental scale and use different kinds of baths to cure a specific kind of mental- or physic health state.

A bath only works once a day and counts as rest, although no extra points for rest are added.





Blitzermachine

The Blitzermachine is an Overveer invention. What the people in Daleth don't know, is that the Blitzermachine generates electro-magnetic fields. However, they do experience these fields and think it is either a way to get people into hypnosis or to cure people from all kinds of

illnesses of the mind. How it works will be explained by the owner of the machine (and decided by the referee). There are not many blitzermachines, but the very powerful machines might be to only chance to get someone quickly out of coma.

Recovering: The Guild of Health Workers

In Daleth, every settlement has at least one person who knows how to heal the common health damage, such as wounds, bruises and the more common diseases. In the larger towns there are hospitals.

Some members of the Guild of Health Workers are:

Barbers: some barbers might double as dentist or surgeon.

Chemist: person who makes and sells medicine and drugs. Sometimes the same as the herbalist, sometimes involved in alchemic research.

Dentist: doctor and surgeon at the same time. Usually travelling around in the country with a tilt-car.

Doctor: the person who examines the patient and who will tell what to do next, having surgery (common) or taking medicine. Visiting a doctor does not result in an decreasing health scale!

Herbalist: person who can cure diseases, illnesses and some mental health damage with herbs.

Hydrospecialist: people specialized in the spa- and bathing culture.

Midwife: any health question involving babies, children, pregnant women or uneases and diseases that only occure to women, be it of physical or mental nature, should be asked at the midwife.

Priest: can possibly cure mental health damage by asking the gods to do so.

Quack: the quack is no member of the Guild, but can pretent to be so. He might do more damage than healing.

Shaman: see priest. The shaman might be a herbalist, chemist and doctor at the same time. However, the shaman is never a dentist or surgeon.

Surgeon: person who does the surgery, usually in a hospital.

The players might want to have a character that is a members of the Guild, but it is not necessary or absolutely handy to have a "heal machine" in the party. There will be enough health workers to provide help if necessary.





Chapter 5: Seeds of adventure

The game world: Daleth

"*Intrigue & Illusions*" has been designed for the "World of Daleth", not the other way around. The world has been designed as a multi purpose hobby and will stay that way. The role playing game has been added to make it possible to play in that world. Therefore, the rules fit the world.

It should be possible to play the game in any other game world that depends more on mind than on muscles. In some cases adaptations should be made. It is advised to keep it a simple game and not to add to many extra rules and modifications to make it fit in another world.

Hints for playing

Once again, *Intrigue & Illusions* is not a game that fits a sword & sorcery kind of game. Violent confrontations should not be the core of the game. That is not necessary either, because there are no extremely evil or powerful magic beings that have to be fought.

Most of the game depends on the Intrigue and mysteries the referee has thought up. The solving of the mystery should be done by the

There are large quantities of role playing games available (on sale or free) that might fit better to your own world, and provide magic systems, detailed battle rules, different races, and mechanics to deal with (steam) enigines. *Examples: Midgard 1880, Chutlhu by Gaslight, Thyria Steamfantasy, Space 1889, Deadlands, ...*

More about the gameworld can be found on www.daleth.tk. The world, which will never be "ready", will have irregular updates that do not have to be related to the game. An off-line version is not yet available.

players. If the players are "not clever enough" to come to a solution, the referee and the second can use subconscious hints when a character has a lower mental health. It is advised to do this, although not every time the hint will point in the right direction.

After all, players can not play more intelligent, smart and clever characters than they are themselves, and this is the only way to help them solving the mysteries.

Why there aren't online adventures

There are no online adventures. Online adventures can be read by the players as well, and as soon as the players know the clues and/or solution to a mystery, the game is over.

The referee and the second can use ideas ("seeds of adventure") from books, films and online adventures for other games. Highly recommended for inspiration are the following:

- all Sherlock Holmes stories
- many stories by Edgar Allen Poe
- all "Brother Cadfaell" stories by Ellis Peters

- books by Agatha Christie
- books by Jules Verne
- the stories of H.P. Lovecraft
- any story on Jack the Ripper

There are some online stories at www.daleth.tk > Library that might fuel the imagination of the referee. The idea is that the stories are updated every once in a while. These are not meant as ready-to-go adventures, but as stories.

An example of play

p.m.





Appendix 1: Character questions

Creating a character (2)

To create a character, the player has to have a lot of fantasy. The following questions are meant as a guideline for creating a character. The player is free to add or alter the questions in order to create an original character. It is possible - and not unthinkable- that the character changes, evolves, grows during play. Therefore, it is not necessary to answer all the questions at the

beginning of the game.

There are no real "character sheets" to this game, but a growing range of "documentens", such as a passport, that the players should keep as reference for the character. The referee and second are encouraged to design more such documents during the game.

Obvious character details

In the "obvious character details" the player should describe the parts of the character that are visible to other characters. Just as in real life, these obvious details are what the others know about a person. It is advised to work these

out thoroughly at the beginning of the game, because it will confuse the other players if such obvious things change for no apparent reason during the game.

Looks

Length, weight, colour of eyes, colour of hair, hairstyle, complexion and colour of skin, dress style and type, length, build (fat, thin, normal), strange body marks, beautyspots, kind of voice, shoesize, gender are details that any other can see.

One can use a picture of a person that has the same looks to illustrate the character. Images can say more than words.

Not only the player should know what his character looks like, the referee, the second and the other players should know this too, so they can anticipate on it ("this geezer in the velvet dress, with the long greasy hair and the dark eyes stole your bread!")





Behaviour

Behaviour has a lot to do with social class and education. Of course, behaviour can be faked (acted). During the game, behaviour will be influenced by the mental scale. The initial description of behaviour will be the way the character normally is.

Does the character has one or more quotes he uses often? Does he curse? Is he polite, how does he show that?

What social class does he appear to be?

Which hidden character details does he show, which have to stay a secret, why?

Hidden character details

In the hidden character details, the player has to describe the parts of the character that are not obvious when another character meets his character. The hidden character details are only

known to the referee, the second, and the player. The character is free to tell the hidden character details to the other characters; but it is advised to keep little secrets as surprises.



Essential

What is the name of the character? Is that his real name, full name? Does he have nicknames and how did he get them? What is his age, is that his real age (why does he cover it up), does he look that age? What is his birthday, place of birth? Sex, gender?

Background

Who is your character? Who are his parents, grandparents, siblings, other family? Does the character know his familytree up to which stage? How important is family for him? How is his relation to his family, are there persons he likes or dislikes more than others? Is the character loved by his family? What does the family expect of him? Is there anyone in the family who the character should take (special) care of, if yes, who, and how?

Relations

Does the character have friends, a husband/wife, children? Business or sex partners? Enemies, of what kind (how dangerous are they)? Who are they, how did they come in contact, what is the history of this relation? How much time does the character spend with each relation? Are there relations who can be trusted 100%? What kind of relation is it? Is the character homosexual, bisexual, asexual monogam? Does the character know any persons that have a great influence on other people, society, politics?

Education

What has the character done in "the early years"? Has he been to school, how long, and what did he learn there? Have there been any important people in his life who have taught him things, and what? Are there things that the character is very good or very bad at? Does he like learning, or teaching? Who were his teachers, and his schoolmates? Has he diploms of any sort? If yes, with what notes on it? What languages does the character speak, understand?

Jobs

What job does the character have, or is he unemployed? Did he have jobs before? What kind of jobs? What did he learn there, what did he do all day? Who were his bosses, his colleagues? Has anything strange happened during one of these jobs? How much did the character earn with the job? Did he have to move to get the job? Does he like the job, does it satisfy him? Why did he pick a job like this? How did he get this job?

Housing

Where does the character live, what settlement, what street? What does the dwelling look like? How many rooms does it have? Is it luxury? How is the furniture? Is it tidy and/or clean? Does the character like his home or does he rather flee from it? Is he looking for other housing, where, why? Are there more persons living in the building? Who? How is their relation with the character? How much does the housing cost (buy or rent)? What is the view from the windows of





this dwelling? Does the character have more dwellings, which does he like most, and why?

Religion

What religion does the character have? Is he religious anyway? How does he react to other religions, or people who are more or less fanatic about it? How does the character live with the religion, how does he express being religious? Does the character wear amulets, talismans, lucky charms? Does the character have tabus because of his beliefs?

Money

How does the character earn a living? How much money does he need per day? How much does he earn (approximately)? Does he have savings, if yes: where and how much? Or relations that can pay the bills? Does he have debts, if yes where, how much, with whom, how and when are they going to be paid? Does he own anything that is worth a lot, how much is it worth, and will it ever be sold?

Likes...

What does the character like: what kind of food, animal, colour, landscape, drink, music, dress, book, person, art, lucky number, place to relax... and what does he dislike or even hate?

Meaning of life

What is the goal in life for the character? Does he try to reach a certain status at the end of his life? What does he do to reach that status? Is he ambitious? Corrupt, and at what price? Is there

Fleshing out the character (optional)

To make the character more alive than just some notes on scraps of paper, the referee and/or the player can make "official" documents for the character, such as a passport, a family tree, certificates from school, a loveletter, a contract, and anything else they can think of. Although it is not necessary in role playing games, the player might want to have real life objects or

something in his life he is proud of, ashamed of (and who knows about that)? Is he scared to die, of death?

Social life

What kind of politics does the character prefer? What does he think about slaves, workers, farmers, noblemen? What about the use of steam engines? Bureaucracy? In what social classes does he know how to behave? Does he like to go to social events? What about emancipation? Foreigners? Is he interested in science, politics, art? Does he know etiquette? Is he talkative or very quiet, shy? A (social) drinker? A liar? What do others think about this character? Does he have "ticks"? Does he like isolation, company, crowds?

Character

What kind of character has your character? And is he happy with it? Is he cheerful, mourning, evil, happy, mean, paranoid, carefree, daring, yellow, adventurous, courageous, dreamy, romantic, suspicious, heroic, easily amused, content, neurotic, depressed, optimistic, social, unhappy, horny, egoistic, distant, frigid, reserved, polite, courteous, easily scared, scary, a loner, a loser, arrogant, narcissistic, hysteric, superstitious, homesick, fixated on something (what?), caring, careful, cuddly, does he laugh at practical, sick, bad jokes (or does he make them), revengeful, mad, enraged, peaceful, cute, relaxed, curious, ...
Has this character changed since childhood, how, why?

garments to make the character more vivid to him.

To get into the character, one might decide to write a story about the character, or keep a (secret) diary to get in touch with the emotional side of the character.
Anything is allowed here, nothing is obligated.





Appendix 2: Weapons

This appendix gives a short list of weapons and the 1d'n' damage they will do. The list is not complete and the referee might decide to change the tables. The tables do not count in games played with a household 1d6 (see chapter 3 for details).

Please note that *Intrigue and Illusions* is not a game that should use weapons very often. Who

wants to play with arms can use many other games.

The use of make-shift weapons like common things like chairs, brooms, bottles and the likes should be encouraged. The referee has to decide how much damage each of these "arms" will do and if the character knows how to use it.

The body as weapon

Fist	blunt	1d4
Foot	blunt	1d4
Foot with sharp shoes	sharp	1d6
Elbows and knees	blunt	1d6
Head	blunt	1d4
Teeth	sharp	1d6
"Claw" with long nails	sharp	1d6

Sharp weapons

Knife, household	1d8
Dagger	1d10
Arrow *	1d8
Sword, sabre, etc	1d12
Fencing-sword	1d6

* When **throwing weapons** are used, such as stones (with or without sling) and arrows (with bows), the aiming of it should be learned according to the optional learning rule (see chapter 3).

Blunt weapons

Club	1d8
Stone *	1d6



Other weapons

Fire arms

NB: Fire arms are only in a testing phase in Daleth. They have been invented only a few years ago. To use fire arms, one should try a 1d2 to determine if the fire arm works anyway. Damage: 2d6

Explosives

To use explosives, one has to know how to work with them. Explosives are used in mining, but are not common. Damage: 3d6

Poison

Depending on the kind of poison used, physical health damage due to poison should be counted

as either blunt (less effective poison) or sharp (very effective poison), but in any case the wounds resulting are that of a blunt weapon. Each poison can have its own damage rate. However, unless the poison is indeed indicated as "very deadly" in the game, the use of poison for killing characters should be avoided.

Blitzershock (electroshock)

The Blitzershock counts as a sharp weapon that has the effect on the body as a blunt weapon. Please do notice that blitzer machines are not common.





Extras:

- The character sheet can be found in a separated .pdf file.

