

Welcome to Intrigues

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A RPG dealing with the finding and acquiring of artifacts for art dealers and connoisseurs.
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For the 24 Hour Espionage RPG Challenge

Rules

Core Mechanic

This game uses a single d20 for all resolution, conflict, social, emotional, personal, etc.

All random resolution is with the single d20 the same as in many other RPGs available today

To succeed at any task, be it a fist fight, shooting a firearm, throwing a knife, wrestling another person to the ground, climbing a steep cliff, or being civil in a trying circumstance, the die roll on a single d20 must be equal to or greater than the Difficulty Value (DV) for the task. The single die roll can have modifiers such as a skill level, situational modifiers, etc. This will change the final die roll to be what the result ends up. Then the final result is compared to the DV and if it is equal or exceeds the value then it is a success.

There are two types of Difficulty Values (DV's).

Set or Opposed.

Set are when the character is working with or against nature, some fixed constant. These are the times when the character is racing the clock to defuse the bomb, driving a car in crowded city streets, climbing a tree laden with foodstuffs, swinging across a chasm on a rope, using the surveillance gear they have, etc.

An Opposed DV is when a character is working in direct opposition to another. This is normally happening in a fight of some kind, fists, swords, knives, guns, bows and arrows, computer hacking, etc. All when in direct opposition to one and another.

Set DV Values

Set Difficulty Values: (Suggested)

Difficulty (DC)	Example
Very easy (0)	Notice something large in plain sight, do a common routine task, drive car to the store, use phone, etc.
Easy (5)	Climb a knotted rope in gym class while in shape
Average (10)	Hear an approaching security guard across carpet or other similar surface
Tough (15)	Disarm an explosive device in calm situation
Challenging (20)	Swim against a strong current, cold and alone
Formidable (25)	Break into a secure computer system, from the outside with no passwords
Heroic (30)	Leap across a 5 person tall wide chasm
Insanely Difficult (35)	Convince the guards they should let you into the building, with no proof
Nearly impossible (40)	Track a trained commando through the rain forest on a moonless night after rainfall

Some Common Modifiers to a Set DV are below. Feel free to extrapolate from here

+2 to the die roll Have tools, time to do the task easily, etc.

-2 to the die roll Improvised tools, rushed, people looking over your shoulder, etc

-4 to the die roll Total darkness, no tools at all, hammer when a circuit board is needed, etc.

+4 to the die roll Laboratory available to devote, unlimited time, etc

Once success is achieved, then success is met. The character climbs the cliff, they scale the wall, they elude the guards, they fire the gun and hit. If in a conflict situation, then a second die roll is needed to determine what damage is done to the target. Consult the rules for the weapon in question, roll the die indicated for damage, then apply that damage to the target (usually a characters Life Points) and move onto another round.

In conflicts, it is usually an opposed roll. Where the character rolls vs. the die roll (made by the person running the game) of their non-player opponent. To determine which is success the higher total die roll is the winner. Simple, clean, workable.

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Character Creation

Each character has 3 characteristics

They are

Emotional	Dealing with emotions, intuition, empathy, etc.
Mental	Dealing with intelligence, deduction, memorization, technical skills
Physical	Dealing with all things relating to the body, strength, dexterity, endurance, etc.

The player chooses one to be the best, then the middle one, then the lesser one.

The best gets a score of +4

The middle one gets a score of +2

The lesser one gets a score of +0

The score is added onto the d20 die roll in all contests relating to that area of conflict or endeavor.

The character gets a Life Points score equal to a d20 Die roll multiplied by their Physical score.
That is how many points of damage they can take before death occurs.

Skills

Chose a total number of skills from the below list equal to the Mental bonus times the Emotional Bonus

They put a total of 20 points for bonuses into those skills

This is a short list, and can be easily expanded based on the final setting chosen

Archeological Practices	Mental
Arms and Armor (weapons) [Knives to Machine Gus]	Physical
Hide	Physical
Intimidate	Emotional
Investigate	Mental
Jump	Physical
Knowledge (art)	Mental
Knowledge (civics)	Mental
Knowledge (current events)	Mental
Knowledge (ancient history)	Mental
Knowledge (recent history)	Mental
Knowledge (industry)	Mental
Knowledge (linguistics)	Mental
Knowledge (medicine)	Mental
Knowledge (mystical philosophy)	Mental
Knowledge (natural philosophy)	Mental
Knowledge (tactics)	Mental
Listen	Mental
Move Silently	Physical
Munitions (For demolition)	Mental
Navigate (Either Land or Sea)	Mental
Perform (Sing, Dance, Act, etc)	Emotional
Research	Mental
Resolve of Spirit	Emotional
Ride (Beast of burden)	Physical
Search	Mental
Sense Motive	Emotional
Sleight of Hand	Physical
Spot	Mental
Survival	Mental
Swim	Physical
Tumble	Physical

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Everything else is color, name, race, gender, hair color, age, etc. Feel free to make this up as suits your game and purposes.

The Setting

Welcome to Intrigues is a RPG dealing with the finding and acquiring of artifacts for art dealers and connoisseurs. In it the players take on the roles of thieves, informants, spies, fences, middle men, working the Art Circuit to find and obtain rare Artifacts, Art Objects, Paintings, Sculptures, etc to sell to the highest bidder.

The time frame is less important than the mood and feel. It can take place in the middle ages, where stealthy courtiers make their way into bandit kings good graces to make off with illuminated manuscripts. It can take place in the 1600s to 1800s dealing with items taken from the various far flung colonies to sell to wealth European merchants.

It can easily take place in the 20th to 21st century, taking clues from modern movies and video games for inspiration. Feel free to chose a time frame that suits the personality of the players.

Then come up with some characters, perhaps invent a false name for a cover for the players working together.

Then the GM can come up with a few potential patrons, let the players start to research real art objects, collectibles, artifacts and take off from there.

Some potential inspirations include

Indiana Jones Movies, Books, TV Series, etc.

The Tomb Raider Franchise

The Movie *National Treasure* with Nicholas Cage

The following TV Series

Alias

Wild Wild West

It Takes A Thief

From Wikipedia

<http://en.wikipedia.org/wiki/Espionage>

Espionage or spying is a practice of obtaining information about an organization or a society that is considered secret or confidential without the permission of the holder of the information. Unlike other forms of intelligence work, espionage involves accessing the place where the desired information is stored, or accessing the people who know the information and will divulge it through some kind of subterfuge.

The Three Questions

What is the game about?

This is a more simulationist RPG about Espionage activities dealing with finding of ancient artifacts.

What do the characters do?

Make their way from investigation to investigation into the world of ancient artifacts and their procurement.

What do the players do?

The players take on the roles of the espionage agents involved in the game.

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Contest Details

The Theme

"Espionage through the ages: Design an espionage game set during an unusual time period.

The Rules

Entries will be judged by Gobion Rowlands from Modus Operandi Red Redemption and the 1KM1KT team, and will be hosted on both Modus-Operandi.co.uk and 1KM1KT.net.

Winners will be judged based on the following five categories:

25 points: Use of theme

25 points: Overall creativity

20 points: Playability

20 points: Rules mechanics

10 points: Layout, spelling and grammar

100 possible points

d20 Modern SRD OGL Clause

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