

*TALES  
OF  
THE  
FORTUNE  
TELLER*

*A PLAYER'S MANUAL OF  
CORE RULES*

*illusion*

THE ROLE-PLAYING GAME





*illuzion*   
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*Do you have any idea what it's like to be standing in the middle of a crowded marketplace when one of the gods of Fate somehow manages to sneak up behind you and grab your ass?*

*It's not a pleasant experience let me tell you.*





Bed Roll



Backpack



Ancestral Ring



Scrape Saber



Right Saber Dagger



Left Saber Dagger



## EQUIPPING THE CHARACTER

### THE NEXT STEP

Once characters' Abilities and Skills have determined, and players have decided if their characters will use Mwó-shú or Chì-gūng, it is time to begin selecting the equipment they will begin the game with.


If players have decided that their characters will specialize in the use of the Skills of a warrior, they can select armor and weapons for that character. If those characters will develop their acumen as merchants, they might want to look into investing in the wares necessary to begin a modest business. If players think their character is better suited to practicing the Arts of Mwó-shú, they can invest in the tools required by the Discipline you have selected. Or, as is the case for most characters, players may choose to have their characters do a little of each.

Whichever road players chose for their characters, their next step in the character creation process is to determine what tools or goods they will need to pursue their destiny.





# illusion

PLAYING THE CHARACTER 

## PLAYING THE CHARACTER

### GETTING READY FOR ADVENTURE

Once you have finished creating your character persona it's time to start talking about how game play works. In this part of the *Illusion* Player's manual we will introduce the Middle Kingdom and the rules and tools you will use as you guide your character's experiences through the gaming scenario.

### THE GAME SETTING

The first step towards understanding how the *Illusion* gaming system is played is understanding the world in which the game's action takes place. *Illusion* is set in a fantasy version of T'ang Dynasty China—618–907 A.D. China's T'ang Dynasty is a time period that corresponds to the late Roman Empire



THE GAME SETTING