

Spy. SUPER Spy.

Spy Sheet

A short role-playing game for one spy and one handler.
Requires three six-sided dice, a pencil, and zero prep!

Name: _____

Motivations: _____

Choose two: Burned, The Good Fight, A Way Out, Loyalty, Vengeance, Love, Curiosity, The Homeland or write your own

Network: _____

Cross off any two dice to describe your spy's abilities

Conning



Fighting



Sneaking



Complications: Captured, Injured, Pursued, Seduced, Traced, Tricked, or write your own

Setbacks:



When you receive a setback, cross off the first box (from left to right). Those numbers no longer count as successes.

Assets



Cross off an asset die to ignore a complication. When you do, name it and describe how your plan worked.

Resolve:



Mark a box when your Motivation creates a Dilemma. During Act 3, cross one off for a free reroll.

How to Play

This game is intended to emulate the cinematic story of a lone spy on a mission to save the world, or perhaps just herself.

To Begin:

- 1) Choose who will play the Spy. The Spy's player gets this sheet; the Handler takes the other.
- 2) Choose a name, two motivations, and the network within which the Spy operates.
- 3) Distribute seven dice amongst the three attributes, and cross off the two extra dice.

To Do Something:

- 1) State your goal and how you'll achieve it.
- 2) The Handler decides which stat you'll roll.
- 3) Roll as many dice as you have in the stat.
- 4) If you get two successes (a 4+ on a die, unless injured), you succeed. If you get one success, the Handler chooses a Complication. If you get zero successes, the Handler chooses two Complications.
- 5) Optionally, cross off an Asset to ignore another consequence. If you do, name it and describe how it helps you. Assets represent secret caches, contacts, or off-screen plans that help you at just the right moment.
- 6) In Act 3, cross off a Resolve box to reroll any or all of your dice.

Setbacks: Costly failures (determined by the Handler, likely including the Complications Injured, Trapped, and Seduced) limit your Spy for the remainder of the current Act. Each time you receive one, cross off a box, from left to right. Once a number is checked off, it no longer counts for successes (note you get one "free" Setback). Clear a box for free between each Act, or during an Act by spending an Asset and making a personal connection.

Resolve: If your Motivations create a dilemma for you, mark a box. During Act 3, resolve the dilemma (even if only in the spy's mind) and erase a box to reroll any or all of your dice.

Advice and Tools

General Play Advice:

- *Never sit still. This is a one-on-one game and requires both the Spy and Handler to contribute actively to maintain a cracking pace.
- *Take it to your enemy: spies aren't reactive but proactive. If you're stuck for ideas, look below for inspiration or simply try something obvious. Your Spy's the expert; she's probably right!
- *Embrace your motivations. The Handler will introduce complications that challenge them. Let them cause you dilemmas in the early going. Revisiting these later on will add to the drama and earn you Resolve for the climax.
- *This game doesn't emulate mysteries: the Spy needs just enough information to move the story forward, no more. Don't spend your time learning everything - just learn what your next step is, and then take it.

What Would JB Do?

Whether your inspiration is James Bond or Jason Bourne, movie spies have plans and aren't afraid to act on them. If you need a lead, look to your favorite movies for inspiration. Make up a contact, hack a computer, corner the villain in their favorite casino, disguise yourself as a guard, set a trap for some minions, or barge in guns blazing!

Example Assets: Assets represent gadgets, contacts, or hidden plans that give your Spy an advantage - sometimes a surprising one. Examples include:

- *A jetpack, a laser pen, a keycard, or the right drugs to slip into someone's drink, or a deck of marked cards.
- *A custom Aston Martin with rocket launchers, a train engineer disguise, or a ticket to that gallery opening.
- *A cache of money, passports, and guns in a Swiss bank vault.
- *A retired agent in the know, a conveniently placed weapons dealer, or an old boyfriend with a safe haven
- *A sympathizer in the enemy organization, a lazy guard, a friendly dog.
- *The moped, gun, burner phone, or recording device that the Spy left at just the right spot.

ATTRIBUTES

RESOURCES

Spy. SUPER Spy.

Handler Sheet

How to Run the Game

The Handler frames scenes and plays NPCs. At right is an example scene framework, with revealed information in blue and several example elements for inspiration. Start with a villain, a scheme, and an opening scene. Build more scenes in response to the Spy's plans. Look to the framework when the action stalls. Complications will introduce new scenes, and you will quickly depart from this formula!

Complications:

Captured, Injured, Pursued, Seduced, Traced, Tricked, or write your own.

Complications in *italics* are also Setbacks. Generally, enforce a Setback when the fiction demands, or when there are two Complications in a single roll.

Some Advice:

- *Base your villain on one of the Spy's motivations. Use your complications to pit the Spy's motivations against each other.
- *Begin the game in media res, and frame scenes to minimize dead time. Keep the game fast-paced.
- *Rolls should only be required when there is something substantial at stake. Don't roll for a single gunshot; roll to see whether the Spy takes out the adversary.
- *Once the endpoint of a scene is clear, wrap it up and move on. Extra rolls needlessly endanger the Spy and ruin the pacing.
- *Be generous with clues; this isn't a mystery game. If the Spy is hunting for leads, give her one. If she takes one, follow her. She's the expert - the path she takes *must* be the right one!
- *Failure on a scene roll *mustn't* stop the story: the spy should always learn something. Introduce complications on failures.
- *Complications should significantly change the direction of the scene, not simply make them more difficult.
- *Challenge the spy's motivations in your plot and with your complications - this is how the Spy earns Resolve.
- *Make NPCs ambiguous. They can become a Complication at any time!

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- 2) Choose a name, two motivations, and the network within which the Spy operates.
- 3) Distribute seven dice amongst the three attributes, and cross off the two extra dice.

To Do Something:

- 1) The Spy states their goal and how they'll achieve it.
- 2) You decide which stat the Spy will roll.
- 3) The Spy rolls as many dice as they have in the stat.
- 4) If the Spy gets two successes (usually a 4+ on a die, unless they've experienced Setbacks), they succeed. If they get one success, the Handler chooses a Complication. If they get zero successes, the Handler chooses two Complications.
- 5) They Spy can cross off an Asset to ignore another consequence. If so, they name it and describe how it helps. Assets represent secret caches, contacts, or off-screen plans that help you at just the right moment.
- 6) In Act 3, the Spy can cross off a Resolve box to reroll any or all of your dice.

Setbacks: Costly failures (determined by you, likely including the Complications *Injured, Trapped, and Seduced*) limit the Spy for the remainder of the current Act. Each time they receive one, they cross off a box, from left to right. Once a number is checked off, it no longer counts for successes (note they get one "free" Setback). Clear a box for free between each Act, or during an Act by making a personal connection.

Resolve: If the Spy's Motivations create a dilemma for them, they mark a box. During Act 3, the Spy can resolve the dilemma (even if only in their mind) and erase a box to reroll any or all of their dice.

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How to Play

Examples and Scenes

Villains: Rogue nations, rogue agents, corporations, crime lords, megalomaniacs, sociopaths, arms dealers, double agents, terrorists, crusaders

Schemes: Destruction, ransom, information, betrayal, war, vengeance, social engineering, fearmongering, doomsday devices

