

Spy. SUPER Spy.

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

Name: _____ *The Spy*

Motivation: _____

Choose one: Burned, The Good Fight, A Way Out, Loyalty, Vengeance, or write your own

Conning

(Seduced, Tricked)



Fighting

(Captured, Injured)



Sneaking

(Captured, Pursued)



Injuries:



Resolve:



Network: _____

Contacts (Conning)

Names:



Gadgets (Sneaking)

Specs:



Guns (Fighting)

Specs:



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.
- 2) Choose a name and a motivation.
- 3) Distribute six dice amongst the three attributes, and cross off the extra dice.
- 4) Name the network within which your spy operates.
- 5) Distribute four dice amongst the three resources, and cross off the 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) For each success (a 4+ on a die, unless injured), ignore one of the consequences listed below the stat.
- 5) Optionally, cross off one of your matching Resources to ignore another consequence. If you do, name it. Or, Location 3, cross off a Resolve box to reroll (see below).
- 6) The Handler describes the result, guided by the remaining consequences (which may at first be hidden).
-If no consequences remain, it's a success.
-Otherwise, the PC may still succeed, at a cost.

Injuries: Each time you're injured, cross off a box, from left to right. Once a number is checked off, it no longer counts for successes. Clear a box by making a personal connection, which probably requires a Conning roll.

Resolve: If your Motivation creates a complication for you, mark a box. At Location #3, resolve a complication (even if only in the spy's mind) and erase a box to reroll any or all of your dice.

Some Advice: *Be generous with clues; this isn't a mystery game. *Begin the game in media res, and frame scenes to minimize dead time. *Challenge the spy's motivation with the plot. *Keep NPCs ambiguous. *Keep complications relevant. *Provide multiple leads, and follow the spy's lead. She's the expert!

The Handler

The Handler frames scenes and plays NPCs. Here's an example scene framework, with revealed information in blue and several example elements for inspiration. Consequences will introduce new scenes, and you will quickly depart from this formula!

