

SHAKEN AND STIRRED

You are tactical espionage agents, undertaking secret missions to protect the safety of the free world under the watchful eye of **CONTROL**. You've taken on your most dangerous mission yet, but something's gone wrong. **CASSANDRA MIDNIGHT** is a double-agent! You need a new plan if you're going to save the world. Should you be caught or killed, the Secretary will disavow all knowledge of your actions. This role-playing game will self-destruct in five, four, three, two, one...

Players: Create Characters

1. Choose a style for your character: **Stealthy, Cold, Brash, Combative, Logical, or Manipulative**
2. Choose a role for your character: **Secret Agent, Ninja, Hacker, Sniper, Spy, or Face**
3. Choose your number, between 2 and 4. The higher your number, the better you are at being stealthy, but the worse you are when things go wrong.
4. Give your character a name or code-name appropriate to a spy: Jane Bond, Hollow Mongoose, John Grasper, Emma Chase

You have: a black turtleneck, a tuxedo or cocktail dress, tiny radios that let the team talk to one another, guns, knives, fast cars **possibly** cellphones and wristwatches packed with gadgets

Player goal: Get your character involved in dangerous espionage action. Find out what's really going on, uncover the enemy agents, sneak through ubiquitous air vents, hack computers, and shoot things.

Character goal: Choose one or create your own: **Run the Mission, Don't Get Caught, Save the World, Atone for Past Sins, Discover Secret Truths, or Be Awesome**

HELPING: If you want to help when someone else rolls, say how you try to help and make a roll. If you succeed, give them **+1d**

Rolling the Dice

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared and **+1d** if you're an expert. (*The GM tells you how many dice to roll, based on your character and the situation.*) **Roll your dice** and compare each die result to your number.

If you're **GOING QUIET** (using stealth and subversion tactics), you want to roll **under** your number.

If you're **GOING LOUD** (being obvious and violent), you want to roll **over** your number.

If **none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

If **two dice succeed**, you do it well. Good job!

If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

If you roll your number exactly, you experience a **PERFECT SHOT**. You get special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What should I be on the lookout for? Who is _____ working for really? Is _____ a red herring? Can I get these guards on my side?

You can change your action if you want to, then roll again.

GM: Create a Spy-Fi Adventure

Roll or choose on the tables below.

A Threat...

- | | |
|------------------------|--------------------------------|
| 1. Terrorists | 4. A rogue special forces unit |
| 2. Communist holdovers | 5. Military dictatorship |
| 3. True patriots | 6. The government |

wants to...

- | | |
|------------------------|----------------------|
| 1. Destroy / Corrupt | 4. Steal / Capture |
| 2. Overthrow / Subvert | 5. Protect / Empower |
| 3. Build / Synthesize | 6. Pacify / Occupy |

the...

- | | |
|----------------------------|----------------------------|
| 1. World leader | 4. Prototype bipedal robot |
| 2. Nuclear weapons | 5. National landmark |
| 3. Satellite control codes | 6. Research facility |

which will...

- | | |
|-----------------------------|---------------------------------|
| 1. Start a war / invasion | 4. Destroy a city |
| 2. Crash the global economy | 5. Put the Illuminati in charge |
| 3. End the world | 6. Fix everything |

GM: Run the Game

Play to find out if the characters uncover the mole and succeed in their mission. Introduce the threat and show evidence of its badness. Before a threat does something to the characters, show signs that it's about to happen, then ask: *What do you do?*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

When characters go loud, they alert the opposition to their presence whether they succeed or fail.

Ask questions and build on the answers. *"Have any of you ever been to Hungary before? What happened, and why are you having to enter the country illegally?"*