

## Overview

Secret Service is a Role-Playing Mini-Game to play secret agents, or spy, adventures.

A Secret Service Agents are characterized by their **Attributes**, which are **Athletics, Mechanics, Knowledge, Perception, Charisma, Insight, and Resources**.

## Attributes:

Each attribute is also divided into a Talent, which reduces the difficulty, and a Virtue, which increases the number of dices rolled.

### Attributes:

**Athletics:** Athletic abilities, running, swimming, climbing, fighting...

- Talent: **Strong** / Virtue: **Agile**

**Mechanics:** Repairing, building, or operating machinery, deactivating mechanisms, driving vehicles...

- Talent: **Technician** / Virtue: **Handyman**

**Knowledge:** Knowing or being able to get information or knowledge, medical aid...

- Talent: **Academic** / Virtue: **Geek**

**Perception:** Sense danger, locate things, aim a weapon...

- Talent: **Watchful** / Virtue: **Sharp**

**Charisma:** Likeable, seductive, deceptive...

- Talent: **Eloquent** / Virtue: **Leader**

**Insight:** Avoid being deceived, find out intentions...

- Talent: **Cunning** / Virtue: **Empathic**

**Resources:** Getting tools, equipping yourself with spy gadgets, having Contacts in the right places...

- Talent: **Agency** / Virtue: **Contacts**

## Special attributes:

In addition, characters have other Special attributes derived from the Attributes:

### Health: (HP)

Represents the character's endurance.

- Maximum score: Athletics + Strong + 4

• Recovery:

- Medical aid: each Hit recovers 2 HP (LD or KoD).

- Lethal Damage (LD):

- **1 or more HP:** 1 + Athletics HP every hour of rest.

- **0 or less HP:** 1 hit in medical aid is required in less than 1 hour to stabilize in 1 HP.

- Knockout damage (KoD): 1 HP every minute.

Scoring 0 the character will be knocked out (KoD) or incapacitated (LD)

### Will: (WP)

Resistance to being broken by Torture, Indoctrination or Seduction.

- Maximum score: Insight + Cunning + 4

- Recovery: 1 + Insight every hour of rest.

## Training

The training allows the Agent to improve the result of some tests, even after the dice have been rolled.

An Agent has a reserve of **6 training points (TP)**. At character creation, the player divides these 6 points between **Education** and **Streetwise**.

For whatever test, if the agent has TP remaining, they can be used for:

- Roll an **extra d6** for each **Streetwise** point consumed.
- **Reduce difficulty** by 1 for each **Education** point spent.

The TP will be recovered at the end of the session, but the GM could reward memorable actions of the agents with more TP.

## Agent Generation

1. Distribute **15 points** between the **Attributes**, max 6 per Attribute.
2. Divide the points of each Attribute between its **Talent** and its **Virtue**, max 4 in any of them.
3. Calculate your **Health Points (HP)** = Athletics + Strong + 4
4. Calculate your **Will Points (WP)** = insight + Cunning + 4
5. **One DD (Defense dice) for every 3 points in Athletics**
6. Divide **6 Training Points (TP)** between **Education** and **Streetwise**.
7. **Equipment** will be determined in the game with Resources tests.

## Game System

### Attribute tests:

To perform any **complex action**, the GM will require an **Attribute test** involving the use of the Talent and Virtue of the **same Attribute**. However, there may be cases where the GM, or the player, suggests a test **combining** the Talents and Virtues of **different Attributes**.

As a **base**, to perform any action, a character who has 0 in Talent and 0 in Virtue, will roll **2d6 against a difficulty of 6**.

- Each **Talent** point will **reduce the difficulty by 1**.
- Each **Virtue** point will **add one d6** to the roll.

Each **d6** rolled that equals, or exceeds, the **difficulty** is a **Hit**.

- At least one **Hit** is needed to resolve the action.
- The more **Hits**, the better the result.

In a **confronted test**, the winner is the one with a **higher number of hits**; in the case of a draw, the dispute is prolonged for a new test.

## Combat System

The Combat order of action, or **Initiative**:

- **1d6 + Agile** (Order from highest to lowest initiative).
- It is rolled once, at the beginning of the combat.

**Delay action:** The new initiative thereafter is one less than the initiative of the last character who acted before him.

### Combat actions:

**Every turn**, an agent can:

- **Move 10 meters** and make a standard **Attack**.
- **Not move** and make an **Attack** by **rolling double number of dices**.

**To attack more than one opponent**, it is necessary to announce it before rolling the dices. The hits will be shared between the targets.

### Attacking:

- **Close Combat:**
  - **Strong** as a Talent and **Agile** as a Virtue.
- **Ranged Combat:**
  - **Watchful** as Talent and **Agile** as Virtue.

**Each Hit** results in an **Impact**, each Impact causes **one Damage**.

**Knocking out a surprised enemy** must be announced in **advance** and causes **double damage**, but it is knockout damage (**KoD**), and the victim will return to consciousness when his Health goes back above 0.

**Automatic weapons:** Using automatic fire allows to roll more d6 at the cost of increasing the difficulty, **3d6 extra for each +1 to the difficulty**.

### One impact damage:

**Damage** will reduce **Health points (HP)**. It may be Lethal (**LD**) or Knockout Damage (**KoD**).

- Without Weapons(Close): Damage 1 HP
- Light Weapons (Close/Ranged): Damage 2 HP
- Heavy Weapons (Close/Ranged): Damage 4 HP
- Artillery (Ranged): Damage from 6 to 20 HP

### Defense

At the end of each turn, an Agent who has **Defense Dices (DD)** can roll the DD and cancel as many impacts as hits scored.

- The **difficulty** of the defense test is **always 6**.
- An Agent has **one DD for every 3 points in Athletics**.
- An **Armor** will provide DD:
  - Light Armor: 2 DD
  - Heavy Armor: 4 DD

### Cover and Hiding: (Advantage // disadvantage)

**Partially hidden:** +1 DD against ranged attacks. // -

**Half cover:** +1 DD // -1d6 to Attack an opponent.

**Completely hidden:** +2 DD against ranged attacks. // -

**Full cover:** +3 DD // -3d6 to Attack an opponent.

## Seduction, Indoctrination, and Torture

An enemy can use a variety of strategies to break an Agent's Will and turn him to his cause, the same could be done by an Agent to an opponent.

- **Be careful!** In the case of **seduction** and **indoctrination**, the tables may be turned.

### Rules: (Aggressor vs Target Confronted test).

- **Seduction:** Charisma vs Insight.
- **Indoctrination:** Knowledge vs Knowledge.
- **Torture:** Mechanics vs Athletics.

### Result: Hits of the Winner – Hits of the Loser

#### Loss of Will:

The Result implies the loser's loss of as many **Will Points (WP)** as:

- **Seduction:** Result x Winner's **Charisma**.
- **Indoctrination:** Result x Winner's **Knowledge**.
- **Torture (only to the tortured):** Result x Winner's **Mechanics**.

**Consequences:** If an Agent, or enemy, loses all his Will points, **he will change sides or betray his side**, depending on the opponent's objective.

## Sneaking

Sneaking can allow an Agent to move unnoticed through a surveilled area or to approach an enemy without being seen.

For Sneaking attempt player should roll a **combination of Attributes**:

- **Cunning** as a **Talent** and **Agile** as a **Virtue** vs the Enemy's **Perception**

**Surprising an Enemy** using **Sneaking** gives the sneaker a **free combat turn before rolling initiatives** and the possibility of **Knocking out**.

## Pursuits and Vehicles

- The **foot chases** are resolved with an **Athletics confronted tests**.
- Vehicle** chases by means of **Mechanics confronted tests**.

## Vehicles

- Tank:** +1d6 dMT // 0 RAD // 20 HP // 8 DD // 14 VD
- Horse/Truck/Van:** +2d6 dMT // -2d6 RAD // (4/12/10) HP // (1/4/2) DD // 4 VD
- Car:** +3d6 dMT // -2d6 RAD // 8 HP // 2 DD // 4 VD
- Motorcycle:** +4d6 dMT // -3d6 RAD // 4 HP // 1 DD // 2 VD
- Motorboat/Helicopter/Airplane:** +6d6 dMT // -2d6 RAD // 8 HP // 2 DD // 4 VD
- Combat aircraft:** +8d6 dMT // 0 RAD // 12 HP // 3 DD // 10 VD

A **Vehicle** adds dices to the **driver's Mechanics test (dMT)**, to drive it or use it to attack, it also **reduces the attack dices** for shooting from the vehicle in motion (**RA**d), as well it has its **Health Points (HP)**, its **defense dices (DD)** and its **Vehicle Damage (VD)**.

- Starting advantage:** The GM will determine how many hits the pursuer needs to catch up the chased.
- Shooting during a chase:** (Range Weapons, Artillery...)
  - Apply **RA**d and adds the vehicle's **DD** to its occupants.
- Once caught you can **Surrender** or **start a:**
  - Standard combat**, whether on close combat or using ranged weapons (see Shooting during a chase)
  - Vehicle Combat:** Attack with **Mechanics** and cause **damage per Hit** equal to the **VD**, the **aggressor** also suffers ½ of the target's **VD**.

## Resources

- Resources** Attribute has some **special rules** for Secret Agents (Unused hits may be accumulated for subsequent tests):

### Common tools, weapons, or objects:

- One test** per **object** per **session**.
- Tools:** Each hit adds extra d6 on tests that require that tool.
- Chloroform/Drug/Poison:** 1 hit for each 4 points of **KoD** or **Will (increase or decrease)**, 1 hit for each point of **LD**. (In combat make an Attack with the poisoned weapon, adding the damage)
- Weapons:**
  - One Hit for Light weapon, 2 Hits for a Heavy Weapon.
  - Adds one Hit if the weapon is a firearm, 2 if it is also automatic.

### Contacts: Have someone inside an enemy or allied organization.

- As many attempts per mission as the Resources points.**
- Every hit is a Contact.

### Spy gadgets (Shark Repellent, Laser Watch, Cigarette Gun, Lighter Bomb...)

- As many attempts per mission as the Resources points.**
- Gadgets have a specific function and do not need a test for use them.
- The GM determines the hits required to have a Gadget.

**Vehicle Upgrades:** (Flamethrower, Submarine, Rocket, Armor, Nitro, engine...)

- As many attempts per mission as the Resources points.**
- The GM determines the hits required for a specific upgrade.
  - One hit in return for a d6 for dMT, RA or DD.
  - One for every 2 health points.
  - 2 for a heavy automatic weapon.
  - 4 or more for Artillery.

## Agent Evolution

at the end of the session, the GM can give:

- One extra Attribute point per long session.
- Half of an Attribute point for a short session.

Even in this way, Talents and Virtues can never exceed a total score of 4.

## Antagonists

In Secret Service, we suggest **3 categories of antagonist**:

**Minions:** (initiative 1d6 + 1)

- Virtues:** Always roll 1d6 extra (Total 3d6)
- Talents:** 0 Talents, against a difficulty of 6. (diff 6)
- Health:** 4 / **Will:** 4


**Super-Minions:** They have some specialization, in the form of a **Specialized Attribute (SA)**. (initiative 1d6 + 1 or 1d6 + 2 for SA Athletics)

- Virtues:** 2d6 extra (Total 4d6) for SA, 1d6 (Total 3d6) for the others.
- Talents:** 1 Talent (diff 5) in the SA, 0 (diff 6) for the others.
- Health:** 8 / **Will:** 8.

**Villains:** They are also **exceptional characters**, you can create them as a **normal character** or as a **Super-Minion**, but with **two Specialized Attributes**, or a **double specialization** in a single Attribute.

The equipment of the antagonists will be decided by the GM based on the film and the interest in the plot.

## Agent sheet

Agent: Player:		Agency:		Description:			<b>TP</b> 6 5 4 3 2 1																										
<table border="1"> <tr> <th>Talent</th> <th>Attribute</th> <th>Virtue</th> </tr> <tr> <td>Strong</td> <td>Athletics</td> <td>Agile</td> </tr> <tr> <td>Technician</td> <td>Mechanics</td> <td>Handyman</td> </tr> <tr> <td>Academic</td> <td>Knowledge</td> <td>Geek</td> </tr> <tr> <td>Watchful</td> <td>Perception</td> <td>Sharp</td> </tr> <tr> <td>Eloquent</td> <td>Charisma</td> <td>Leader</td> </tr> <tr> <td>Cunning</td> <td>Insight</td> <td>Empathic</td> </tr> <tr> <td>Agency</td> <td>Resources</td> <td>Contacts</td> </tr> </table>		Talent	Attribute	Virtue	Strong		Athletics	Agile	Technician	Mechanics	Handyman	Academic	Knowledge	Geek	Watchful	Perception	Sharp	Eloquent	Charisma	Leader	Cunning	Insight	Empathic	Agency	Resources	Contacts	<table border="1"> <tr> <th>Health</th> <th>Will</th> </tr> <tr> <td>6</td> <td>6</td> </tr> </table>		Health	Will	6	6	6 5 4 3 2 1
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Mini-RPG by R. Fernández-Regueira