Secret
Service

mRPG

Index

<u>Overview</u>

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 o 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.
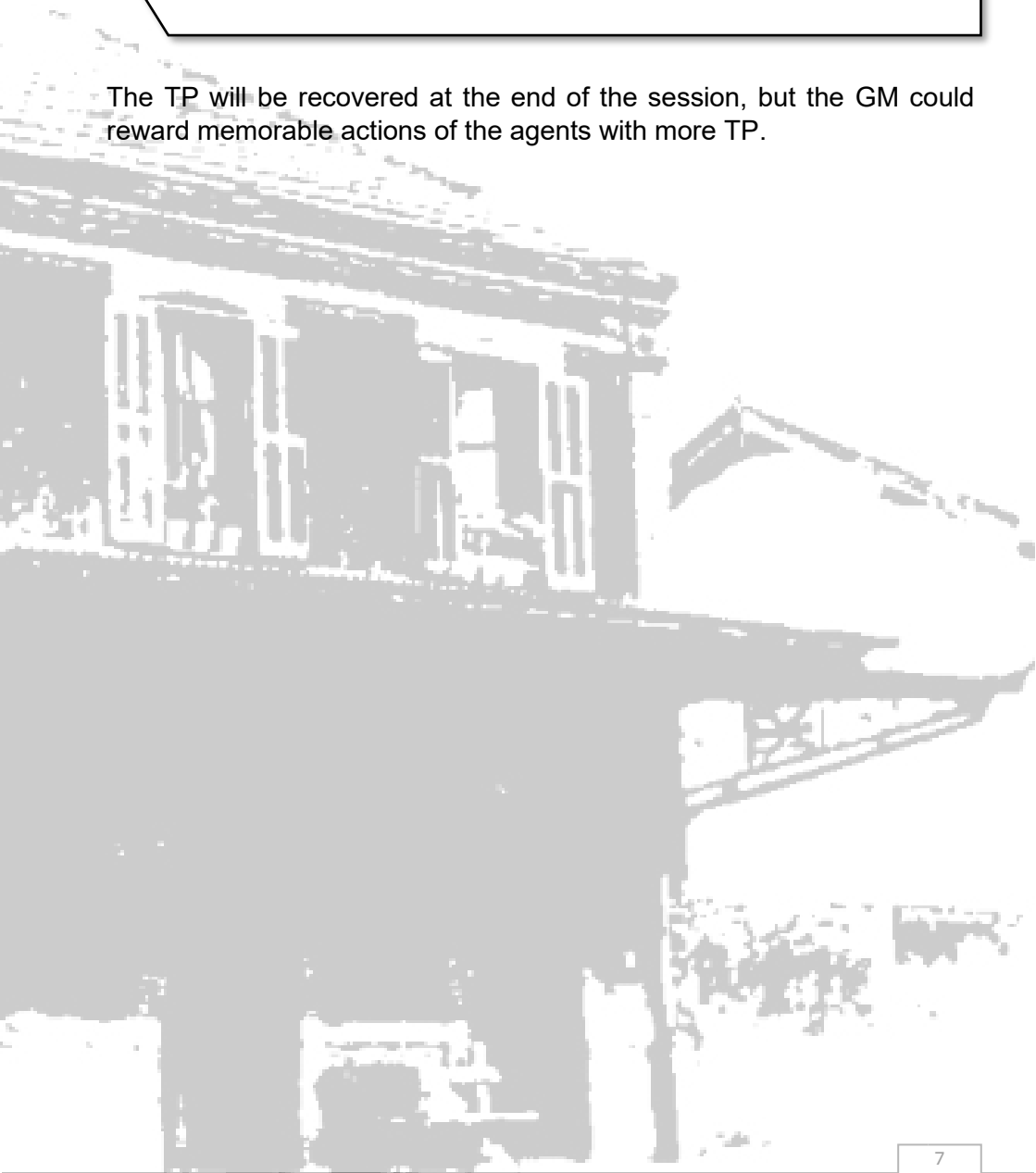
Agent Generation

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.
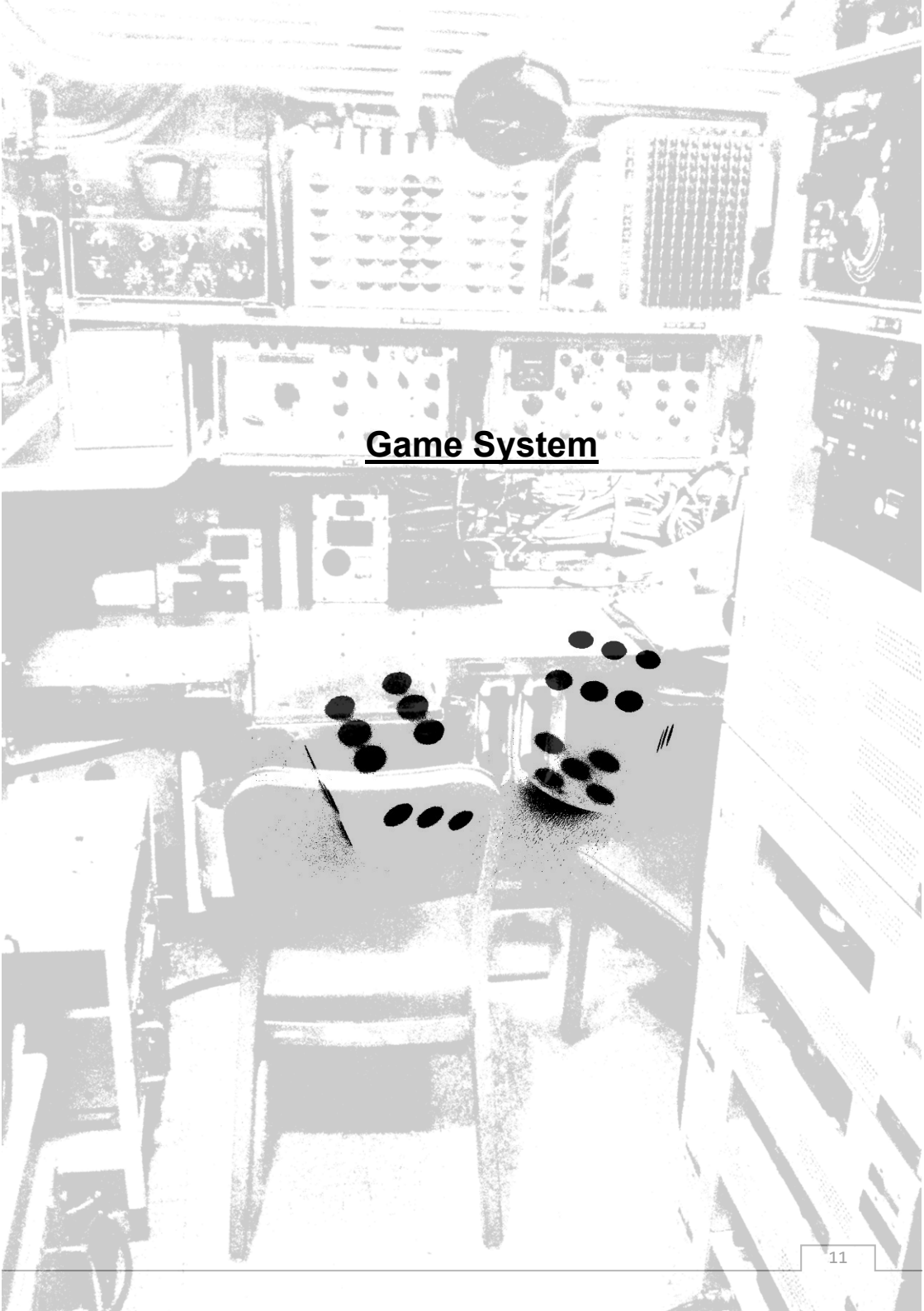
Game System

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

> ### <u>Loss of Will:</u>
>
> The Result implies the loser's loss of as many **Will Points (WP)** as**:**
>
> - <u>**Seduction**</u>**: Result x** Winner's **Charisma.**
> - <u>**Indoctrination:**</u> **Result x** Winner's **Knowledge.**
> - <u>**Torture**</u> **(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.

<u>Sneaking</u>

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**

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

<u>Pursuits and Vehicles</u>

> - 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 **(RAd),** 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 RAd 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:**
  o One Hit for Light weapon, 2 Hits for a Heavy Weapon.
  o 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, RAd o 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.

<u>Antagonists</u>

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)**. (initiative1d6 + 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.
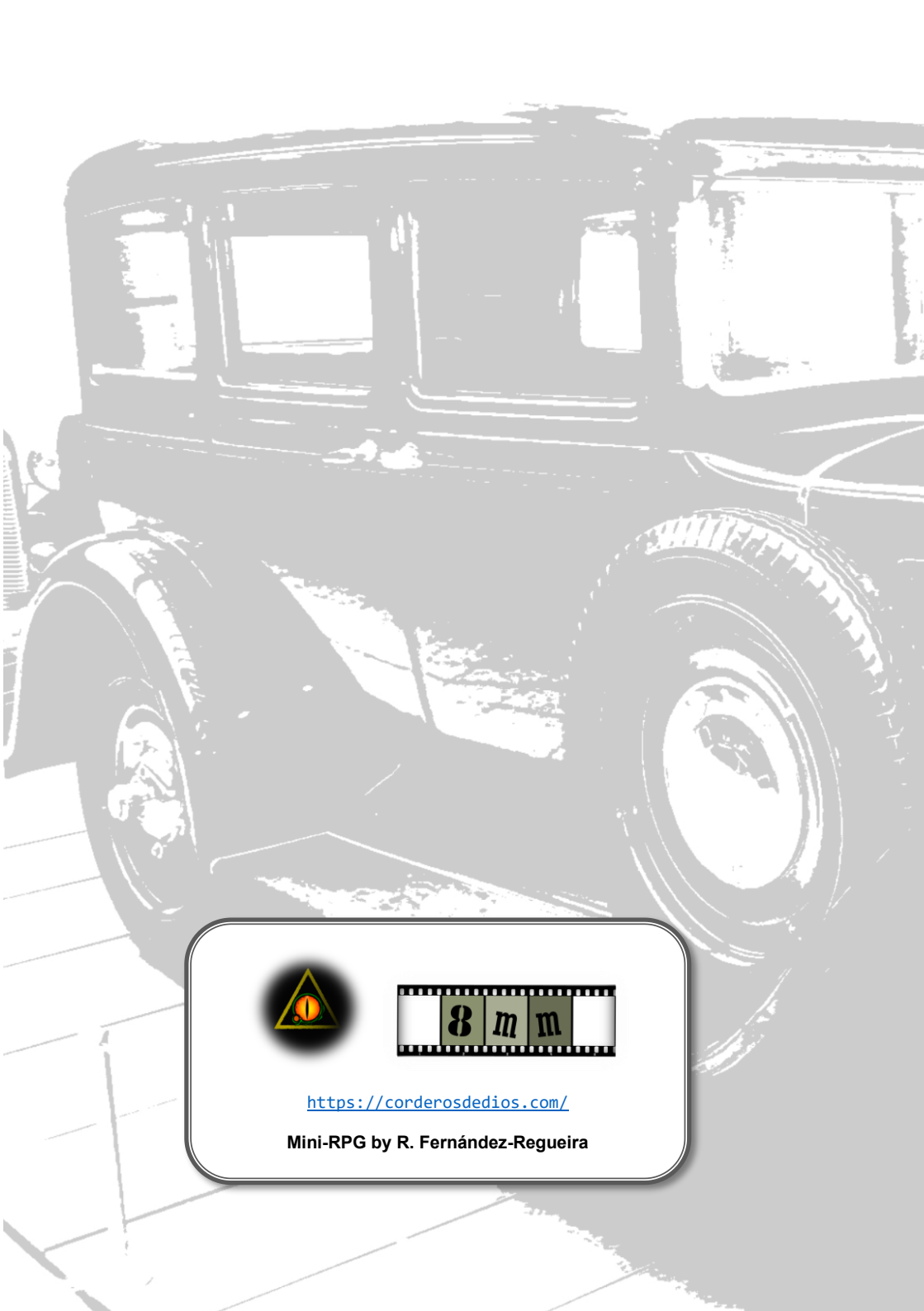
Agent Sheet

Agent:

Player:

Agency:

Description:

Talent	Attribute	Virtue

Strong ☐☐☐☐ **Athletics** ☐☐☐☐ **Agile**

Technician ☐☐☐☐ **Mechanics**

☐☐☐☐ **Handyman**

Academic ☐☐☐☐ **Knowledge**

☐☐☐☐ **Geek**

Watchful ☐☐☐☐ **Perception**

☐☐☐☐ **Sharp**

Eloquent ☐☐☐☐ **Charisma**

☐☐☐☐ **Leader**

Cunning ☐☐☐☐ **Insight**

☐☐☐☐ **Empathic**

Agency ☐☐☐☐ **Resources**

☐☐☐☐ **Contacts**

Health (HP) ....

☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐

Will (WP) ....

☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐
☐☐☐☐☐☐

Equipment, Gadgets & Vehicles:

TP
☐ 6
☐ 5
☐ 4
☐ 3
☐ 2
☐ 1

Education

Strength ① 1
☐ 2
☐ 3
☐ 4
☐ 5
☐ 6

Stress

DD

	Difficulty	**d6**	**Damage**
Fight	(6-Strong)	(2+Agile)	1
Close Weapons	(6-Strong)	(2+Agile)	(Weapon)
Range Weapons	(6-Watchful)	(2+Agile)	(Weapon)

Test: Roll 2d6 + Virtue // Difficulty 6 - Talent