

# WORLD OF SECRETS

BY NICK WEDIG, BASED OFF WORLD OF DUNGEONS BY JOHN HARPER

## CHARACTER CREATION

Give the following bonuses to your five attributes:  
+2, +2, +1, +0, -1

**ACTION** Fighting, leaping from rooftops, car chases, anything with adrenaline and explosions.

**ANALYSIS** Figuring out what someone is doing, based on the evidence available.

**CRAFT** The basics of espionage. Stealth, surveillance, operational security, etc.

**INFLUENCE** Lying, manipulating and otherwise getting other people to do as you wish.

**TECHNICAL** Planting bugs, hot wiring a car, disarming nuclear devices, hacking, etc.

Choose an archetype. It gives you training in one skill automatically. Pick another skill that you are also trained in. Choose two abilities from your archetype. Identify your Significant Other. Permanently black out the **Critical Success** box in two attributes.

## YOUR SIGNIFICANT OTHER

You have a life beyond the agency. Even the most highly trained operative needs the love and validation of somebody. You have one **Significant Other** that you care about. You want to keep the relationship with your Significant Other healthy and positive, but your life as a spy constantly puts strain upon that relationship. Perhaps you have a hypochondriac mother, or an illegitimate child. Describe who this is and why you care about them.

## BONUS DICE

You start with 0 bonus dice. Throughout the game, you will gain additional dice, primarily through rolling failures or mounting suspicion between the fellow agents. After you make a roll, you can choose to roll additional bonus dice. When you do so, describe a minor setting detail, circumstance or stroke of luck that helps your effort. Take any two dice of your choice and use those to determine your result.

## COMPROMISE

If you fail of a roll, one of your attributes may be compromised (the GM decides which attributes are compromised on which rolls). The first time an attribute is compromised, temporarily cross out **Critical Success** in that attribute. The next time that same stat is compromised, cross out **Success**. A third time removes **Partial Success**. A fourth compromise to the same stat kills your character.

Too many failures tends to lead to a self-destructive downward spiral. You can erase all the compromises from one stat by permanently blacking out the highest unblacked box in that attribute's row. Alternately, you can erase one compromise from each stat by having a scene in which you create additional strain on your personal life. Perhaps your husband is found to be having an affair behind your back. Or your daughter is kicked out of school for taking your service revolver with her to deal with a bully. Describe the way your secret life harms your personal life. Keep making the situation worse until the GM tells you that it's enough. (GMs: Make it pretty harsh. Have their love life pay the price.)



ASSET CRYPTONYM	BG/SKYWRITER
REAL NAME	UNKNOWN
ROLE	ASSASSIN
LAST LOCATION	TRIPOLI, LIBYA
ASSOCIATED WITH	UNKNOWN
STATUS	PRESUMED ACTIVE

**UMBRA**

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CONTROL SYSTEMS JOINTLY

# ARCHETYPES

## BRIGHT YOUNG RECRUIT

*Straight out of training. Other agents mistake your enthusiasm for naivety.*

**Skill** Computers

**Beginner's Luck** When you get a critical success, gain a bonus die.

**Fresh from the Academy** You start without any of your attributes blacked out.

**Nerd** You can't be compromised on your *Technical* attribute.

**Technician** You have access to two advanced spy gadgets not available to the public.

## BURNT OUT CASE

*You've seen too much. You've done too much.*

**Skill** Security

**Broken** When a blacked out attribute downgrades your roll result, you gain a token.

**I've Seen Worse** You can't be compromised on your *Craft* attribute.

**Loose Morals** You begin with four dice in your suspicion pool. (What caused the others to distrust you?)

**Mid-Life Crisis** Your personal relationships are a freaking mess. When you put strain on your personal life, you gain a bonus die.

## FORMER CRIMINAL

*A spy is just a criminal with a government paycheck.*

**Skill** Stealth

**Burglar** When you enter an area covertly, you automatically to detect any security forces or surveillance devices before they detect you.

**Grifter** You can't be compromised on your *Manipulation* attribute.

**Friends in Low Places** You can call in help from criminal friends by rolling *+Influence*.

**Smuggler** You can choose one item to stash on you so well that no amount of searching it will find it.

## PARAMILITARY

*Sometimes, "espionage" just means "parachuting into a war zone without any backup."*

**Skill** Combat

**Never Leave a Comrade** When your contacts or allies are endangered, you get +1 to rolls to save or protect them.

**Situational Awareness** Your paranoia keeps you safe. You are never caught by surprise.

**Tango Down** When you defeat someone in combat, you can choose their status (dead, wounded, unconscious, fled, captured, etc.).

**Tough** You can't be compromised on your *Action* attribute.

## PAVEMENT ARTIST

*An expert of keeping tabs on someone.*

**Skill** Surveillance

**Diversion** When you make a fuss, start a fight or otherwise become the center of attention, everyone nearby will have eyes on you. Roll *+Influence* to see if you get good attention or bad attention.

**Pickpocket** When you get within arm's reach of someone, you can tell the GM that you are taking one item from that person (or putting one item in their pocket) without the person noticing. The GM will tell you what you pickpocket from them.

**Quick Change** You can completely change your appearance and clothing to become a completely different person in under a minute.

**Tail** When you follow someone, they won't notice you (unless you want them to notice you).

## RETIRED AGENT

*You can never really retire from this line of work.*

**Skill** Deceit

**Won the Cold War** You can get help from old friends in another agency by rolling *+Influence*.

**Hobbyist** You're trained in two additional skills.

**MacGyver** With a bit of time and a well stocked pantry, you can jury rig a useful, one use bomb or device out of household goods.

**Scout Sniper** When you attack someone from hiding, they won't know your location unless you choose to reveal yourself.

## WISE OLD GENTLEMAN/LADY

*You've been playing the spy game since before most of these agents were born.*

**Skill** Bureaucracy

**Clearheaded** You cannot be compromised on your *Analysis* attribute.

**Mastermind** When your allies follow a plan that you put forward, they each get +1 to their first roll.

**Smiley** You planned for this all along. You begin play with two bonus dice.

**Strange Bedfellows** You can call on help from government bureaucratic allies by rolling *+Influence*.

## ROLLING THE DICE

When you attempt something unpredictable or risky, the GM will tell you how things might go wrong if you fail the action. If you still attempt it, roll 2d6 and add the appropriate attribute score.

**6 OR LESS = FAILURE** - You fail to achieve what your goal. Gain a bonus die.

**7-9 = PARTIAL SUCCESS** - You achieve your goal, but at with some cost, complication or compromise.

**10-11 = SUCCESS** - You accomplish what you set out to do.

**12+ = CRITICAL SUCCESS** - Flawless success, above and beyond what you aimed for. Gain a +1 on your next roll.

## SUSPICION

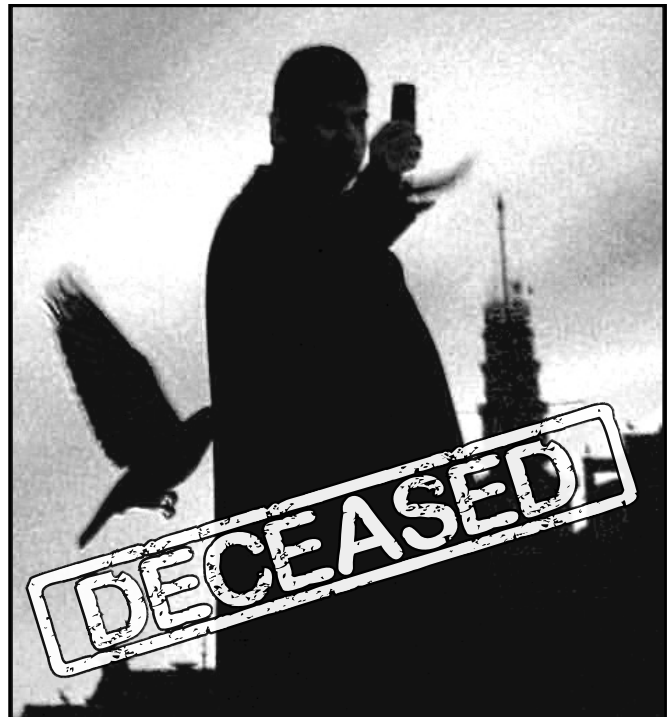
You live in a world of professional deceivers. Your closest allies are those best prepared to betray you. The GM's job includes sowing discord and doubt between the PCs.

As the GM, you should periodically ask players leading questions about other player's characters. If the answer suggests another PC is untrustworthy, give the answering player a bonus die. Also put a bonus die in the other PC's suspicion pool (an ever growing stack in front of each player).

Until a player claims the dice from their suspicion pool, the questions and doubts about them cannot be confirmed. But a player may at any time take the dice from their suspicion pool and add them to their bonus dice by confirming the suspicions about their character and admitting to their malfeasance and betrayal.

## SOME LEADING QUESTIONS

- What unusual discrepancies do you find in the paperwork that [other PC] filed?
- When you monitor [other PC] after hours, where does she go without reporting it to the Company?
- What unlicensed espionage tools did you notice in [other PC]'s car/trunk?
- What might make you think [other PC] was going easy on the subject during interrogation? Do you?
- When you look back over the failed operation, which PC would you place the blame on most?



ASSET CRYPTONYM	ZI/VENTURE-3
REAL NAME	ISTVAN LAKATOS
ROLE	INFORMANT
LAST LOCATION	BUDAPEST, HUNGARY
ASSOCIATED WITH	ALKOTMÁNYVÉDELMI HIVATAL
STATUS	DECEASED

## TARGET HARDNESS

In order to gain intelligence on a target, spies need to gain leverage on the target. Leverage is the ability to gain access to and influence a target's behavior. You need to have some form of leverage in order to roll +*Influence* against a target. **Hardness** identifies how difficult it is for agents to gain intelligence on that subject.

**SOFT** - An easy mark. Usually has many openings with which to gain leverage.

**HARD** - A tougher target. He or she maintains some information security. May have two or three openings with which to gain leverage.

**HARDENED** - The target really keeps their security locked tight, but he or she isn't actively on the lookout for your actions. One or two openings with which to gain leverage.

**REACTIVE** - The target is aware of active espionage and begins to perform active countermeasures. One opening with which to gain leverage, which is carefully watched. When an agent is compromised, the reactive target takes the active roll; the agent has to roll to protect themselves from the reactive target's actions.

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### AGENT RECORD SHEET

NAME

SIGNIFICANT OTHER

ARCHETYPE



DATE 16 May



6 - FAILURE	7-9 PARTIAL SUCCESS	10-11 SUCCESS	12+ CRITICAL SUCCESS
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### SKILLS

If you are trained in an applicable skill, you can't miss. A roll of 6 or less counts as a partial success, but with a bigger compromise or complication than a 7-9 result.

~~EYES ONLY~~

ACTION

ANALYSIS

CRAFT

INFLUENCE

TECHNICAL

- BUREAUCRACY
- COMBAT
- COMPUTERS
- DECEIT
- INTERROGATION
- MECHANICAL ENGINEER
- SECURITY
- STEALTH
- SURVEILLANCE

When your abilities are compromised, mark off the highest ranked box. If you roll a marked off result, treat it as the highest unmarked result.

### COMMENTS

Number each comment. Draw a line across column after each comment.

### ABILITIES

APPROVED FOR RELEASE  
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BEGINNER'S LUCK  
FRESH FROM THE ACADEMY  
NERD  
TECHNICIAN

DIVERSION  
PICKPOCKET  
QUICK CHANGE  
TAIL

BROKEN  
I'VE SEEN WORSE  
LOOSE MORALS  
MID-LIFE CRISIS

WON THE COLD WAR  
HOBBYIST  
MACGYVER  
SCOUT SNIPER

BURGLAR  
GRIFTER  
FRIENDS IN LOW PLACES  
SMUGGLER

CLEARHEADED  
MASTERMIND  
SMILEY  
STRANGE BEDFELLOWS

NEVER LEAVE A COMRADE  
SITUATIONAL AWARENESS  
TANGO DOWN  
TOUGH

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