

SPY OF THE MIND [WT]

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INTRODUCTION

In Spy of the Mind [WT] you play as a psychic spy, using your powers and experience to go on missions and survive tense encounters.

There are two types of players in Spy of the Mind [WT], the Spies and Headquarters. The Spies play as spy characters in the world, choosing what powers they possess. Spies are responsible for going on missions and completing them as well as they can. Headquarters are played by one player, taking the role of Game Master and the Spies' main contact with their home base. The game is best played with 2-5 Spies and 1 Headquarters, for 3-6 players overall.

GETTING STARTED

Materials

To play Spy of the Mind [WT] you'll need the following items for each player:

- » **At least one 6-sided (D6) die. Six D6 is recommended**
- » **A completed Spy or Headquarters character sheet, depending on their role**
- » **A basic understanding of how to play the game**

The player taking the Headquarters role should additionally have:

- » **Notes on the mission they're running**
- » **A copy of their Spies' character sheets**

Players can also use paper and pencils to take notes, make maps, and pass secret messages. If maps are also being used, players may want tokens to represent different characters.



Session Zero

Before starting your game, Headquarters and the Spies will need to discuss what kind of game they're playing and what they don't want to see. The group should sit down and cover the following topics:

- » **What atmosphere should the game have? Is it an action thriller, a buddy comedy, a noir?**
- » **When should the game be set? Is it in the medieval ages, the future, the modern day? This will determine types of available tech.**
- » **What do the players want to do and what powers do they want to use? Are they the heroes, the villains, an underground agency?**
- » **What do players not want to, and refuse to, engage with? Are players comfortable with death, drugs, insects? Safety tools such as X-Cards should also be introduced here.**

Once the group has answered these questions, they should make their characters together so there's chemistry between the Spies and they have a familiarity with Headquarters. There are tips and prompts for players in the Character Creation section.

Any backgrounds you want to hide from other Spies should be finished after session zero and discussed with Headquarters. When the entire sheet is finished, send it to Headquarters so they can have your character sheet on file.

CREATING A SPY

Each spy should be something fun and exciting for you to play, whether that be a hard-boiled detective with a heart of gold or a secretly evil sidekick, that also works within your team. It's important that whatever character you make will want to work with your team, or will stay with them regardless of their own desires, or the team will find it hard to keep you in the game.

To create your character follow the steps below:

- » **Fill in your character's name and details**
- » **Fill in your character's 15 statistics points**
- » **Choose their two psychic powers**
- » **Choose items for their inventory**

Empty character sheets are available in the Appendix A - Sheets chapter.

Character Details

Spy character details are their name, codename, age, height, appearance, and background. These details have little, to no, impact on the mechanics of playing your character and primarily affect how you roleplay them. You may want to choose your statistics before choosing your details if you haven't got a specific character in mind.

Backgrounds

Your background is your character's backstory. What were they doing before they became a spy at this organisation? What have they been doing while they've been a spy before the game started? This should help drive your character's motivation and behaviour.

For the motivation section, you should put something in that will drive your character to complete missions and work with their team but still give your spy some depth. They may want to work to prevent a horrible event from repeating, or they may be looking for a specific character.

For the behaviour section you should provide some tips to yourself on how your character behaves for roleplay. Are they self-righteous? Do they work all hours in the hope of getting a promotion? Who is your character?

Statistics

Whenever your character attempts to do something that could fail they'll need to roll their D6's and refer to their statistics. When you describe the action you're taking to Headquarters they'll tell you what statistic to use. Refer to that statistic and then roll the amount of dice listed for it. For example: a Technology skill of 6 allows you to roll 6D6 to attempt your action.

If you roll at least one 6 then your action succeeds, if you do not roll a 6 then there's a consequence. This is described in the [Playing the Game](#) chapter.

Your Spy has 10 stats they can use; you can assign 15 points amongst them when you first build your character. Each skill can only have 6 points at most.

ACTING: Deception, persuasion, seduction, putting on a performance.

BRAWN: Physical power, muscular displays, endurance.

CREATIVITY: Disguise creation, arts and crafts.

GENIUS: Puzzle solving, code cracking, facts and math, intellect.

HANDS: Lock picking, sleight of hand, aiming.

MOVEMENT: Running, sneaking, climbing, swimming, reaction speed.

PARANORMAL: Psychic history, recognising the paranormal, connecting to psychic energy.

SENSES: Hearing, smell, taste, sight, touch.

TECHNOLOGY: Hacking, understanding technology, coding.

UNDERSTANDING: Reading emotions and motivations, insight into situations.

If you're unable to decide where to assign your points, you can use the following array: 4, 3, 2, 2, 1, 1, 1, 0, 0. You can gain more points to add to your statistics as you play the game.

Stats with Zero

Any stat with a zero gets to roll 1D6 when used but automatically gets a consequence, even if the roll succeeds. For all consequences it's still considered a 0 statistic, even with the 1D6.

Psychic Powers

Every Spy has at least two Psychic Powers they're good at and can freely use to their advantage. When first making your Spy you can choose to give them either two psychic powers, or one psychic power and 3 additional points to their statistics.

Every Spy has the Astral Projection power, which allows them to enter minds and interact with psychic worlds. It doesn't count against the two powers you can pick and should already be present on your character sheet.

When you've picked your psychic powers you can add them to your character sheet by writing them in, cutting out the badge and sticking it to your character sheet, or doing both. You'll learn more about using them in the [Playing the Game](#) chapter.

Power Badge Guide

Each badge in the psychic powers section has a border that shows some things about it:

Shape: A Square is for targeting a location, a circle is for targeting a specific item or being, a triangle is for targeting either.

Symbol: This represents the power itself as a reminder of what it does.

Colour: Green is for only targeting plants / fungi such as trees or mushrooms, Yellow is for only targeting animals, Blue is for only targeting people or sapient beings, White is for targeting points in space, and Purple is for targeting other objects. Powers that can target multiple types will have mixes of colours.

'Creatures' refers to animals AND people.

	<p><u>Astral Projection (Universal)</u></p> <p>The ability to project a mental representation of a Spy into a mental world. The astral projection leaves the Spy's body behind, rendering it effectively unconscious, and enters the psychic world or mind with all of the Spy's abilities and items. Any items that are destroyed or consumed in a mental world are also removed in the physical world. A Spy will return to their body if they choose to, are 'killed' in the mental world, or their body is harmed or senses strong stimuli (like smelling salts).</p> <p><u>Limitation:</u> A mental world can only be entered by using a psychic device like a PSI-Portal, which can only be used with a target's consent or subduing.</p>
	<p><u>Aerokinesis (Movement)</u></p> <p>The ability to control and manipulate air currents. Spies with Aerokinesis are able to generate, change the speed of, and stop flows of air in open spaces they can perceive.</p> <p><u>Limitation:</u> Aerokinesis cannot manipulate the air within a complicated or closed container, such as a stoppered vial or a human body. The Spy must be able to physically access the air and will lose control of the air if they use any other psychic powers.</p>
	<p><u>Atmokinesis (Paranormal)</u></p> <p>The ability to control the weather. Spies with Atmokinesis can generate, terminate, and control different weather within a space they can perceive. Some examples of weather are snow storms, rain, and fog.</p> <p><u>Limitation:</u> Weather cannot be created within living creatures and cannot reach farther than the Spy's perception. Weather can be created within objects that have an open space such as closed glass vials. Weather lasts 1 hour or until it's dismissed.</p>
	<p><u>Blastokinesis (Brawn)</u></p> <p>The ability to focus psychic energy into concentrated shots that damage targets, similar to a laser rifle. Spies with Blastokinesis can choose a target they can perceive to aim at, firing from their forehead.</p> <p><u>Limitation:</u> Blastokinesis shots will reflect on any surface a laser would reflect on. It interacts with the world in the same way a fictional laser would, but cannot go through one target to hit another target (unless the target is transparent or reflective).</p>
	<p><u>Chromakinesis (Creativity)</u></p> <p>The ability to control and manipulate the colour and light of objects. Spies with Chromakinesis are able to target an object they can perceive and change both its colours and brightness, including the ability to make words and patterns appear on the surface.</p> <p><u>Limitation:</u> A targeted object must be one material or no bigger than the Spy themselves. The Spy can also only control one object at a time, previous objects revert to their original state if it's used again.</p>

	<p><u>Chronokinesis (Movement)</u></p> <p>The ability to control and manipulate time. Spies with Chronokinesis can target an object or creature they can perceive to affect their speed, either slowing them or hastening them. When slowed, actions take twice as long, and when hastened they take half the time. This also affects their falling speed and speech.</p> <p><u>Limitation:</u> A Spy can only affect one object or creature at a time. A target can make one attempt to break out of it with a Movement roll.</p>
	<p><u>Clairvoyance (Senses)</u></p> <p>The ability to perceive through a target's senses. Spies with Clairvoyance can target a creature or object that can perceive, such as a camera, and project their sense of sight and hearing to it.</p> <p><u>Limitation:</u> A Spy must be able to perceive their target and will use their target's Senses stat for any sight or hearing rolls. A target who is blind will make the Spy blind while using Clairvoyance, a blind Spy can see with a sighted target. Once targeted, they can leave perception.</p>
	<p><u>Cognitions (Paranormal)</u></p> <p>The ability to communicate with psychic energy to perceive the past and future. Spies with Cognitions can choose to target a creature or object they can perceive and choose to see 1 minute of the target's past or future. The Spy chooses how far the time jump is. The Spy must also voice a decision when viewing the future, such as 'if they don't run.'</p> <p><u>Limitation:</u> A target can make a Paranormal roll to gain resistance to a Spy's Cognition for 1hr, not showing the Spy a vision.</p>
	<p><u>Confusion (Genius)</u></p> <p>The ability to manipulate a target's mental state. Spies with Confusion can target a creature they can perceive and stun or confuse them. A stunned creature will be unable to move or speak, while a confused creature will forget what they're doing and where they are.</p> <p><u>Limitation:</u> Confusion lasts for 1hr or until the target makes a successful Genius roll. Stunning lasts for 1 minute or until the target makes a successful Brawn roll. A target can roll every 10 seconds.</p>
	<p><u>Distortion (Creativity)</u></p> <p>The ability to manipulate creatures' perception of a space. Spies with Distortion can target an object or space they can perceive and change how it looks, making it invisible, adding more details, etc.</p> <p><u>Limitation:</u> The Distortion cannot be larger than the target and only affects sight, the original target can still be perceived with the other senses. A targeted space also cannot extend beyond a Spy's perception. Distortions last for 1hr, until dismissed, or until the target moves.</p>

	<p><u>Electrokinesis (Technology)</u></p> <p>The ability to control and manipulate electricity. Spies with Electrokinesis can generate and control electricity, either moving it along conductive materials or electrifying parts of their body.</p> <p><u>Limitation:</u> Spies can only generate and control electricity in conductive objects or their own bodies, to electrocute another creature the creature must be touching a conductive object or the Spy. A Spy must understand technology to manipulate electronics with finesse.</p>
	<p><u>Geokinesis (Brawn)</u></p> <p>The ability to control and manipulate rock. Spies with Geokinesis can change the shape, create fractures in, and control the grounded movement of rocks they can perceive.</p> <p><u>Limitation:</u> Grounded movement refers to moving a rock across a solid surface, changing the bottom of the rock to a tank tread-like surface. Geokinesis cannot levitate rock. They can manipulate 1m / 3ft of rock below the surface of what they can perceive when using a wall.</p>
	<p><u>Herbaphony (Understanding)</u></p> <p>The ability to communicate and influence plants. Spies with Herbaphony can speak to, and understand, plants, manipulate their movement, and speed up their growth as long as the Spy can perceive them.</p> <p><u>Limitation:</u> A plant will not uproot itself and cannot grow beyond its physical ability, i.e. a pea plant will not be the same size as a tree. Herbaphony can grow plants from seeds but not generate them without a seed, it also cannot change the plant's species or traits.</p>
	<p><u>Hydrokinesis (Hands)</u></p> <p>The ability to control and manipulate water. Spies with Hydrokinesis can control currents and move water through the air. A Spy can also target any liquid they can perceive that's a similar viscosity to water.</p> <p><u>Limitation:</u> Liquid found inside an object, creature, or plant cannot be manipulated unless it's removed by other means, such as squeezing juice from a fruit. A Spy can move any perceivable size of liquid but any size of liquid bigger than themselves must touch a solid surface.</p>
	<p><u>Invisibility (Senses)</u></p> <p>The ability to control a creature or object's visibility. Spies with Invisibility can a creature or object they can perceive to render them invisible. Any object or creature the target is holding also turns invisible.</p> <p><u>Limitation:</u> Clothing the target is wearing will always turn invisible, but any other object or creature they're carrying must only be touching the target and not the floor, walls, or other grounded objects or creatures. Invisibility lasts for 1hr or until dismissed.</p>

	<p><u>Levitation (Movement)</u></p> <p>The ability to control how gravity affects creatures. Spies with Levitation can decrease the effects of gravity on themselves and creatures they can perceive, allowing them to control their vertical and horizontal movement in the air.</p> <p><u>Limitation:</u> A Spy can only target one creature at a time, if they start to levitate a new target the other one will begin falling. Levitation can only move 1m/s (3ft/s) at maximum.</p>
	<p><u>Mediumship (Paranormal)</u></p> <p>The ability to communicate with deceased psychic energy. Spies with Mediumship can target an object that came from a dead creature and summon an incorporeal, semi-transparent, 3D projection of the deceased.</p> <p><u>Limitation:</u> The projection acts as it did in life and retains its memories, able to make new memories when it's summoned, but not remembering time in-between. The projection disappears if the Spy uses another psychic power, dismisses it, or 1hr has passed.</p>
	<p><u>Mental Connection (Genius)</u></p> <p>The ability to read and connect thoughts. Spies with Mental Connection can target an open space they can perceive inside a mind and summon two related thoughts, usually cause and effect. They appear as clouds linked together with one word inside of them. The Spy can change the link to connect a cloud to a different thought, changing the mind's beliefs and hearing its new belief telepathically.</p> <p><u>Limitation:</u> If the mind's owner becomes aware of the changes, and the Spy's interference, then all changes revert and thoughts can no longer be summoned inside it for 1 week.</p>
	<p><u>Mental Projection (Creativity)</u></p> <p>The ability to project archetypes of a Spy's self into the world. Spies with Mental Projection can target an open space they can perceive and summon a corporeal, 2D, paper figure that represents one of their statistics. This figure can move and act like a person, and counts as a creature, and shares the same statistic the Spy used to summon it.</p> <p><u>Limitation:</u> Only one archetype can be summoned at a time and is destroyed if damaged or dismissed. All of its other statistics, that it's not depicting, are 0. The Spy must command it to act or it will idle.</p>
	<p><u>Pathokinesis (Understanding)</u></p> <p>The ability to control and read emotions. Spies with Pathokinesis can target a creature and read or control their emotions, either knowing what they're currently feeling or forcing them to feel an emotion of the Spy's choice. The emotion can be as simple or complex as desired.</p> <p><u>Limitation:</u> Pathokinesis lasts for 1 minute or until dismissed. A target can also make one Acting roll to break out of it, becoming immune to emotional control for 24hr.</p>

	<p><u>PSI-Protection (Brawn)</u></p> <p>The ability to protect creatures and objects. Spies with PSI-Protection can target a creature or object they can perceive and generate a spherical psychic energy shield around them, the same size as them. The shield does not move and anything can freely move out of it, but only the target, the target's equipment and carried objects, and the Spy who made it can enter it.</p> <p><u>Limitation:</u> Only one shield can be active at a time and shields lasts 10 minutes, until dismissed, or are harmed 10 times. Air will stay inside the shield but new air cannot enter it.</p>
	<p><u>PSI-Transfer (Genius)</u></p> <p>The ability to transfer energy and psychic powers. Spies with PSI-Transfer can target two creatures they can perceive and choose to transfer either one psychic power or one wound from one creature to the other. The target who is giving loses their wound or power for the duration and regains it afterward.</p> <p><u>Limitation:</u> Both creatures can avoid the transfer with one Brawn roll for wounds and one Paranormal roll for powers. Transferred powers and wounds last for 10 minutes or until dismissed. If a target would die by a transferred wound, they do not revive after the duration is over.</p>
	<p><u>Psychic Construction (Technology)</u></p> <p>The ability to created 3D physic objects. Spies with Psychic Construction can choose to create objects that will remain until destroyed or dismissed. The object is semi-translucent, glows faintly, and can be a maximum of two colours of the Spy's choice.</p> <p><u>Limitation:</u> All objects are made of a plastic-like material and can hold 500kg (1102lbs). Anything electrical does not work due to the material, but it can contain moving parts. A Spy can summon double-their-size worth of objects (all objects must fit within that volume).</p>
	<p><u>Pyrokinesis (Hands)</u></p> <p>The ability to control and manipulate fire. Spies with Pyrokinesis can control perceivable fires or generate balls of fire in their hands. Fire balls can be the size of a pinhead to the size of a basketball, they can also be thrown or held in the Spy's hand indefinitely or until dismissed.</p> <p><u>Limitation:</u> Existing fires can only be moved on flammable surfaces, any attempt to make them burn hotter / higher will deplete their fuel faster. Fire balls need to hit flammable surfaces or they extinguish.</p>
	<p><u>Sonokinesis (Acting)</u></p> <p>The ability to control and manipulate sound. Spies with Sonokinesis can target a creature, object, or space they can perceive to either generate sound or mute it. If a space is targeted then the sound affects the entire space, either having everything silent or seemingly coming from every direction. The sound can be heard outside of the space.</p> <p><u>Limitation:</u> Only one target and effect can be used at a time, the effect lasts for 1hr or until dismissed. Sounds cannot cause wounds.</p>

	<p><u>Telekinesis (Hands)</u></p> <p>The ability to psychically lift and throw objects and creatures. Spies with Telekinesis can summon a psychic hand that they use to target an object or creature they can perceive. That hand picks up the target and can throw them at a target with force of the Spy's choosing.</p> <p><u>Limitation:</u> The hand grows in size to hold whatever it's targeting and cannot carry anything heavier than 500kg (1102lbs). The hand cannot throw a creature with enough force to do harm to it and cannot move while carrying a target.</p>
	<p><u>Telepathy (Acting)</u></p> <p>The ability to communicate with other creatures psychically. Spies with Telepathy can choose to target any amount of creatures that they can either perceive or have met in the past to send a psychic message to.</p> <p><u>Limitation:</u> The message is sent directly to the target's brain and not perceived with their senses, hiding them from Clairvoyance. The target cannot reply unless they can use Telepathy.</p>
	<p><u>Teleportation (Movement)</u></p> <p>The ability to teleport from one location to another. Spies with Teleportation can target a space they can perceive, including spaces above the ground, and teleport themselves to it.</p> <p><u>Limitation:</u> Spies cannot target occupied spaces to teleport to, such as spaces where another creature is standing or a space that would not physically fit them.</p>
	<p><u>Thermokinesis (Senses)</u></p> <p>The ability to control and manipulate temperature. Spies with Thermokinesis can target a space they can perceive and change the temperature of it. The change is as quick as the Spy chooses.</p> <p><u>Limitation:</u> The temperature cannot be altered to the point of spontaneous combustion or freezing. The targeted space is static and cannot move, there can also only be one targeted space at a time. After 1hr, or dismissal, the space returns to a normal temperature.</p>
	<p><u>Zoolingualism (Understanding)</u></p> <p>The ability to communicate with animals. Spies with Zoolingualism can speak to animals and understand them, interacting with them normally as if talking to a person. The animals communicate through their normal means, such as barking or dancing, but it is translated as a mental voice in the Spy's head.</p> <p><u>Limitation:</u> The Spy must communicate in a similar way as the animal they're speaking to, such as barking or dancing. They automatically are proficient at it and are able to accommodate for any impossible actions / missing features.</p>

Inventory

Spy characters are also carrying inventory with them, usually stuffed into a container of their choice that they bring with them on their missions. Every Spy's kit is as unique as you'd like to style them. Everyone has some way to carry their items, but maybe your Spy is the only one keeping their gear in a goose-themed backpack.

Every Spy has the following items:

- » **A bag or container to carry their inventory**
- » **A subtle earpiece (HQ connection, body)***
- » **A PSI-Portal (body)**
- » **Smelling salts (body)**
- » **A small sharp item, like a knife**
- » **A small light**
- » **Company Credit Card**

Additionally, choose 3 of the items listed below:

- » **A power-related item (multiple choices)**
- » **Blunt-force melee weapon**
- » **Sharp melee weapon**
- » **Item that starts fires**
- » **Strong light source**
- » **Working phone**
- » **Set of lock picks**
- » **Makeup kit**
- » **Crowbar**

You can choose a power-related item multiple times and pick from the list to the right. It's recommended to pick items that are helpful to your chosen powers, but anyone can pick anything.

Items marked with '(body)' are not in your bag and are instead on your person somewhere, such as a hidden pocket, accessory, or body modification. If you cannot access your bag, these items are still available.

While picking your items don't worry about the size of your bag or container. As many items as you want can fit inside your bag as long as they'd be reasonable for a person to carry. For example: a person could easily carry a pen but not a desk, so your Spy can have as many pens in their bag as they'd like. If you're ever unsure if an item is allowed, ask your Headquarters.

* Your earpiece is only connected to Headquarters, not the rest of your team.

Power-Specific Items

Aerokinesis - Hand-held wind vane

Atmokinesis - Small lightning rod

Blastokinesis - Mirror

Chromakinesis - Sketchbook and art utensils

Chronokinesis - A method of telling the time

Clairvoyance - Video camera

Cognitions - History book of your choosing

Confusion - Obnoxious noise / light maker

Distortion - Tarp or blanket

Electrokinesis - Copper wire

Geokinesis - Bag of small stones

Herbaphony - Bag of seeds, one species

Invisibility - Rubbish that's noisy when thrown

Levitation - Rope ladder

Mediumship - Bone from an ancestor

Mental Connection - Notebook and pens

Mental Projection - Duplicate of one item

Pathokinesis - Book of emotional poetry

PSI-Protection - Personal Protective Equipment

PSI-Transfer - Bandages

Psychic Construction - A hand-held drill

Pyrokinesis - Bag of kindling

Sonokinesis - Noise cancelling headphones

Telekinesis - Sports ball

Telepathy - Light painkillers

Teleportation - Hand-held telescope

Thermokinesis - Thermometer

Zoolingualism - Buttons that say 'yes' and 'no' when pressed.



PLAYING THE GAME

Spy of the Mind [WT] is played similarly to most classic TTRPGs, with a GM (Headquarters) describing a world to the players (Spies) and how their actions affect it. It specifically uses a D6 system where rolling a 6 is a success and the amount of D6's is determined by a character's statistics.

The following chapter will describe how Spies play the game. The next chapter covers how Headquarters runs the game.

Taking Actions

Spy of the Mind [WT] is all about creativity and roleplaying, meaning that your actions are only constrained by what the Spies, and Headquarters, agree to. The Spies should describe what they're trying to do and attempt to twist it to whatever statistic they want to engage with, which Headquarters decides.

There are two types of actions in the game. The first one is considered a passive action, which is any action that's deemed basic or easy enough that it doesn't need a dice roll. Some passive examples are: opening an unlocked door, reading a legible text, and speaking to other Spies.

The second type is an active action, which is any action that could fail and needs a dice roll. Some active examples are: picking the lock on a door, deciphering a code, and trying to stealthily communicate with other Spies.

Both types of actions require roleplay, but passive actions can usually be summed up as "I open the door" or "What does the book say?". Active actions should be described as interestingly as possible to benefit your character or the story. For example, saying "I scare the attendant" means the roll you make could be anything Headquarters decides, you didn't describe *how* your Spy is scaring them. If you said "I look down at the attendant and flex my muscles subtly, making sure they see how powerful I am before they reply" would most likely get you to roll Brawn *and* your Headquarters can better respond to your action.

Roll Failures

When you're told to roll a stat, such as Brawn, you need to get at least one 6 for it to be considered successful. When a roll fails, your Spy rolls 1D6 to choose their consequence, then calculate the effect based on how many dice they failed by, if relevant. For example: if a Spy rolled 4D6 and failed, they failed by 4 dice. A 0 Skill counts as 0 dice.

<u>1D6</u>	<u>Consequence</u>
1	Take 1 wound per 3 failed dice
2	Your position is compromised
3	Closest ally takes 1 wound per 4 failed dice
4	The action you are attempting becomes impossible
5	Lose 1 item per 3 failed dice
6	Perform the action and then lose control of all psychic powers for (1 + 2 x failed dice) seconds

Assisting Other Spies

To help other Spies you must have a higher stat than them, help before the roll is made, and be able to describe how your Spy is helping. A Spy can't say "I help them roll Senses" and expect Headquarters to agree. However, "I use my Geokinesis to make a rock tower for them to stand on" would help. The other Spy adds half, rounded down, of your stat to their roll. A failure, with help, includes the added dice in the consequence.

Using Psychic Powers

Your Spy's psychic powers are essentially active actions made passive. You're free to describe how they use their powers without making a single roll (unless it's a contest or a limit break) as long as it stays within the limitations of the power.

For example: A Spy could make an Acting roll to try and perfectly mimic the voice of a character they've talked to, or a Spy with Sonokinesis could freely replicate their voice and project it from themselves without needing to roll. However, that Spy couldn't project the voice so loudly that it injures others, since part of Sonokinesis' limitations specifies it can't cause wounds.

It's highly encouraged to get creative with your Spy's powers and combine them with others.

Dismissing Powers

The majority of powers can be dismissed whenever the Spy is done with them or needs to dismiss them to use the power again. When a power is dismissed all of its effects and constructs disappear. Water controlled by Hydrokinesis will stop moving, psychic objects will vanish, and Chromakinesis affected objects will return to normal.

Some powers' effects cannot be dismissed or removed whenever the Spy wishes, these effects and powers are:

- » **Blastokinesis**
- » **Confusion**
- » **Herbaphony**
 - » **Plants grown from it will not disappear on dismissal, but will stop moving**
- » **Pyrokinesis**
 - » **Fires created out-of-hand will not disappear on dismissal, the power needs to be reused to stop the fire**

Limit Breaks

Whenever a Spy needs more power to their powers they can choose to limit break. When limit breaking, the Spy chooses one part of the power's limitation to ignore (Headquarters has final say on what's 'one part'). For example: a Sonokinesis limit break could allow it to do cause a wound. The Spy choosing to limit break tells Headquarters and then makes a roll with the stat listed next to the power to see if the power succeeds (Sonokinesis' stat is Acting). Regardless of the result, they take a consequence. The consequence is the Spy 'pushing their limits'.

Contests

When a Spy attempts to challenge another Spy, person, or cause a wound they enter a contest. If it's a contest without a wound, the participants roll whatever stat they're competing with and the most successes wins. For example: if two Spies are arm wrestling then they both roll Brawn. The Spy with the most 6's wins the contest. If any participants get the same number of 6's they're considered evenly matched and stay locked in the contest until one of them roleplays quitting.

If the contest involves causing a wound, the attacker rolls with a stat relevant to the action they're trying to do. For example: a Spy trying to strangle a target would use the Hands stat, one trying to hit a target would use Brawn, and any psychic power wounds use the stat listed next to their name. The target then describes how they're trying to avoid the attack or stop it and makes a roll based on what they say. For example: a Spy trying to avoid being strangled could make a Movement roll to duck out of the way or a Brawn roll to force the attacker's hands off of them.

The attacker and target roll at the same time. The attacker can then choose how many wounds to cause based on how many 6s they got more than the target. If the target got the same, or more, 6s then they successfully dodge or stop the attack. For example: If the attacker got three 6's and the target got one, the attacker can choose to cause 1 or 2 wounds.

If a target cannot think of a way to dodge or stop the attack, their roll is considered as zero 6s. If a target is subdued or unaware, and unable to protect themselves, the Spy can choose any amount of wounds to cause if they succeed on their roll.

Wounds

Whenever a Spy, or any other creature, takes a wound it's marked on their sheet. A creature can take a certain amount of wounds before they fall unconscious and then die, Spies can take 5 wounds before they black out. Depending on the wound, such as one that's bleeding out, a Spy may gain more wounds as time passes until they're healed.

<u>Wounds</u>	<u>Damage Amount</u>
1	A paper cut or other superficial injury
2	A knife cut or black eye
3	Broken fingers or missing teeth
4	Broken limbs or concussions
5	Missing limbs or gut stabbing
6	Losing consciousness
7	Death / Return to Body (Projection)

Having 4+ wounds starts affecting how your Spy acts, losing speed and energy. For each wound above 3, take 1 die away from all rolls you make.

Medical supplies like bandages can be used to heal wounds during missions but can only heal 1 wound up to a point. For example: a bandage will heal paper cuts and knife cuts, but not bruising and broken bones. When an item is used like this, remove 1 wound and the item from your inventory.

To get fully healed of all wounds, except death, the Spies must return to Headquarters and see the medical staff there.



Missions and Mindscapes

Most sessions will start with Headquarters giving the Spies information on their next mission, usually through The Contact that the Spies get information from. The Spies then head out to where the mission is taking place and have to complete some sort of goal before they head back to Headquarters.

Depending on the mission, the Spies could be required to enter a target's Mindscape to collect information, solve a problem the target's having, or otherwise complete their goal. Mindscapes are designed by Headquarters, just like any other setting, so Spies only need to know a few things about how they work.

Mindscapes are abstract worlds based on the owner's sense of self and memories. They can be very similar to the physical world or have weird gravity, strange creatures, impossible geometry, and more, it all depends on whose mind it is. Mindscapes are places to explore psychic powers to their full extent, allowing both the Spies and Headquarters to flex their creative muscles.

To get into a Mindscape a Spy uses their Astral Projection power, a power all Spies have, and a PSI-Portal. The portal is placed on the target's head and a Spy can then enter it with their projection. The target must be subdued or allowing the portal for it to work, otherwise it can be taken off. While the Spies are Astral Projecting into the Mindscape, both the target and the Spies' bodies are still and in a dazed state. If a Spy dies in a Mindscape, they're sent back to their body and knocked unconscious, but are otherwise unharmed.

Getting Promotions

After a mission ends successfully, and the Spies return to Headquarters, they can get a promotion for their hard work. When a Spy is promoted they get to either add 1 point to a stat of their choice (as long as the stat is not already 6) or to save the point for their next promotion. If the Spy has 3 points saved they can choose to spend those points on a new psychic power instead.

A Spy can continue getting promotions for as long as the players wish to play, or until they get all skills to 6 and are able to use all of the available psychic powers. However, a group can always add new powers to extend their game.

CREATING HEADQUARTERS

Just like making any organisation in a TTRPG, creating Headquarters requires you to think about what the organisation stands for, what it looks like, and how it treats the Spies that work for it. You'll be playing as the organisation, so make sure it's something that's interesting to both you and your players.

Motivation

Your organisation needs a reason to have been started and continue existing. This reason can be anything and is mostly going to be influenced by what kind of game your players want to play.

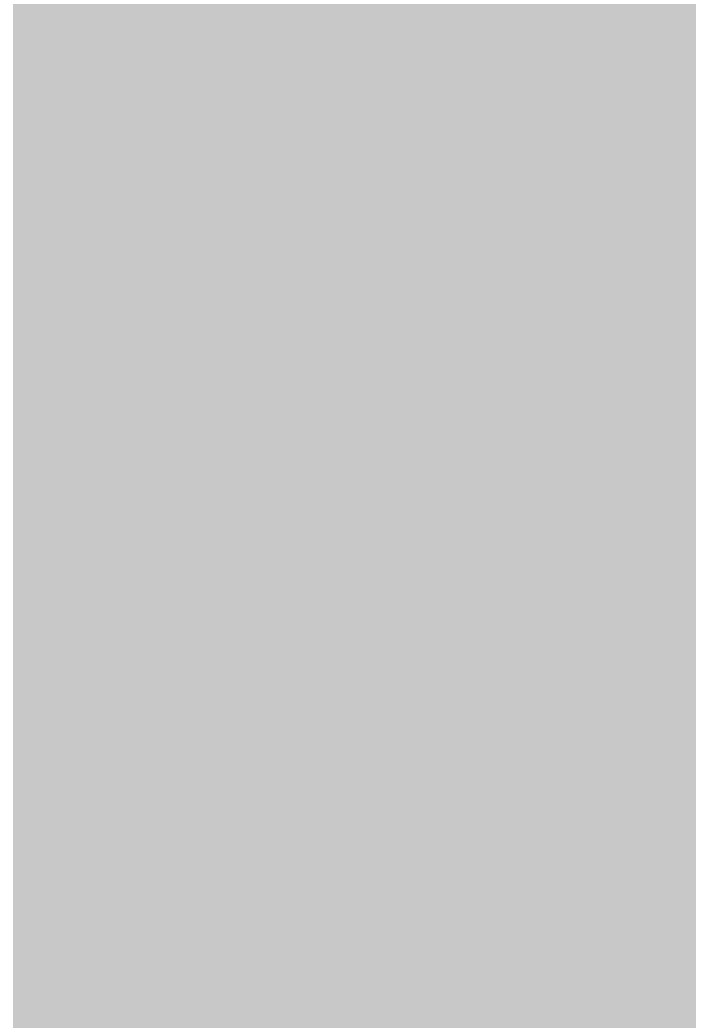
If your players are looking for a monster-hunting game then you might make a covert Headquarters that was founded to keep people safe and kill monsters. If they're looking for something based on classic murder mysteries, you could make a psychic detective agency. Whatever you decide on, make sure your players know.

If you're really struggling to think of a motivation, start thinking of a motto they might have. An organisation that focuses on rescuing robots might use a motto like: "A Future for Blood and Metal".

Operation

How does Headquarters operate? It's important to know what kind of budget they're running on, how long they've been around, and what kind of facilities they have access to. The Spies will be spending their downtime there and collecting potential equipment from whatever resources Headquarters can spare.

How long your organisation has been around may also determine why your players have been recently hired, or why they're still there as senior agents. A well-established Headquarters might be taking on new recruits to expand, with senior agents for the players to aspire to. A new Headquarters might have the players as their only agents and end up sending them on a lot more missions.



The Contact

Playing as Headquarters means you'll be roleplaying the facility, as you would describe and roleplay any location, but it also means you'll be playing as the party's Contact. A Contact is the person mostly responsible for giving the Spies their missions, communicating with them on missions, and providing them with information.

Your Contact should be a character you have fun playing as, but the Contact's main priority should always be being a point of contact for the Spies. They'll need to be enjoyable to interact with while also being a background character, not taking the spotlight from the Spies. They can be cold, kind, clumsy, or any other type of person as long as the players enjoy them.

RUNNING THE GAME

As Headquarters, your job is to describe the world around the Spies and how it reacts to them as they take actions. You'll be playing as NPCs they talk to, threats they face, and the environment itself. Before going any further: you should have exciting plots and interesting characters, but at the end of the day the focus should be on your Spies.

Choosing Statistics for Rolls

Whenever a Spy takes an active action or gets into a contest, they'll need to make a roll. Sometimes this roll is easy to determine, such as when they use a psychic power and the stat listed next to it, but the stat will mostly depend on how they describe their action and your own judgement.

When a Spy describes an action that's straightforward, such as "I pick the lock" or "I break down the door", it's up to you to figure out how they do that. If they're picking the lock you may want to ask them how they're doing it, if they don't have lockpicks. Then you can choose what suits the action based on the stat's descriptions. For example: picking a lock is usually a Hands roll and breaking anything is usually a Brawn roll.

When a Spy describes an action that's more complicated or has more of a description, you should read the statistics' descriptions and choose one that fits the best. For example, if a Spy described an action as: "looking over the object to find any pins or bolts I can remove them and break the object that way" they wouldn't roll Brawn to break it, they could instead roll Genius to intuit the pin that would break it, or Senses to find them all.

Action Limits

Spies can attempt any action they want to, but you may want to establish what limitations they have before the game starts. If you're playing a normal game, you may want to limit actions to things they could do believably in the real world (excluding their psychic powers). Your Spies probably won't be able to jump over skyscrapers or walk up walls, without psychic help, unless you specify that you're playing in a superhero world where that's normal.

NPCs, Bosses, and Combat

While Spy of the Mind [WT] is not combat focused, sometimes it's inevitable if the Spies are caught in the act or decide to take a violent route.

Any combat, that isn't one character instantly killing another with a sneaky attack, should be fast paced. There aren't any official turns and Spies should be able to take actions as they think of them just like in regular roleplay. Don't let them take too long to think either, your NPCs should be as fast-paced as the Spies themselves in their decision making and acting. However, try to encourage and ask quiet people about what action they'd like to take. Make sure you also give your players a chance to tell you what they're doing, while you should be fast with your decisions you also shouldn't talk over your players and give them a chance to interject between your actions.

Every NPC has the same level of wound tolerance a Spy does, so 6 wounds knock them unconscious and 7 wounds is a death. NPCs also cause wounds to Spies in the same way, by rolling and comparing D6 successes. They have the same statistics as Spies as well, and how you build them should be based on how proficient they are and how willing you are to hurt your Spies.

An NPC's difficulty is based on how many wounds they can cause, at worst, in one hit if a Spy completely fails their avoidance roll:

- » **0-1 = Easy and nearly harmless**
- » **2 = Average human**
- » **3 = Hard to fight without help**
- » **4 = Dangerous**
- » **5 = Deadly, one hit causes permanent wounds**
- » **6 = Lethal, can KO in one hit**

If you're creating a boss fight or other deadly NPC that should be scarier than the rest, you can start adding higher numbers to their statistics. It's recommended to keep them below 12.

NPCs can also have psychic powers, make sure to note them on the back of their sheet.

Making Missions

Missions are quests your Spies go on to get promotions and equipment. Missions can be one-offs or be a part of a large quest or plotline.

To make a mission you'll need a goal that your Spies are trying to complete, descriptions or maps of any locations they'll be going to, NPCs they'll be interacting with, and challenges they'll be facing that will prevent them from accomplishing their goal. Your goal for them should always have a reason that The Contact will tell them, for example: if the Spies are collecting a USB it might have information on it on where to find a cache of weapons, where a dangerous criminal is hiding, or a list of their secret operatives who would be exposed.

During a mission all Spies have contact with Headquarters through their earpieces and can ask them for information. It's up to you how much information HQ has and is willing to share. When the mission is finished, the Spies can also call for a pickup to return to HQ and get promotions if they succeeded.

Also make sure you give your Spies equipment as rewards or mission-important items. Players like to get toys to play with when they're relevant. For example: if your Spies are going underwater, you may want to give them diving gear. Make sure not to give them too many items however, otherwise they'll lose them in a long list.

Physical and Mental Worlds

Both types of worlds should be full of interesting things for your players to interact with and do, focusing on the goal you established for the mission. However, Mindscapes are worlds you should use your full creativity on to make them interesting and unusual places.

Mindscapes should feel like walking through a dream, gravity can be strange and there can be monstrous creatures that make no sense. They're representatives of a person's psyche, so get weird with it and give your players clues on how it works.

Also remember, regardless of the world, to include ways your players can use their psychic powers. You should have copies of their character sheets that you can refer to for this.

APPENDIX A - SHEETS

This appendix has sheets to use while playing, this includes character sheets and any other handouts that might be useful to the players.

If you're creating a Spy character, you can also print out your psychic abilities from the [Creating a Spy](#) chapter, cut them out, and glue them to the back of the sheet as a reference guide.

NPC SHEET

Name: _____ Codename: _____ Age: _____

Motivation / Motto: _____

Relation to Spies: _____

ACTING _____	BRAWN _____	CREATIVITY _____	GENIUS _____	HANDS _____
MOVEMENT _____	PARANORMAL _____	SENSES _____	TECHNOLOGY _____	UNDERSTANDING _____

HEADQUARTERS

Motivation / Motto: _____

Operation:

Age: _____

Budget: _____

Facilities: _____

The Contact:

Name: _____ Age: _____

Voice: _____

Description: _____

ACTING _____	
BRAWN _____	
CREATIVITY _____	
GENIUS _____	<u>BEHAVIOUR:</u> _____ _____
HANDS _____	<u>MOTIVATION:</u> _____ _____
MOVEMENT _____	<u>BACKSTORY:</u> _____ _____ _____ _____
PARANORMAL _____	<u>INVENTORY:</u>
SENSES _____	
TECHNOLOGY _____	
UNDERSTANDING _____	

NAME: _____

CODENAME: _____

AGE: _____ HEIGHT: _____

WOUNDS

-1D6 -2D6 KO DEAD

PROMOTIONS: _____

SAVED POINTS:

NAME: _____

CODENAME: _____

	POWER NAME: _____
	POWER NAME: _____
	POWER NAME: _____
	POWER NAME: _____
	POWER NAME: _____

<p style="text-align: center;">ACTING</p> <p style="text-align: center;">0</p>	<p>Lex is a white man with early-set silver hairs and a prominent scar across his left-hand's knuckles. He walks with a limp when moving slowly but regularly uses a cane, which helps his speed. He regularly wears turtle necks and slacks.</p> <p>You can also insert an image in this box instead of a written description.</p>	<u>NAME:</u> Lex Kissin
<p style="text-align: center;">BRAWN</p> <p style="text-align: center;">2</p>		<u>CODENAME:</u> Fast Ball
<p style="text-align: center;">CREATIVITY</p> <p style="text-align: center;">1</p>		<u>AGE:</u> 43 <u>HEIGHT:</u> 5'8"
<p style="text-align: center;">GENIUS</p> <p style="text-align: center;">3</p>	<p><u>BEHAVIOUR:</u> Lex is a smart spy with no social ability. He's quick witted and rushes to get his thoughts out and to get places.</p> <p><u>MOTIVATION:</u> Lex was caught in a horrible accident caused by a psychic villain. They survived but many people didn't, so they fight to prevent it from happening again, as well as finding the villain who caused it.</p> <p><u>BACKSTORY:</u> Lex was born a psychic but repressed their abilities until the accident. They then began honing them to better move and prevent being caught in a similar situation, before being scoped out by their Organisation. They were hired quickly since the Organisation was just starting out. (You can also insert a link here to a longer backstory)</p> <p><u>INVENTORY:</u></p> <p>Backpack, earpiece (body), PSI-Portal (body), smelling salts (body), small knife, pen light, company credit card, hand-held telescope, rope ladder, notebook and pens</p>	<u>WOUNDS</u>
<p style="text-align: center;">HANDS</p> <p style="text-align: center;">1</p>		<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <p style="text-align: center;">-1D6 -2D6 KO DEAD</p>
<p style="text-align: center;">MOVEMENT</p> <p style="text-align: center;">4</p>		<u>PROMOTIONS:</u> 2
<p style="text-align: center;">PARANORMAL</p> <p style="text-align: center;">2</p>	<u>SAVED POINTS:</u> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<p style="text-align: center;">SENSES</p> <p style="text-align: center;">1</p>		<p style="text-align: center;">TECHNOLOGY</p> <p style="text-align: center;">1</p>
<p style="text-align: center;">UNDERSTANDING</p> <p style="text-align: center;">0</p>		

NAME: Lex Kissin

CODENAME: Fast Ball

	<p><u>POWER NAME:</u> Astral Projection (Universal)</p> <p>The ability to project a mental representation of a Spy into a mental world. The astral projection leaves the Spy's body behind, rendering it effectively unconscious, and enters the psychic world or mind with all of the Spy's abilities and items. Any items that are destroyed or consumed in a mental world are also removed in the physical world. A Spy will return to their body if they choose to, are 'killed' in the mental world, or their body is harmed or senses strong stimuli (like smelling salts).</p> <p><u>Limitation:</u> A mental world can only be entered by using a psychic device like a PSI-Portal, which can only be used with a target's consent or subduing.</p>
	<p><u>POWER NAME:</u> Levitation (Movement)</p> <p>The ability to control how gravity affects creatures. Spies with Levitation can decrease the effects of gravity on themselves and creatures they can perceive, allowing them to control their vertical and horizontal movement in the air.</p> <p><u>Limitation:</u> A Spy can only target one creature at a time, if they start to levitate a new target the other one will begin falling. Levitation can only move 1m/s (3ft/s) at maximum.</p>
	<p><u>POWER NAME:</u> Teleportation (Movement)</p> <p>The ability to teleport from one location to another. Spies with Teleportation can target a space they can perceive, including spaces above the ground, and teleport themselves to it.</p> <p><u>Limitation:</u> Spies cannot target occupied spaces to teleport to, such as spaces where another creature is standing or a space that would not physically fit them.</p>
	<p><u>POWER NAME:</u> _____</p>
	<p><u>POWER NAME:</u> _____</p>

APPENDIX B - QUICK START

This page is a quick guide to creating your character and playing the game. It can be printed out and used as a reference sheet.

Materials Needed

- » 1-6 six-sided dice (6 recommended)
- » Finished character sheet

Character Creation

- » Fill in your Spy's name and details
- » Assign 15 points to your statistics, no higher than 6 per stat
- » Choose two psychic powers OR one psychic power and 3 extra statistics points
- » Add the following items to your inventory:
 - » A bag or container to carry your inventory
 - » A subtle earpiece (HQ connection, body)
 - » A PSI-Portal (body)
 - » Smelling salts (body)
 - » A small sharp item, like a knife
 - » A small light
 - » Company Credit Card
- » Choose additional inventory items (page 12)

Playing the Game - Actions

Describe any actions you're taking to your GM (Headquarters) and they'll say if you need to roll or not. If you're rolling, look at the stat HQ is asking you to roll and roll that amount of D6s. For example, if asked to roll Brawn and you have 3 Brawn, you'd roll 3D6.

You succeed if you get at least one 6 and fail if you don't get a 6. If you fail, roll another 1D6 and refer to the table below:

<u>1D6</u>	<u>Consequence</u>
1	Take 1 wound per 3 failed dice
2	Your position is compromised
3	Closest ally takes 1 wound per 4 failed dice
4	The action you are attempting becomes impossible
5	Lose 1 item per 3 failed dice
6	Perform the action and then lose control of all psychic powers for (1 + 2 x failed dice) seconds

Playing the Game - Psychic Powers

Your psychic powers normally do not need any dice rolls to use. Check their description and make sure any use of them does not break their limitations.

If you do want to break the limitations, choose one part of the limitation to break and make a roll with the power's relevant skill (next to its name) to determine if you succeed. Regardless of the result, roll a consequence from the failure table.

You can dismiss your psychic powers at any time.

Playing the Game - Contests

When causing wounds or competing with another character, roll the relevant skill and count your successes. When competing, the higher amount of successes wins and an equal amount is a stalemate. When causing wounds, the target avoids the attack if they roll the same amount, or more, successes than the attacker. If the attacker rolls higher, they can choose to cause wounds up to the difference. For example: if the attacker rolled 2 more 6s, they can cause 1 or 2 wounds.

Playing the Game - Wounds

For every wound above 3, subtract 1 die from your rolls. A wound can be healed with a medical item, like bandages, if they're appropriate. For example: bandages heal 1 or 2 level wounds, but not 5.

A medical item only removes one wound, and a full heal only happens after returning to HQ.

<u>Wounds</u>	<u>Damage Amount</u>
1	A paper cut or other superficial injury
2	A knife cut or black eye
3	Broken fingers or missing teeth
4	Broken limbs or concussions
5	Missing limbs or gut stabbing
6	Losing consciousness
7	Death / Return to Body (Projection)