

# Totally Spies!

## THE RPG



A game of cartoon kickassery and fetishes

## **So like, what's this game about?**

OK hon. Let's not fool ourselves okay? I think you know what an RPG is. And like, if you don't? There's a lot of books out there that'll explain it better than I can, so I suggest you go read one of those.

Ohhh you mean what's THIS GAME about? Well glad you asked! This is a game where you take on the role of a teenage girl who is a part-time spy! You travel the world, thwarting villains, righting wrongs, sometimes you get turned into like a snake girl or are brainwashed and put into a silly outfit, but you love your life as a secret agent so how can you complain?

There's just a FEEEW things we should go over before we talk about the game mechanics and such.

## **Do I gotta be a girl? And a spy?**

OK, first of all? COURSE YOU GOTTA BE A SPY! This isn't a game about bank-accountants or lawyers or tax collectors! This is a game about being a spy! Of course you gotta be a freaking spy, silly. Might as well ask to play a housewife in D&D who does everything BUT go on adventures.

Secondly: uhhhhmmm... yea? Not really though. I mean you can totally be a guy if you want! Sounds great even. But this game DOES have fetishes in the title so might wanna clear it up with the GM before you wanna play this like a straight Bond game or something. Plenty of good games out there for that I'm sure! This one? Maybe not so much...

## **So is this ERP?**

Ew. Like, maybe at your table it is? But we have a policy about this game we stick by. It's not EROTIC, it's DODGEY. The content of this game is purely based on what you can get past TV censors, which can be quite a bit if you know how to play your cards right~ Basically, your GM should be perfectly fine (nay ENCOURAGE!) some good old fashioned fun at the table or chatroom.

Getting tied up, wearing revealing outfits, transformation, whips, chains, all those things are better when merely referenced and left to the imagination than actually played out. When that crap gets played out it just gets awkward. Think of this like MaidRPG without seduction rules. The stuff is THERE, but you're not suppose to think about it.

# How the game's set up!

Alright so here's how it goes. A lot of cartoons follow very set formulas! Not just Totally Spies, a lot of old-fashioned 80's or early 90's cartoons had very basic formulas. Characters would start out each episode showing off some of their sweet moves, then something would happen and they'd wind up in a sticky situation, and then they'd make a HUGE comeback and save the day!

The second part of that setup is key here: characters had to fail, get beaten, or wind up in grim situations before they could come back and save the day! The grimmer the situations the better, cause then you could be like “OH NO! HOW WILL THEY GET OUT OF THIS ONE!?” and feel better when they managed to escape.

Problem is: a lot of games nowadays just don't encourage players to wind up in bad situations. Not just from a player mentality perspective of never wanting to lose (although that IS a problem), but rather from the perspective of games attempting to make hard situations... well... HARDER! You don't wanna be in a situation where the odds are drastically stacked against you, do you?

This is why, despite it being practically ASSOCIATED with the genre, you rarely get instances where PC's are tied up and dangling over a pit of sharks. Because the GM is always more interested in setting up difficult challenges for players, and players wind up taking the “safer” path almost always. Certain games like FATE try to mitigate this with accepting FATE points for setbacks, but we've decided to take it a bit further.

Basically in this game: you WANT to be set back in a horrible way when the time comes. You WANT there to be complications that arise and make the situation worse. You WANT things to be grim, because the grimmer things are, the more resources you have to come-back when all is said and done. I know this goes against every single fibre in your being as a player and you wanting your PC to feel strong and invincible. But there are games out there to let you play out your power fantasies and there are games out there to let you play a hilariously fun game of girl spies who wind up in all sorts of vaguely sexual hijinks and this is one of them!

To help emulate the structure I've just gone over. The game divides each session into Episodes, and each Episode into 3 parts. The names of these parts are **The Setup**, **The Fall** and **The Comeback**. You can probably figure what each one means by the name, but remembering each parts name will be important as each scene determines the extent of your characters abilities.

# Shut up already and tell me how to make a Spy!

Ugh, fine! Okay! Lets talk about spies and the making thereof.

Each spy is different, and each spy will be bringing a different set of skills to whatever organization she's working for. You could go with WOOHP if you wanna be unoriginal, or you can come up with your own if you prefer. Your choice really. Here's the steps to making your spy!

## **First: Get a basic idea down**

Try thinking about her appearance, back-story, accent, general personality, etc. Is she kind, is she a hardass, is she an alpha-witch, is she a tomboy, a girly-girl, a princess from a far away land? Whatever you want gurl, it's up to you! If you need help, try talking to some of the other PC's or the GM and get an idea of what they wanna play or what she's expecting from her players!

## **Second: Give her a name**

Pretty self explanatory, least I think so. You can totally interchange this step and the first one if it helps you think better FYI.

## **Third: Pick her Core Idea**

A core idea is something YOU create! Yes you heard me right! You write down what the core idea for your spy will be. Your core idea should totally tell us all about your spy and what she's like! This should be a simple description like, "Mall Crazy Valley Girl" or "Beautiful Leader Gal" or "Rugby Allstar". It should be something that gives us a wide range of detail for your character's abilities! Is she good at social interaction? Is she tough? Is she a singer? Etc, etc, etc.

## **Fourth: Pick Two Skills**

Skills are things you ALSO come up with, but should be things that're not really apart of the core idea, and should probably apply to your spy stuff. They should also be a lot NARROWER in focus than your Core Idea too. Saying your skill is "Martial Arts Blackbelt" would be too much like a Core Idea, but saying "Kicks Very Well" works a bit better. If one spy's skill overlaps as another spy's core idea, it's best to keep in mind that a Core idea is meant to apply to a LOT OF THINGS that it could imply, while a Skill is just what it says on paper. For example: if one spy has 'Aristocratic Ballerina' as a Core Idea, while the other has "Ballet" as a skill. Then the Aristocratic Ballerina cannot only use her core idea to dance, but also to jump out of the way of an attack (as being a ballerina implies being graceful and dexterous) or possibly having a good amount of push and headway into rich and snobby royal balls, as ballet is considered one of those "refined art-forms".

The spy with ballet merely as a skill, generally only gets to use it when she is attempting to do something WITH BALLET, and should not extend much out beyond that. Ultimately, it's the GM's call to say whether a skill is too general or too overtly strong to be little more than a skill.

And you're done! Yep. You've just made a character for Totally Spies, the RPG. Easy huh? Well don't worry, more complicated things will be added to your character sheet generally. It's just a lot more dependent on the episode! Here's some general terms you'll wanna hang onto.

### **Plot Points**

This is the primary currency of the game, if that makes any sense. Most of the game revolves around the spending, usage, and gathering of new plot-points. Plot points are important: they're how your character gets to influence and give the character some agency. The problem is: you won't be having a lot of these until The Comeback part of the episode, so you won't be all that great until then.

At **The Setup** part of the episode, each spy has 1 plot point. These can be used to do something cool in school, find a clue or a number of important things (listed later).

At **The Fall** part of the episode, each spy has NO plot points. Even if you had plot-points left over during The Setup, they're GONE (but they get transferred over to **The Comeback**, but even then that's only ONE so remember what I'm about to say here is important) the only way you get more plot points in this game is by ***Taking Hits***. This will be described later on, but suffice to say Taking Hits is how your character continues to wind up in bad, dodgey situations, where their butt-load of plot-points will get them to safety.

At **The Comeback** you have however many plot-points you gained during **The Fall** as well as the one from **The Setup** if you failed to use it. Sounds reasonable right? So what exactly do you DO with plot-points? WELL...

First of all: each plot-point you spend MUST be used within justification of your *core idea* or a *skill*. You cannot suddenly freak out and go kung-fu on someone without having either Kung-Fu Karate Girl as a Core Idea or JUDO CHOP as a skill. Some uses of plot points don't really NEED justification (as they effect more the world AROUND you rather than what your character is DOING) but it's good to keep in mind that certain things granted by plot-points require you to justify it via skill or core idea use.

But before we continue explaining Plot-Points. Lets take a moment to point out how the typical Setup, Fall and Comeback parts function so you have an idea what to expect from a "typical game".

**The Setup** will generally have you and your fellow PC's in school with either something unusual going on there, or one of your assigned rivals rubbing it in with her winning a school event or something. As your characters react to what's going on, you're WISKED AWAY by a random object into your Spy Headquarters where your boss informs you of what your mission is.

The GM in this instance is expected to only provide a loose guideline in his head, as well as give you the basic setup for what's going on. Some good sample mission ideas include...

*Celebrities have suddenly been behaving like animals all over the world!*

*Random women are turning violent and beating people up!*

*People are disappearing from a random theme-park!*

*A group of cheerleaders were mysteriously abducted before a big competition!*

Etc, etc, etc, it should be something quirky, strange or seemingly mundane but with a Saturday morning twist. Don't feel bad if you decide to pull the Aliens card on your PC's, they live for this stuff.

During this part, you can spend Plot Points to do the following:

**Introduce an Element:** Your spy has a totally hunky boyfriend! Or maybe a new BEST FRIEND whom she thinks would make a good spy! Or maybe a new cleaning bot has been assigned to your house? Either way: the GM should make this element you introduce relevant to the plot. You have some control over what this element IS, but the GM has final say in if he feels it's too much, or not enough. The element doesn't necessarily provide a BONUS (fact: the GM is encouraged to play it against you when you take a hit) but it does mean you have some agency in the plot and that's always nice to have.

**Get a Lead:** Your spy can find out some info on the current mission! She can find a clue, talk to someone who's in the know, or just in general do some super sleuthing. You have two options here: if you want to have MORE agency in the plot you can be the one to determine what this lead means, and who it exactly points to (meaning you basically make the bad-guy of the entire thing and get the GM to write out what his motivation or plan is!) or you can let the GM write in all that boring stuff and go along with it. Hey: sometimes you get a creative block: it's okay. It happens.

**One Up a Guy:** You can totally kick someone's butt, get him to do what you say, push him around, make him leave you alone. Whatever! You can do ONE THING against an opponent of your choosing. The only limitation to this is that if the bad-guy makes himself known during The Setup (which can happen) then you can't outright do him in there.

You can Get a Lead from him, or take down his nearby cronies and force him to flee. But you can't just up and deck the guy and win the day immediately, cause it'd be a pretty boring episode then! Keep in mind: this bonus you get from your plot-point STILL needs some narrative justification. You can't just say you kick a giant tank so hard it blows up (or maybe you do? I ain't gonna judge if you're just that badass) but you could say you throw a cutting grappling hook up at a cable, which causes a giant canister of gasoline to fall on and blow it up. Either way: you're totally awesome for just a moment!

**Get a Special Gadget:** OK I didn't mention this before: but during The Setup the GM is also free to give out Gadgets to your PC's which work as temporary skills that last for the episode. These can be things like “Laser Lipstick” or “Jet-pack Backpacks” but if you have a PARTICULAR gadget in mind that you REALLY WANT? You can spend a plot-point to have your Spy Organization give you a REALLY COOL SPECIAL GADGET that you get to decide! This can be anything from “Invisibility Cloak” to “Super-Strength Power Armour”. Like a lot of things: the GM is free to say that a gadget might be TOO badass, but keep in mind he can only use it to effect with the expenditure of a plot-point, so there you go. Also before you ask: no, you can't give a gadget you bought to an ally for her to use. What're you crazy? You spent good plot-points on that damn gadget! I don't give a crap about your 'TACTICS'!

Here's what you've been waiting for! ***The Fall!*** Now typically in these shows, only one or two characters winds up being REALLY messed up. The rest of them are just tied up and put into a death trap or something like that. So we suggest that when your PC's **Take a Hit** they make sure to give only one or two of them one of the big nasty ones, and relegate the other ones to capture.

With all that said: what is The Fall? Basically the Fall is the part of the show where the spies need to be thoroughly outnumbered, trounced or kidnapped in order to raise the stakes as it were. As well as a few... dodgier things thrown in as a nice crowd-pleaser. Again: we stress to not go overboard and turn this into anything squicky. We recognize the popularity of Dick-Girls but it might be a BIT MUCH to say that your character now has a 5-foot shlong. Some things are just better left in porn and erotica than silly games meant to model kids shows.

When your characters **Take a Hit** you may pick one of the following options for each character:

**Capture:** Your character is simply put into an inescapable trap, typically with some bondage thrown in. They're tied to a rocket, held over a pit of acid, at the mercy of some horrible beast. Or they're just held in front of the villain as he monologues about his evil scheme of the day. In this situation, PC's have little choice but to struggle and listen as he explains his evil plan. But their opportunity to escape will come soon enough! Any PC who takes this hit, gains 2 Plot Points at *The Comeback* portion of the game (just so you're aware: one point generally should be enough to free all captured spies, so even if YOU'RE the one to get your friends out of a death-trap you'll still have 1 left over to do something cool, generally).

**Transformation:** Your character is transformed in some horrible way that alters their Core Idea slightly. They could be turned into a bug-girl, become part snake, get HUGE muscles, become a vampire, etc, etc, etc. The player is free to pitch what she wants to happen to her spy and just what she's transformed into. But if she can't rightfully come up with something, the GM is free to give one for her. Even if the Player gets to decide what he becomes, the GM is the one who phrases the exact new Core Idea the character has.

If the character had the core idea "Tough as Nails Biker Babe" and she got turned into a lizard-girl with scales and a long sticky tongue, the GM is free to call her "Tough as Turtleshell Lizard Babe" or something to that extent. The GM is encouraged to have this benefit her in some way, as a lot of times transformations have a way of backfiring on the one who did them. Any PC who takes this hit gains 1 Plot Point at *The Comeback*. That may not seem like much, but please recall that you have a brand new core idea that's purposefully meant to encompass everything about your normal one and whatever the GM grants you. Even being turned into a mouse (or more likely: a mouse girl) can grant you advantages. And keep in mind: if you really need more you can opt to combine Transformation with Capture to give yourself 3 plot-points in total.

**Brainwashing/Assimilation:** Like transformation and capture's horrible offspring. Brainwashing/Assimilation is probably one of the WORST hits you can take, but it's also one of the most rewarding. Your spy is mentally transformed into a servant of the bad-guy and is sent out to fight against her former allies. The brainwashing/assimilation could come with a change of uniform, a change of personality (well more so than usual considering you're now against your friends and allies) or even with a physical transformation as above, only a fair bit worse cause at least in the above scenario you're still mostly yourself!

Your character's Core Idea changes (as above) but it must also work in her new-self. As Transformation you're free to tell the GM how you'd like to be Brainwashed/assimilated, but if you can't think of something the GM is free to pick for you. Despite what the name implies, you're still fully in control of your own spy. You just have to roleplay her as she is brainwashed. Here's where you're free to play her a bit more cut-loose or crazy. Or maybe in a way that is meant to be unsettling? It's up to you, really.



You also gain 3 “Counter Points” which you may spend all throughout *The Fall* but lose once *The Comeback* comes around. A Counter-Point works like a Plot-Point that you may use any time you wish to perform one of the following actions:

- **Defeat a PC:** Yes, you can use a Counter-Point to beat a PC in a straight fight or contest. The good news is: once *The Comeback* rolls around that PC gains a Plot-Point, essentially meaning that you BEATING THEM earns that PC more power later on. Beating a PC doesn't imply they're captured (they can always run away) but it can be a good justification as to why your PC got captured if you opt to take that hit. Only PC's who AREN'T assimilated or brainwashed can be given plot-points from this (so you all can't be brainwashed and then beat the crap out of each other... but one of you COULD defeat the other, give her a Plot Point, then allow her to take the hit of being Brainwashed/ Assimilated).
- **Complicate Matters:** You can make things horribly complicated for yourself or for another PC. This works similar to introducing an element, only you're the one actively causing this trouble to be formed thanks to you now being an infiltrator. When you do this, you give the GM a Plot Point that he is free to hand out as a reward to any player whom he feels deserves it once *The Comeback* comes around.
- **Unnerve PC:** Similar to defeating her, you can show just how far you're gone and maybe make your friends think that you truly are lost to them (note: you're really not. But we'll get to that later). When you do this, you give YOURSELF a +1 to your plot-points, but note that this can only be done to a group of PC's who see you ONCE. If all of your friends watch you monologue about how you are now a loyal servant of black shadow you don't get to do this to one of them in private (unless the GM allows it, as it could be appropriate).

No matter how you spend these points, or what on. You always get 1 plot point once *The Comeback* rolls around. Although since you'll probably still be brainwashed by then, you can only really spend it on one thing. A GOOD thing, mind you, but still only one thing, which we will mention later.

**Getting your Butt Kicked:** For the PC who doesn't really wanna be captured, transformed or assimilated there's always just getting your butt-kicked! It's not as much fun though, so you only get 1 Plot Point once *The Comeback* comes into play. Basically you get thoroughly thrashed by the bad-guy or one of his cronies. This works good for when you just wanna have your traditional comeback story, but it's sadly not gonna net you much unless you have one of the other ones listed here...

Finally we got *The Comeback*, here's what you've been waiting for people! You should have a good amount of Plot Points by now (and if you don't then what the heck?) and it's time for you to overcome the bad-guys henchmen and plans and do him in! You can spend ALL THE PLOT-POINTS YOU HAD to do one of the following:

**Break Free:** This costs you 1 plot-point but it's worth it! This lets you break free from ANY TRAP that's holding you or your party, or lets you break free from brainwashing/assimilation if you're currently suffering from a bad case of that. (Note: you MAY actually not want to free yourself yet, as you can still be of value to your party as an enemy. I'm serious). If you and your fellow spies are all inside a death trap, one use of this move and you can free all of your friends. You may also opt to use this to free a friend from brainwashing/assimilation (but only if she allows you to).

**Kick Some Butt:** Now it's YOUR TURN to kick butt! You can totally own any group of minions, baddie or even the BBEG himself if you encounter him. This is an all-purpose move for taking names and being awesome and it only costs you 1 point. One important thing to note: If you are currently brainwashed and you spend a plot-point to use this move on a fellow PC, you inadvertently give them your plot-point as part of the exchange, which they can then use to kick YOUR butt, and suffer no such drawback. This might seem like it sucks, but if you wanna play support in the final leg of the episode feel free to!

**Resolve Element:** This is an all-purpose ability for resolving any loose threads that might be out. If the bad-guy is about to launch a nuke you can stop it with your superb hacking ability (if you have it) or you can opt to resolve that whole “boyfriend” issue in school by having your temporary transformation come up and scare him off. Either way: be creative with this and realize that you need to be in the general area of something in order to do it (or you have to justify your action narratively). You can't just spend a plot-point in the lower-decks of the villain's lair and cause the mind-control dish on top to no-longer work.

Remember that you can always use a gadget you bought or were given during The Setup to justify any of these actions.

Now some of you might be wondering about the aftermath. What if the PC's stop the villain's plans but don't have enough plot-points to kick his butt or free a fellow PC? Well it's perfectly in-genre for the bad guy to flee for another episode, but it'd be lame to have the PC have to run off with him because you failed to resolve her mind-control... unless you want that. ANYWAY: any unresolved plot-threads you failed to meet as characters can be resolved by the GM as he sees fit and fair. Your lizard girl might become mostly normal... but the episode can still end with her zipping her tongue out to catch a fly.

What about other, miscellaneous actions the PC's might still need to do but don't feel strong enough to warrant the expenditure of plot-points on? The GM should be free to rule that most things that'd be life-threatening but not really interesting to get harmed by (a falling tree, a crashing car, etc) just cause the characters some inconvenience that they need to describe themselves overcoming. These types of shows rarely if EVER have lasting consequences. So PC's shouldn't feel like every obstacle is worth spending Plot-Points on to overcome.

## **Alternate Settings?**

You could totally run this game as a bunch of different things! Sorta. The only real limitations you'd need is that it needs to follow the structures of Setup, Fall and Comeback, and you need to have a clear idea what Plot Points get you and how you take a hit. In order to like, help you get a good idea here are some BASIC SUGGESTIONS!

### **Mystery Teen Super Sleuths!**

You and your friends are a group of teenage girls who solve mysteries! You go out to spooky old houses, follow footprints, uncover hidden clues, and uncover who really IS that monster controlling the theme park. In this setup, Core Ideas and Skills can be completely unaltered, and Plot Points for the most part don't need to be altered either for The Setup (except for getting a gadget, that may be a bit out of genre). Getting captured and getting your Butt-Kicked still work as hits, but it might be harder to justify Transformation or Brainwashing, since these kind of settings are less likely to have crazy magic powers or stuff.

Still, this doesn't mean you CAN'T be transformed or assimilated, just that the GM has to be more clever about it. If all else fails: fooling your PC into thinking they've been turned into a wolf-girl can be as effective as actually doing it! And hypnosis is ALWAYS an option for bad-guys. But for the comeback? Replace "*Resolve Element*" and "*Kick Some Butt*" with "*Set a Trap*" and "*Solve a Mystery*". Set a trap is used for capturing the monster or bad-guy, while Solving a Mystery is used more for figuring out how certain mysterious stuff was done. It doesn't solve THE mystery, just a part of the one they're currently investigating.

### **Magical Guardians of Love!**

You and your friends are a group of daintily dressed frilly FIGHTERS FOR JUSTICE AND LOVE! Or something, it's like Sailor Moon! Basically each of you gives yourself a Core Idea, two skills and A MAGICAL POWER. A Magical Power works similar to a Skill, except it means something like "Control Fire" or "Summon Beams of Light". The parts of the episode also work a bit differently here. Give Magical girls the following moves for the Start up: "*Fight Back*", "*Gain A Power*", "*Figure Something Out*".

Fight Back works like One Upping someone, except it usually applies to monsters on their initial strikes and only really holds them back. You can use this power to stop a monster from doing something, but you can't use it to BEAT HIM. You could use it, however, to defeat his flunkies. Gain a Power is similar to having a Gadget, it's just your Magical Girl has a new trick up her sleeve that she reveals come episodes end. "Figure Something Out" is similar to Get a Lead, only it applies more to a monster of the Weeks Crazy powers and what he or she might do. Introducing Element is still in the game and can be used as presented.

Taking hits mostly works the same way it does normally. Only getting Captured means more being in the Monster of the Week's clutches. Finally the Comeback also works mostly in the same way, except for one more move that can be done: "*Finishing Attack*" This can only be used on a monster who's had its butt-kicked well enough, and finishes it off.

## **What if I just want a normal resolution mechanic?**

Some people might be turned off by how this game handles resolution. After all it can be a bit odd to divide accomplishing something into an insta-win/make it up style. The game as presented is fairly freeform but that's the point. If a resolution mechanic is provided then it becomes all too easy for players to opt to roll and hope for the best rather than take their lumps like they're suppose to.

If you REALLY WANTED, you could say that a character's core idea is worth 2d6 and if they can apply their skill to a roll they roll 3d6 against a set difficulty (1-4 is bad, 5-8 is good, 9-11 is awesome 12+ is spectacular) and plot points can be spent to allow them to re-roll or add an extra d6 to their action (keep in mind: this is basically a dumbed down version of FATE's system so if you like the sound of this then I suggest you look that game up) but this can allow players a bit too much agency in what they can accomplish. Normally player agency is good! But when the Fall rolls around your players might feel more comfortable keeping their 1 plot point (or none if they're badly paranoid) rather than taking hits like they're suppose to.

I'm not gonna sit here and tell you how to run their games. But if you use this rule you need to sit down and be firm with your players: during the fall they HAVE TO TAKE HITS. This is to properly emulate the three act structures of silly cartoons and television shows like this game emulates. If you don't think your players can do that and will be too obsessed with making sure their PC's aren't getting harmed or one upped? Then this game's probably not for them I'm sad to say.

# Random Spy Generation

Making a teenage girl to roleplay out vaguely dodgy material can be... difficult for people. To help you get invested in this game, allow me to provide you a way you can (hopefully) build your own teenage spy character rather simply. WITH A DECK OF CARDS!

Basically: draw one card from a typical playing card deck. The card's coat (Clubs, Diamonds, Hearts or Spades) will dictate a very basic archetype describing the girl. While the number or type of card will determine the adjectives describing her. At the end: you will have her core concept. From there, draw two more cards which will determine her skills. I've made it so you have roughly two different Core concept tables to pick from: Normal (for Spies who're basically normal girls except for... ya know. Being spies) and Bizarro (for spies who're like, TOTALLY BIZARRO!).

Keep in mind: you are not limited to one table if you wish. You may draw 3 cards and pick from any of the below tables once you have them! You may even re-use the same skill table, as long as you have two different cards for skills.

<b>Normal</b>			
<u>Suit</u>	<u>Noun</u>	<u>Numbers</u>	<u>Adjectives</u>
Hearts	Idol	Ace	Trendy and Mall Crazed
Spades	Scientist	2	Brainy and Smart
Diamonds	Athlete	3	Cute and Ditzzy
Clubs	All-Star!	4	Sweet and Innocent
		5	Strong and Hot-headed
		6	Mean and Patronizing
		7	Resourceful and Clever
		8	Sneaky and Bratty
		9	Cold and Logical
		10	Manic and Jumpy
		Jack	Cool and Popular
		King	Resolved and Narrow Minded
		Queen	Nerdy and Introverted

<b>Bizarro</b>			
<u>Suit</u>	<u>Noun</u>	<u>Numbers</u>	<u>Adjectives</u>
Hearts	Princess	Ace	World Famous
Spades	Inventor	2	Intergalactic Alien
Diamonds	Warrior	3	Cybernetic Future
Clubs	Hero	4	Dimensional Travelling
		5	Enchanting Magical
		6	Gothic Undead
		7	Powerful Superhuman
		8	Accursed Demon
		9	Bionic Robot
		10	Divinely Chosen
		Jack	Pretty Psychic
		King	Cunning Shapeshifter
		Queen	... of the spirit world.

<b>Normal Skills</b>			
<u>Card Number</u>	<u>Skill</u>	<u>Card Number</u>	<u>Skill</u>
Ace of Hearts	Ballet	7 of Diamonds	Karate KICK!
Ace of Spades	Entomology	7 of Clubs	Dice Rolls
Ace of Diamonds	Archery	8 of Hearts	Disguise
Ace of Clubs	Billiards	8 of Spades	Electronics
2 of Hearts	Gossip	8 of Diamonds	Swimming
2 of Spades	Astrology	8 of Clubs	Politics
2 of Diamonds	Sucker Punching	9 of Hearts	Sincerity
2 of Clubs	Videogames	9 of Spades	Code-Breaking
3 of Hearts	Refined Speaking	9 of Diamonds	Biking/Roller-blading
3 of Spades	Basic Arithmetic	9 of Clubs	Moving Silently
3 of Diamonds	Fencing	10 of Hearts	Singing
3 of Clubs	Finding Stuff	10 of Spades	Biology

<b>Normal Skills (cont)</b>			
4 of Hearts	Puppy Eyes	10 of Diamonds	Driving
4 of Spades	Internet Surfing	10 of Clubs	Hiding
4 of Diamonds	Running	Jack of Hearts	Comedy
4 of Clubs	Coin Flips	Jack of Spades	Criticism
5 of Hearts	Hitting on Boys	Jack of Diamonds	Recovering
5 of Spades	Architecture	Jack of Clubs	Concealing on Body
5 of Diamonds	Jumping	King of Hearts	Being Inspiring
5 of Clubs	Eating Nasty Food	King of Spades	Tactics
6 of Hearts	Figure Skating	King of Diamonds	Riding
6 of Spades	Studying	King of Clubs	Upper Influence
6 of Diamonds	Judo-Chop!	Queen of Hearts	Pleading
6 of Clubs	Home Explosives	Queen of Spades	Empathy
7 of Hearts	Lying	Queen of Diamonds	Defending
7 of Spades	Hacking	Queen of Clubs	Helping Others

<b>Bizarro Skills</b>			
<u>Card Number</u>	<u>Skill</u>	<u>Card Number</u>	<u>Skill</u>
Ace of Hearts	Energy Beams	7 of Diamonds	Teleportation
Ace of Spades	Telepathy	7 of Clubs	Control Water
Ace of Diamonds	Detecting Lies	8 of Hearts	Postcognition
Ace of Clubs	Super Aiming	8 of Spades	High Jumping
2 of Hearts	Shadow Control	8 of Diamonds	Enhanced Smell
2 of Spades	Magnetism	8 of Clubs	Sensing Emotions
2 of Diamonds	Breathing Underwater	9 of Hearts	Controlling Plants
2 of Clubs	Phasing	9 of Spades	Duplicate Self
3 of Hearts	Freezing Things	9 of Diamonds	Absorb Fire
3 of Spades	Healing	9 of Clubs	Absorb Electricity
3 of Diamonds	Chameleon Skin	10 of Hearts	Super Climbing
3 of Clubs	Super Balance	10 of Spades	Whirlwind Spin

<b>Bizarro Skills (cont)</b>			
4 of Hearts	Imitating Voices	10 of Diamonds	Sonic Scream
4 of Spades	Draining Life-force	10 of Clubs	Super Strength
4 of Diamonds	Seeing in the Dark	Jack of Hearts	Super Speed
4 of Clubs	Pyrokinesis	Jack of Spades	Necromancy
5 of Hearts	Control Air	Jack of Diamonds	Control Electricity
5 of Spades	Toxic Immunity	Jack of Clubs	Regeneration
5 of Diamonds	Disease Immunity	King of Hearts	Luck Control
5 of Clubs	Control Earth	King of Spades	Generate Shield
6 of Hearts	Flight	King of Diamonds	Double Jump
6 of Spades	Near Invulnerability	King of Clubs	Bizarro Nullification
6 of Diamonds	Super Memory	Queen of Hearts	Cloth Control
6 of Clubs	Invisibility	Queen of Spades	Speak any Language
7 of Hearts	Super Senses	Queen of Diamonds	Control Weather
7 of Spades	Controlling Animals	Queen of Clubs	Astral Vision

## **Nefarious Villains**

The following are some villains whom your spies might run into. Some are more threatening than others, but they're all rather silly. Each villain comes with a name, a short paragraph description, and an MO for how your character can take a hit when dealing with said villain, as well as what their general evil scheme is. GM's are free to use any of these villains in any game they wish. One thing to remember is that killing a villain is typically a no-go. The villain isn't going to pull anything too horrifying or destructive so a good old sentence to the prison is typically good enough.

### **Miss Control**

Wearing a gaudy white outfit with a helmet, boots, and long fingerless gloves. Miss Control appears to be a villain outside of a sentai show. She is the “ruler” and major personality of a theme-park known as Futuropolis. While the people attend this park for fun, Miss Control takes her position as its ruler and monarch VERY seriously. So seriously in fact that her goal is to TRAP thousands of people in her park, levitate it into the sky and turn it into her own sovereign nation. To help this she has all manner of robot minion and personal guard. She surrounds herself with women and men in all kinds of silly looking future tights. Hoopskirts, gogo boots, visors, antenna, all of those elements are apart of Miss Control's overall aesthetic.



**MO:** Spies can be called in to find out about a series of missing person reports, or they could simply attend the park in their civilian ID's and realize something's wrong. They could find people who go on certain rides disappear, or maybe even have one of them take a hit early and disappear on a ride? Who knows. Either way: taking hits with Miss Control should be pretty easy. Any robot minion could come up and kick one of their butts, or capture them and put them into an electro-cage for Miss Control to monologue to them. Any spy can easily be brainwashed or assimilated into becoming one of Miss Control's lackeys, as she could easily have access to a brainwashing headset or chip or something. Transformation is a bit more difficult however as there's not a lot of leeway or justification for why she'd want one of them to stop being human. The spies can stop her a number of ways. Beating her up herself or possibly destroying the generators she was going to use to levitate the park into the sky. She can be captured and placed into custody, or escape in a space-pod for the spies to face another day.

### **Iggy Rock**

A rockstar with a chip on his shoulder. Iggy was going to be a great singer/guitarist until a bum deal with his record label caused him to get into a horrible genetics experiment (don't ask how one thing lead to the other, it's a long story...). Now Iggy is a lizard man! With green scales, sharp claws, a forked tongue, yellow slit eyes and fangs. He's not gonna let his new appearance get him down however. With his roadies and die-hard fans, he's gonna put on a performance that'll totally stick it to the man! By playing a song that'll caus every single snake, lizard, crocodile and cold scaley thing to go berserk and reek havoc on a city of the GM's choosing.

**MO:** Spies can be called in due to a mysterious rash of reptiles acting out of control or the stealing of some experimental herpetology equipment from a top secret base. Should they figure out it's Iggy Rock any one of them is free to say how big a fan they were until his "indefinite hiatus" which typically means they're opening themselves up for a hit. Taking hits in this case is pretty straightforward, they can easily get their butts kicked by a crocodile they didn't see, or maybe by a roadie/groupie they didn't notice, or even by Iggy himself who's just revealed that he's in fact a lizard guy. Typically they'll be tied up in chains in his sewer base, where he'll explain his plan, or one of them can be transformed into a Lizard-girl with the help of the same genetics stuff that made him what he is (he's just messed up like that). Mind-control doesn't really work here, unless you argue she gets turned into a lizard and the controlling music makes her into one of his pawns, but that might be a bit of a stretch.

## **Donovan Hotshot**

A great racer, Donovan always won his races in the indie 500 circuit with flare and pizzazz. But when he was kicked from the circuit for making illegal modifications to his car, he wanted to show the world he could be great. And so, he invented a device that would allow him to alter the roads of the world, and inevitably transform every single highway into his personal high-speed racing circuit. Along with his supped up mega-car and thick German accent, it's hard to not think of Donovan as a great man who's more than a little off his rocker.

**MO:** The spies should probably be given a car themselves as a gadget if they're sent out against Donovan. They'll most likely be sent to Germany, Italy or some other European nation to take in the sites while they attempt to uncover why these roads have gotten entirely out of control and have basically bent into hot-wheels tracks. They should most likely encounter Donovan while he is driving, and offer up plenty of opportunities for one or all of them to get their butt kicked in a driving competition. Getting kidnapped by Donovan is easy, he can run their car off the road or have a group of fellow racers who join him on board his personal giant rocket-truck. While inside, they can hear Donovan's monologue and have one of a few things happen. If any of the spies showed off their proficiency driving (such as having "driving" as a skill or as part of their core concept) then he will opt to take one of them as one of his challengers for his own GRAND PRIX he is about to do (obviously). If the spy takes the Brainwashed/assimilated hit then the racing helmet she's given makes her completely obedient and willing to race Donovan (and lose... the guy doesn't see much of a problem with this) but if she just took the captured hit then she can just be given a regular racing suit and forced to compete. If none of them showed off their skills? He's just gonna tie them to the hood of his truck where they'll have to escape. From there it's pretty easy to stop him. Beat Donovan in a race or destroy his machine that lets him control roads (or better yet? Total his car?) and the spies should win pretty easily.

## **Stephanie Ford**

With golden locks, a winning smile, a beautiful dress and a pure white apron, Stephanie appears to be the prototypical American Housewife. She is a beautiful and enigmatic woman who just wants her house, lawn and (inevitably the entire world) to be perfect. In truth she is a robot who was designed by a company to be a test at making a perfect marketing icon for their cooking magazines and lawn-care pamphlets. Things got out of control when she gained the knowledge to create a machine called "The Perfectifier". Anyone who enters into the machine will come out as a "perfected" version of themselves... or at least "perfect" by Ford-bots own very skewed programming of what is "perfect". Her tactic is simple: move into a neighbourhood, and begin perfecting anyone who comes into her house with the assistance of her robot cleaning machines and her own advanced weaponry. She then continues to perfect and make everything dolled up and in her own image until the whole world conforms to her way of thinking.

**MO:** Spies will most likely run into her when she moves into the neighbourhood. Slowly people, places or events will become ripped straight out of Pleasantville, with every man being a cleanly shaven jimmy-gee willikers high-school quarterback while every girl is a conservatively dressed father-knows best who's only occupation is cooking and cleaning for her own household. When spies investigate, they'll start to uncover the meaning behind Stephanie and the "perfect" world around them. Getting captured is pretty easy here, just have a group of perfected townsfolk or people fight the spies and subdue them. Brainwashed/assimilation here is once more pretty simple, just have one of the spies be "perfected" and go from there. Transformation is a bit more difficult however, though you could say the "perfection" for the spy doesn't really make her obedient. It just puts her into the dress and makes her opinions on certain things change (she screams at the sound of spiders, she constantly comments on the appearance of different home areas, she's constantly in the same 1950's styled dress). This can be particularly hilarious if performed on a tomboy character.

### **Tammy Arcana**

The spies might know Tammy! She attends their school. She's a mostly shy and reserved student who is sadly picked on by several bullies. She's had it up to here, so much so that when she happens upon a magical spellbook? She intends to take her complete revenge on the student body. The mad whispers of the book bestowing upon her great and terrifying visions of power and conquest. Once she's gained the book, she will become a full on cackling evil witch with a god-complex and a desire to take revenge on all those who picked on her.

**MO:** If the spies were nice to her before she receives the book then they'll more or less bear witness to the chaos going on around them before the book eventually causes Tammy to go nuts and think they're enemies too. Teachers turning into frogs, classrooms leading to extra-dimensional portals, snobbish cheerleaders having all manner of crazy stuff happening to them. The spies should spend the setup mostly uncovering that a crazy sorcery book is being used, and uncovering that Tammy is the one using it. Because her power becomes neigh limitless, they could take hits in any number of ways. Getting their butts kicked by Tammy launching fireballs, monsters she summons, etc. Getting transformed into any kind of beast or creature, being hypnotized or enchanted. Anything really goes for Tammy. This makes beating her problematic but obviously there are two ways to stop her. If they reach out to her as friends then she'll probably try to snap out of the book's control, only for it to be destroyed, taken by the organization or fall into the hands of another (next session? Maybe?) but if they opt to just kick her butt some other way she'll probably be permanently deranged and villainous and continue to plague the spies for interfering with her revenge. One thing the spies could do is opt to take a hit during the fall where THEY take the book from Tammy and are corrupted by it. This works like normal brainwashing/assimilation only it's a book instead of an evil villain doing it.

# On Fetishes

There's being dodgey and then there's being blatantly sexual. While *Totally Spies* certainly slices the line a bit, it doesn't go over-board and tries to present its subject matter in a form that's "suitable" for kids. Yes this book contains plenty of potential for perversion and overtly sexual roleplay, but when exactly do you cut the line from "What is silly fun" to "what is gross or morally abhorrent"? Well... we're not here to make any judgements about what the readers of this PDF are into. You can fap to what you want, and enjoy what you want. But we recognize that sexual themes are always going to be a delicate situation, and what might be a big turn-on or hilarious to one guy might just be horrendously taboo or repugnant to another. Sex and the desire for it are very emotional, very personal things and it'd be wrong for me or anyone else to say what you can and can't bring to the game. So please: before you run this game make sure you're keen on what people like or dislike in terms of content. With that said: there are certain rules/guidelines that shows like *Totally Spies* followed and I'm going to point those out. If you're unsure whether or not you should do something? Just follow this guideline.

- 1) **Leave it On:** Nudity is a big no-no. Unless you're gonna make a joke about it and conveniently have plenty of random foliage covering your naughty-parts then don't whip this out here. Yes we're aware that a villain who causes clothes to dissolve is perfectly in-character for the setting, but try to not use this unless it's done to overly cartoon silly extremes.
- 2) **Keep it well proportioned:** Fun-bags are fine and dandy, as is a nice figure. But when you have goldfish bowls or look like Lady-Gaga/Madonna then the censors are gonna descend on you like a ravenous pack of piranha. Don't go for cone-boobs or constantly pointing out your character's got a Triple-D. It might be what you're into but it's not gonna fly past the radar.
- 3) **No Scat, No Vore, No Guro:** This should go without saying, but the radar's gonna pick up on that shit in an instant. Vore you can maybe get away with by implied devouring or if the thing is so huge and animalistic that being inside it's stomach is more of a Johna and the Whale situation than anything else, but anything beyond that and you're just asking for trouble.
- 4) **Don't Dwell on It:** Your character might be in super-tight form fitting clothes or maybe a really short skirt but don't draw attention to it. Keep your character's actions and emotions on the situation. The more you dwell on something in fascination the more you're throwing up a big red flag that'll have the sensors on your butt. It's ok if it's used as a joke or a one-time thing, but the more you focus on the fetish the more it becomes a problem.
- 5) **If at any point you're uncomfortable with something, just say "I wanna take a moment" and explain yourself to the GM and PC's.**