

# SPY X Bluff



3-5



14+



2-3hr

## KEY FEATURES

- Spy x Family-style drama
- GM-controlled mission pacing
- Dynamic card economy
- Poker-based bluffing system
- Co-creative spy narrative

## CORE MECHANICS

- Reveal or bluff to attempt a mission action
- Players may call a bluff and force card exchanges
- GM may force reveals to steer narrative consequences
- Loop: Declare → Bluff/Reveal → Call → Draw → Story Outcome
- Play around blackjack hands (or 2-card hands: 2-10, J is 11, Q is 12, K is 13, Ace is 14)

## THE EXPERIENCE

Players become spies, criminals, and civilians shaping a dramatic mission.

Through co-creation and bluffing, every action becomes a story twist.

Bluffs, reveals, and GM intervention drive the tension of espionage drama.

## GAME FACTS

- Genre: Spy Drama / Social Deception
- Tone: Cinematic, tense, humorous
- Complexity: Low rules / High creativity

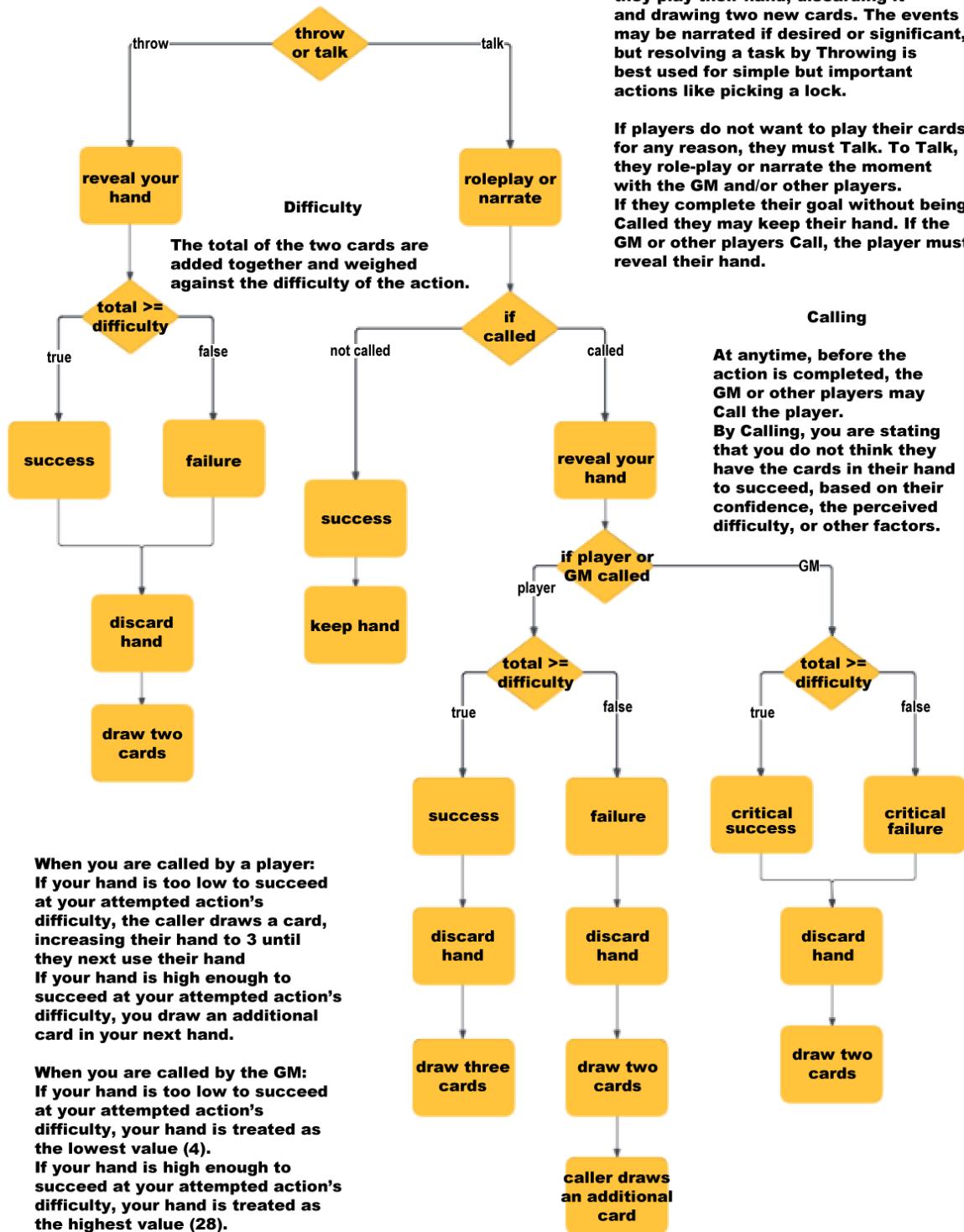
## WHAT'S INCLUDED

- French deck cards
- Character trait sheets
- Relationship Web Sheet
- Rule book

Ready?

# Core Gameplay

December 13th, 2025



# Gameplay Mechanics:

*Discussion – Taking Action – Evaluating Difficulty – Throw or Bluff – Resolution*

## Discussion

It's important to discuss what you want to do, your character's goals, and your ideas for how things could play out. This helps the GM, your fellow players, and you craft a fun and memorable experience at the table.

## Taking Actions

While discussing and ideating, the GM may prompt you to take an action OR you may decide you want to do something.

## Evaluating Difficulty

Every action has a difficulty between 1 and 10, with 1 being trivial and 10 being impossible. The target number for success is always 3 times the difficulty.

## Throw or Talk

To resolve a task or interaction with a chance of failure, players must either Throw or Talk. If they wish to Throw, they play their hand, discarding it and drawing two new cards. The total of the two cards are added together and weighed against the difficulty of the action. The events may be narrated if desired or significant, but resolving a task by Throwing is best used for simple but important actions like picking a lock.

If players do not want to play their cards for any reason, they must Talk, aka role-play or narrate the moment with the GM and/or other players. At anytime, before the action is completed, the GM or other players may Call the player. By Calling, you are stating that you do not think they have the cards in their hand to succeed, based on their confidence, the perceived difficulty, or other factors. If they complete their goal without being Called they may keep their hand. If the GM or other players Call, the player must reveal their hand.

### **When you are called by a player:**

If your hand is too low to succeed at your attempted action's difficulty, the caller draws a card, increasing their hand to 3 until they next use their hand

If your hand is high enough to succeed at your attempted action's difficulty, you draw an additional card in your next hand.

### **When you are called by the GM:**

If your hand is too low to succeed at your attempted action's difficulty, your hand is treated as the lowest value (2).

If your hand is high enough to succeed at your attempted action's difficulty, your hand is treated as the highest value (28).

Resolution

If you have to show your cards for any reason, after success or failure is determined you will discard them and draw 2 new cards.