

THE SPY GAME

LINES AND VEILS

LINES

A line is something we'll never cross—it won't be mentioned in the game by anyone. List them below.

Suggestion: Torture

Torture is inhumane and has proven time and again to be an unreliable method of information gathering, and should be considered an automatic **line** in your game. If you decide as a group to explore grittier themes, then torture could become a veil, but only if everyone agrees and is comfortable with it—and even then, that consent can be withdrawn at any time.

VEILS

A veil is something we might mention, but won't be described in any detail. List them below.

Suggestion: Seduction

Love and lust are tropes used in spy fiction, from honey traps to promiscuous spies on an assignment, to seduction as a means for gathering intel. Some groups are happy to explore themes of romantic and sexual relationships with underlying deceit, but not everyone is okay with those themes in play. Your whole group should be okay with any form of seduction between characters, and you should always ask for the consent of the other players at the table.