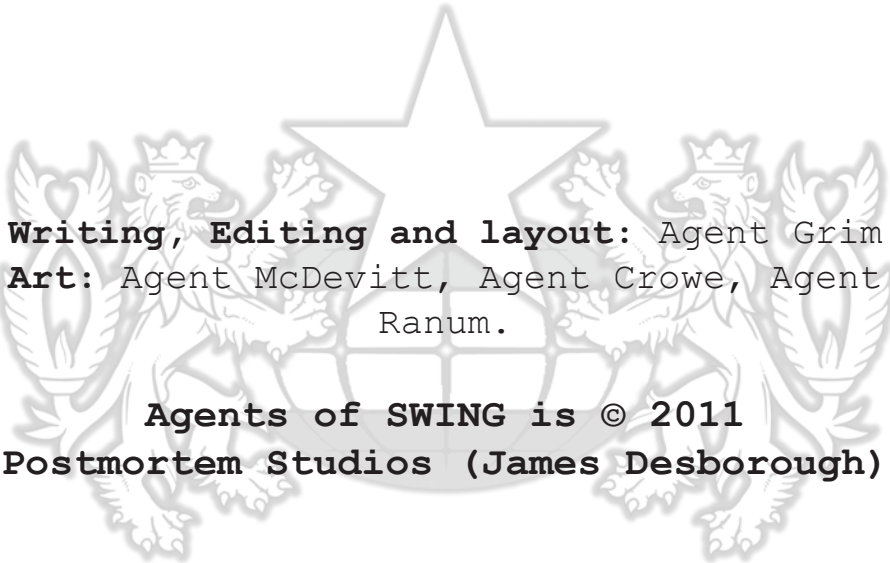
A blue circular target with a white bullseye and a red center dot.

AGENTS OF S.W.I.N.G.



The logo features a large, solid black circle on the left. To its right, the words "AGENTS OF SWING" are written in a bold, white, blocky font with a thick black outline. The letters are slightly shadowed to the right, giving a 3D effect.

AGENTS OF SWING

A large, faint watermark is centered on the page. It consists of a five-pointed star at the top, a shield in the middle, and two crowned lions on either side of the shield. The shield and lions are flanked by decorative flourishes.

Writing, Editing and layout: Agent Grim
Art: Agent McDevitt, Agent Crowe, Agent Ranum.

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Postmortem Studios (James Desborough)**

A rectangular stamp with a thick, black, distressed border. The words "TOP SECRET" are written inside in a bold, white, sans-serif font, slanted upwards from left to right.

TOP SECRET

Foreword

I was born in 1975, well after the heyday of the adventure serials made famous by *ITC Entertainment*, *ABC Weekend Television* and media mogul Lew Grade. Back in the 60s and 70s these set the gold standard for adventure and glamour and rode the wave of 'Swinging London' chic, even through the grimmer and nastier 1970s, moving from aspiration to escapism.

Thanks to the cheapness of the *BBC* and *ITV* and their tendency to play out a lot of repeats - at least in the days before Satellite TV - I did get to see a lot of these series as I was growing up, in the 1980s, along with the series that lasted into that decade. I saw a hell of a lot of these older, stranger programmes. Recently, the same penny-pinching and nostalgia has been fuelling reruns on satellite television, bringing a lot of these old series to a new audience, even if it's mostly appreciated as kitsch rather than the ground-breaking and adventurous television that it often was at the time.

We've moved on, but they retain a hell of a lot of their old charm.

Many of the series and the performances in them are still iconic today and, while most of them fall into the 'Adventure series' and 'Spy-Fi' genres, they're also part of a broader category that takes in series and films as diverse as *James Bond*, *Doctor Who*, *The Professionals* and *Sapphire and Steel*.

The Avengers in particular typifies the eccentric and eclectic nature of adventure television at the time, swinging wildly from cold war drama, to criminal investigation and supernatural or science-fictional strangeness, apparently without any regard as to whether it particularly made any good sense.

The only genre today that really captures the same spread of lunacy is probably anime, if you can even call that a genre.

Foreword

Catching that spirit of the series' of the 60s and 70s has been the main goal of writing *Agents of SWING*, and *FATE* - with a few modifications - has been the system of choice simply because it's good at allowing for a very broad range of different elements to interact. The spirit of the adventure serials is also quite similar to that of the pulps which, in turn, inspired *Spirit of the Century*.

Rather than that incarnation of *FATE* I have chosen to go with the version found within *Starblazer Adventures* as a basis which, as an enormous brick of a book, contains structures, systems and ideas well suited to the Spy-Fi genre as well as coming - in inspiration at least - from a similar time period.

The final part of inspiration going into *Agents of SWING* has been Alan Moore's *League of Extraordinary Gentlemen*. The idea of combining heroes and villains from across a period of fiction into one cohesive world is hugely appealing and allows for all manner of 'what if?' scenarios.

How would *James Bond* react to *Emma Peel*? What would *John Steed* make of the brutish tactics of *Bodie* and *Doyle*? Would the *IM Force* know what to do when confronted with a fracture in time?

Throw all this together back into a time of the Cold War, Swinging London, miniskirts, Vietnam protests, *The Beatles*, hippies, psychedelia and the sexual revolution and I think you have a potent combination that's ripe for some wild and crazy adventures. Hopefully I've managed to convey that and, through this game and the material to come in support of it we can build a wonderful game world and some brilliant stories together.

You can follow me and talk to me on Twitter @grimachu
You can mail me at:
grim@postmort.demon.co.uk
You can keep up with Postmortem Studios at:
www.postmort.demon.co.uk
We can also be found on Facebook.

No, really, *DO* tell me about your character (and your games).

Grim



Chapter 1: Introduction

Introduction

Welcome!

You are about to become an important secret agent, dedicated to protecting the world from the kinds of strange and unusual threats that the posturing superpowers of The Eagle and Bear are too preoccupied to address. While the world spins on and the people huddle and worry about nuclear Armageddon they forget to look out for other threats and not everything that threatens the safety and security of the world is dropped from a bomber, fired in a missile or carried in an armoured vehicle.

There are organisations with greater interest in controlling the world than destroying it. Groups that prefer profit to destruction. Conspiracies that place power above ideology.

There are scorned geniuses with technology that seems like magic along with egos that match the domineering gods of Greek mythology. There are mysteries and powers that defy comprehension.

Someone needs to deal with these and the conventional forces of the intelligence services simply aren't up to the task of doing so, indeed their missteps have spawned many of these threats.

The world needs protectors, defenders who place the world as a whole ahead of any other considerations and are willing to set aside their differences, their preconceptions and even their national loyalties for the greater good of humanity and the Earth as a whole.

That's where YOU come in agent.

What is SWING?

SWING stand for the 'Supreme World Intelligence Network Group'. SWING is an international espionage and counter-espionage organisation dedicated to dealing with the threats that fall beneath the radar of the obsession that East and West have for each other, but which still form a threat to the peace and security of the world.

Introduction

They're a sort of safety net of global security and one that may also be, covertly, standing between the forces of East and West to hold off the end.

SWING draws its agents from talented individuals, many from the secret services of other nations across the world regardless of their ideology or nation of origin. It brings them together in a single agency, providing them with the expertise and manpower necessary to be everywhere, to watch everything, to pick up on unusual stories and information and to counter threats that the wider world will never know existed.

It's better that way for everyone, if people knew how often something terrible nearly happens, nothing would ever get done.

SWING has embraced the new age of technology, fashion and optimism and has discarded the old ways that still make many agencies hidebound to an outmoded and staid way of doing things.

SWING's origins are mysterious and run back prior to The War but, despite the organisation's apparently venerable age they're driven by modernity and are not afraid to shake up the old order to do what needs to be done, even to ride roughshod over it to make whatever sacrifice is necessary to ensure the safety of the human race. Vision and effectiveness is more likely to get you promoted through SWINGs ranks than family ties or wealth.

What is FATE?

FATE is an award-winning game system (evolved from FUDGE) that, in various interpretations, has driven Spirit of the Century, Dresden Files and Starblazer Adventures and others. It's an open-source system which means anyone can develop for it, reinterpret it and tweak it for any commercial or non-commercial project they can think of. While the books that use the system are often quite bulky, the system itself is light and intuitive and easily tinkered with to fit almost any genre.

Introduction

FATE is good for a fairly loose and free-rolling game, it's not quite a light 'story' game and it's not really a full-on 'rules heavy' game, it's quite simple and quick to pick up but has enough grit and flexibility to be suited to most kinds of cinematic or televisual role-play, something that makes it a perfect choice for SWING.

You can find out more about FATE at www.evilhat.com - and more about Starblazer Adventures, the FATE version from which Agents of SWING is derived at www.starblazeradventures.com and www.cubicle7.com

What is Spy-Fi?

Agents of SWING is a fairly broad game taking in a swathe of shows from the 60s and 70s across several genres from supernatural and adventure to espionage and science-fiction, but the main focus of the game is centred on the particular genre known as 'Spy-Fi'. Exemplars of this genre include The Man from UNCLE and The Avengers.

These serials depict the adventures of super-agents, foiling plots and schemes that are far outside the norm and which often include fantastical elements.

Spy-Fi takes the espionage genre, amps it up with style and panache and incorporates science fiction, supernatural or fantasy elements into it.

Eccentric and often psychedelic or strange, Spy-Fi emerged out of the jet age, out of rockets, atomics and transistorisation, merging with the social revolution of the 60s, womens lib and pop art to create something unique and more than a little bit special.

Some modern TV series are returning to the genre, Fringe, Alias, La Femme Nikita, Chuck and others fit into the genre but they lack the free-wheeling joyfulness and revolutionary spirit of the 60s that shaped the originals.

Introduction

You can find many of the old series being repeated on cable and satellite television late at night and on nostalgia related channels as well as on DVD/Blu-Ray where entire series can be purchased fairly cheaply.

If you're after some inspiration, you could do worse than rooting through Amazon's catalogue for collections of these old series or renting them from Lovefilm to get yourself some inspiration and some plots to rip off.

What is an RPG?

This is a dreaded question for people who do play role-playing games because it's such a hard question to answer.

Role-playing isn't really like anything else and, these days, has unfortunate, 'naughty', sexual connotations. Still, it's worth a try on the off-chance that you're new to role-playing or that you're trying to explain it to someone else before you play...

Role-playing is a communal game of 'Let's pretend'.

Perhaps when you were little you played 'House' or 'Soldiers' or pretended to be your heroes from Star Wars, playing out elaborate games, reliving your favourite moments from the films or dealing with domestic crises that would make a soap-opera writer wince at the cheesiness of it.

In a role-playing game things are a bit more formal, you have players and a 'referee' of sorts who is in charge of the rules and the story that you make together.

The rest of the players take the part of characters and describe their actions. When there's any question over whether you succeed or not in what you're trying to do the rules step in, just so you don't get into arguments over who got shot, who missed or just how good that lemon soufflé was.

Introduction

The referee guides you through the story, interprets the rules, lays down the law and together you guide your characters through the plot, enjoying yourself on the way and getting some good 'war stories' to tell about your heroics-by-proxy.

Role-playing is engaging in a flight of fancy for your entertainment, like directing your own film, writing your own story or stepping into the television and directing that stupid character to do what you'd do, rather than what they end up doing.

It's a game for a group, one that helps cement friendships, creates mutual stories and leaps of joint creativity that are hard to find anywhere else. They're much more personal, much more self-determined and hence much more satisfying than most computer games.



Introduction

What do you need?

In order to play Agents of SWING you will need...

- *Paper for making notes (you could use a laptop or netbook instead).*
- *Copies of the character sheet found in the back of the book (you could use a laptop or netbook instead).*
- *Pencils and erasers (you could use a laptop or netbook instead).*
- *Three six-sided dice for each player (three different colours, red white and blue is good and very patriotic).*
- *At least one person to play an agent (three is better, six is about maximum).*
- *At least one person to take the part of Control (the game referee).*
- *A place to play (somewhere comfortable without too many distractions).*
- *Optional: Some snacks and drinks to keep you going while you play.*
- *Optional: Some mood-setting music from the 60s and 70s, movie soundtracks work well. Don't play it too loud or it's harder to play and be heard over it.*

Getting a Game on

The easiest way to get a game together is much the same way as you would get any other game together, like monopoly or scrabble.

Rope your friends and family into it!

Of course, role-playing games can confuse some people as there's no board and some people think playing pretend is childish, even with video games becoming ever more popular.

If you can't find enough people this way you have some other options...



1. Find a gaming club:
There are gaming groups all over the place, some held in schools, colleges, universities and other public locations and others held privately. If you ask around in book shops, libraries, gaming stores, computer game stores and other places you're likely to find a group that might take you in and play Agents of SWING. You could even start your own, leaving fliers around or hiring a room where you can get your group together, or even hosting the games at your own house.
2. Playing online: You can find players in your area on various websites like ukroleplayers.com, rpg.net, therpgsite.com and others. You'll also find communities on Livejournal, Facebook and others dedicated to role-playing and even if you can't hook up with someone local you can likely get involved in a game that can be played over e-mail, instant messenger, chatroom or voice chat.

Who is Control?

Arguably the most important player at the table is Control, the referee, the narrator, the storyteller.

Control possibly has the most fun in the game - springing plots and traps on the agents and enjoying their reactions - but it's also the playing position with the most responsibility and the most work to do; preparing adventures and running them through from the start to the end, smoothing over arguments between the players and making sure that they know the rules.

Control needs the help of the other players to make a successful game.

They need to not argue too much, not disparage Control's efforts overly and need to encourage and reward Control for their work, either with kudos or extra snacks.

Equally Control needs to take responsibility, be impartial, learn the rules and to use their creativity to ensure that everyone has a good time.

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Control can rotate from one player to another, to give everyone a chance to be Control and to be a player, or the mantle can settle on the player who has the best imagination and can come up with the best plots, schemes and villains. It usually becomes pretty obvious, fairly quickly, who makes the best Control and they tend to take to the role like a duck to water.

Example of Play

Dave is playing Jackson Queen, author and adventurer. He's on his way to catch up with the rest of his colleagues. He has arrived in Delhi via British Airways and is about to make his way to the hotel.

Control: *Stepping out of the airport is like stepping into a hot, wet furnace. There are people everywhere and even over the stink of the exhaust you can smell spices and cooking meats. The roads look crazily dangerous but you spot a driver in a safari suit waiting for you, a white cap on his head and a sign with 'Queen' written in large letters.*

Dave: *Alright, I light up my pipe and gives a nearby urchin a handful of coins to bring my bags to the car. Then I stroll up, hands in pockets and introduce myself to the driver.*

Control: *"Ah! Mr Queen." He says, with a clipped RP accent. "The local office sent me to pick you up and take you to meet your friends." He opens the door and gestures for you to get in.*

Dave: *I'll check his ID before I get in. We don't want a repeat of Cairo now, do we?*

They both laugh

Control: *His ID is completely kosher and you settle into the back of the car, letting him deal with the appalling traffic and trying to get the kinks of your air travel out of your joints. You're about halfway there when with sudden speed a pair of Morris Ambassador's come flying out of side streets and swing onto your tail, cutting through the traffic and lined up on a collision course.*

Introduction

Dave: *Bugger. "Step on it driver, we seem to have picked up some trouble!"*

Control: *Alright, we're into a conflict now. At the moment you're at one distance from them, you need to get to eight distance to get away. You're not driving, but you can help in various ways if you can figure something out.*

Jackson is being chased so his driver makes a speed check at +2 (the speed of the car). Getting a total of 6, increasing the distance to 7. If they can keep up this lead they'll be well away. Control decides not to get for any fancy manoeuvres and hopes that mere luck will see them away.

Control then rolls for the minions who are following. They're minions and can work together, so they get a +1 bonus, but only one roll between them.

They get 5 in total, closing the distance to 2. So they drop behind a bit, but not much. They're determined to catch Jackson so Control decides to make them do a manoeuvre to try and close the distance.

They're just going to try cutting and weaving through traffic, so it's only 0 difficulty. They get 4 shifts and so close the distance back to one.

Control: *You accelerate away at high speed, sending cyclists and moped riders flying off the road in a panic. The Ambassador's drop back quite a distance but then hammer down their accelerators, coming up behind you at rapid speed, clipping the wingmirrors off a truck as they close in on you, catching up the lost distance. What do you want to do?*

Dave: *Is there a bar in the back of this car?*

Control: *No, there isn't.*

Dave: *But I have the aspect 'I only travel first class'. Surely they'd know better than to send me a car without a bar.*

Control: *True, if you spend a FATE point there's a bar.*

Dave: *Excellent. I throw it open and grab the bottles of spirits. How many are there?*

Introduction

Control: Whisky, vodka and brandy, so three. You gather up the clinking bottles in your arms, that's all you can really do this turn.

Dave: While I'm doing that I'll shout to the driver to turn into a side street.

Control: Alright...

Control goes into the second turn of the pursuit. The driver rolls a magnificent 7, increasing the distance to 8. If they can hold that distance they'll escape this turn. Turning into a side alley is ruled to be a +2 manoeuvre and Control rolls again. Only +1. The manoeuvre fails so the distance drops to seven and Control rules that the car takes a point of physical stress from scraping the sides of the alley. The limo has 5 physical stress left.

The pursuers only manage to roll a three, dropping back, the distance is now at 4. They also have to mimic the manoeuvre, swinging into the side alley.

They only get 1, failing, dropping back again to 5 distance and scraping the sides of their own vehicles, dropping to 4 physical stress each.

Control: The car swings into the alley, scraping its sides, breaking off its wing mirrors, showers of sparks as bricks tear the paint from the sides. The pursuers don't do much better and you open up the distance between you and them though this whale of a car can't move as well as some. What do you do?

Dave: I stand up, hurl the bottle of vodka onto the street behind us and ignite it with a shot from my service pistol, regretting that I have to do so uncouth a thing.

Control: Alright, make a guns roll. That will determine the hazard difficulty for the bastards following you, like a normal hazard.

Dave: Can I push my luck and ask for an aspect, 'blazing?'

Control: Makes sense to me. Alright.

Introduction

Jackson is a bit rubbish with a gun, not having any skill with it. He's down to luck really. He rolls a zero.

Dave: Bugger. I've got no suitable aspects or stunts. So I'm down to spending FATE. I'll throw 3 points at it. Expensive, but if they catch us. I'm toast.

Control: Alright, the bottle smashes into the ground and you shoot the puddle, a sheet of flame explodes up as the pursuing cars barrel through it. 3 difficulty for them and you get a FATE point back for creating 'blazing'!

Control rolls for the pursuers and gets -1, a pathetic showing! Their distance drops back to 6 and they take four system stress, wheels ablaze with fire. Armour doesn't help against that since it's right on the wheels.

Control: The flames blaze around the cars as they pursue you, igniting their tyres. They're still coming though and the flames are soon going out.

Dave: Wait! Can I tag 'blazing' to add two more damage to their wheels. That would knock them out wouldn't it?

Control: Sure. You want to do that then?

Dave: Yes.

Control: The weakened tyres can't handle the trash in the alleyway and there's a sudden 'bang' as one tyre explodes. T

he lead car twists into the side of the alley with a terrible crash and the one behind it smashes into the back of it, both of them grinding to a halt.

Your car smashes out the other side of the alleyway, obliterating a lassi stand and swerving back onto the road. You're away.

Dave: I toss the brandy aside and sit back down in the back of the car, taking a swig from the bottle of scotch.

"My hair is absolutely ruined. Do we have time to stop at a barber?"

Introduction

After a brief diversion to get his hair seen to, Jackson is reunited with his compatriots and they can begin, in earnest, to pursue the rumours of the Indian Hellfire Club, an offshoot left behind from the days of the Raj, dangerous hedonists who wish to turn India to their own, horrific agenda...



TOP SECRET



Chapter 2: Orientation

Orientation

The existence of television and other material from the 1960s and the fact that our parents and grandparents - in many cases - lived through it, makes it seem strangely familiar but there are a lot of differences, small and big, that from the perspective of the 21st century can make the past seem far stranger.

Much that we take for granted in this day and age - personal computing, mobile communications, easy access to information - didn't exist back then and the 60s were still feeling the impact of the postwar austerity.

That's a large part of what the decade was rebelling against as well as celebrating, the end of rationing and the birth of the consumer society. Of course, that had already been going on in America since the 1950s, but it was new for Europe and, perhaps especially, Britain.

Many of these differences are a boon to Control. With no mobile phones characters can't easily call for help. With no internet, finding clues and information is more long-winded and takes more skill. Character knowledge and expertise becomes a lot more important when you can't just Google things.

While there are computers, in the 1960s they're enormous, room-sized devices as likely to be programmed via punch-card as anything else.

The backdrop of The Cold War also creates a lot of opportunities for Control to bring in interfering goons from the CIA or KGB and defectors and double-agents on both sides of the Iron Curtain make for a plot goldmine as does the risk of independent powers or mad scientists gaining access to nuclear weapons or setting the two sides against one another for their own ends.

Orientation

People are far more isolated and far more reliant on authorities, especially for news and information. The BBC is vastly important on a global scale, class and political affiliation are far more black-and-white and if you hold to a particular political view it's illustrated by the newspaper (remember those?) that you read, rather than the blogs in your bookmark list.

Students around the world are far more likely to subscribe to far left and extreme libertine and liberal ideas than they are today. These movements are real, strong and a source of fear for authorities.

While communications are relatively limited, people are far more close knit. Neighbourhoods have more of a genuine character, especially outside the big cities. People know their neighbours and look out for each other more. This is particularly true of rural areas, even more so than in the current day and age, something that can make investigating agents particularly unwelcome when they're off the beaten track.

In the 60s space wasn't considered boring - and it still shouldn't be quite frankly - and everyone thought we'd be living on the moon by the 1980s.

There was a sense of incredible optimism behind and beyond the space programme, despite the threat of nuclear Armageddon.

There was a hopeful, revolutionary spirit that heralded the beginning of the end for institutional racism, sexism and other forms of discrimination as well as an expansion to civil rights, social justice and equality across the western world, if not so much the rest of the globe.

One particular area of revolution was in sexual politics, not only with the rise of feminism but more particularly with the advent of the contraceptive pill in 1960. This suddenly gave women control over their own reproductive destiny and unleashed a tide of sexual freedom and libertine hemlines that shocked the previous generations to the point of apoplexy.

Orientation

As the vanguard of the 60s revolution the agents aren't going to be too out of place expressing the player's relatively enlightened and progressive viewpoints (this is likely to be true even of politically conservative players in the current age) but it's important to remember that a lot of these things were aspirations and utopian ideals back then and that things we take for granted today, like a divorced, flirtatious secret agent or an interracial kiss were genuinely radical back then. You don't have to incorporate these serious elements into your games and they can be a serious downer to the mood if you do make a fuss over them. Many TV series didn't address these issues, partly because some things you just don't talk about and partly because the TV world was one where many of these things had already been accomplished. Still, it's important to remember the context in which these stories take place and if you don't want to play about with historical context and the issues of the day you can, it's just not in keeping with the genre.

1967

The default campaign of Agents of SWING is set in nineteen sixty-seven, the beginning of the Summer of Love which lasts until nineteen sixty-nine.

This period is the height and the turning point of the nineteen-sixties as a whole, combining all the elements that we tend to associate with the period; hippies, the tail-end of the Mod movement, the rise of psychedelia, the importance of San Francisco and the counter-culture, the Vietnam war and so much more can be traced into and around this time.

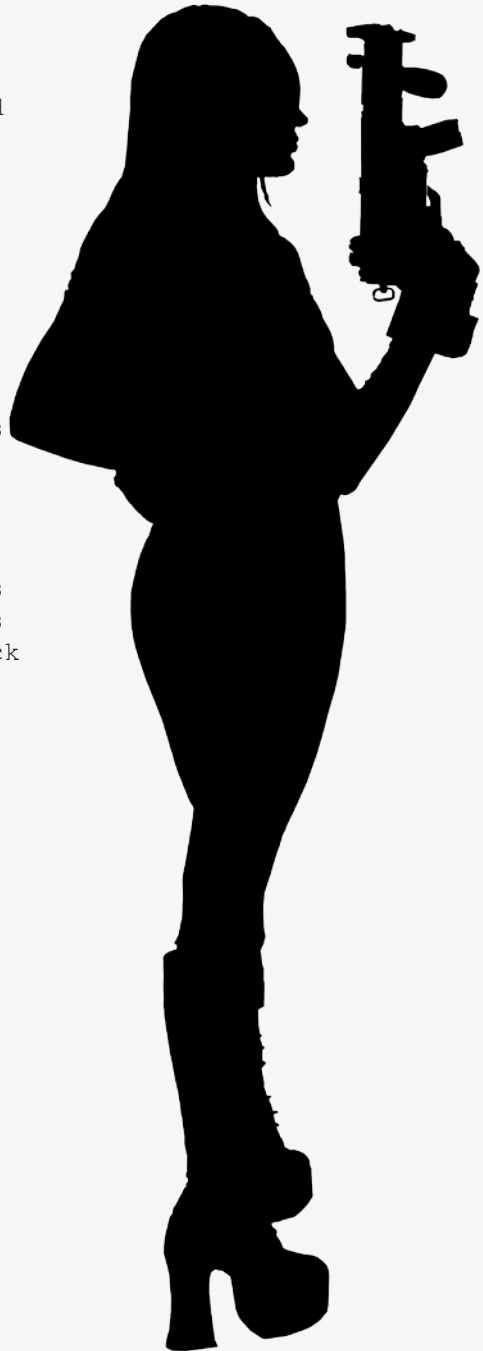
It was also a period of great social violence and upheaval, particularly in the USA with race riots all over the country creating greater tensions and adding to the feeling that the old order was under siege, not only by its own youth but by racial minorities demanding rights that - to many from earlier decades - seemed unreasonable to demand.

SWING

The Supreme World Intelligence Network Group, or SWING, is an old organisation under a new name.

Its origin is lost to history but it almost certainly traces back at least to Napoleonic times and perhaps before.

Some claim that it has its origins in Elizabethan espionage and the rare cooperation between the Catholic and Protestant spy-masters against things that threatened both sides of the cultural divide back then.



Orientation

Whatever the origin of the group it is unquestionably British in character and organisational style despite being international.

These days the cultural and political divide that they bridge is ideological rather than religious or geographical. The divide between East and West. Communism and Capitalism.

This is leant new urgency by the advent of nuclear weapons and while SWING tries to avoid directly intervening in the Cold War between East and West it inevitably bumps up against existing spy agencies from both power-blocs in the execution of its duties.

In this day and age many of the threats that SWING faces, when they're not criminal, existential, occult or scientific, come from forces attempting to manipulate the Cold War powers into exterminating each other, destroying the world or at least getting into violent confrontation.

Black operations groups from East and West are also constantly unearthing things that they shouldn't, sponsoring dangerous research and causing trouble, with or without the knowledge and approval of their respective governments.

SWING is independently funded, though nobody seems to know exactly where they get their money or how.

They depend upon no government, though they occasionally do receive additional funding, resources and cooperation from national governments and agencies - only so long as that suits those nations national interest.

Both the United States and The USSR are particularly reluctant to concede to SWING's authority, even though they see the value in the existence of the group, they see much of what it does as interference in their own agendas, this is not entirely wrong.

SWING's continued existence and effectiveness depends upon it continuing to succeed at its missions and continuing to be seen to succeed.

Its culture is unconventional, modern and involves people across cultures, religions, agencies and fields of expertise, something that makes it seem dangerous, progressive and unhinged to more conventional secret service and law enforcement agencies.

It seems like the weight of their history and the fact that they're so successful, are the only reasons that the agency still gets as much respect as it does.



Structure

SWING is divided into sections, each with specific areas of expertise and dominion over particular kinds of problems.

Despite this organised structure the agency has a fairly loose and ad-hoc way of going about its day-to-day administration and assignments, bringing together experts from across the sections as appropriate to the task in hand. Groups that work particularly well together continue to be assigned to tasks together, regardless of their origin or the section that they're attached to.

There are no ranks per se, but seniority and fame within the organisation work as a substitute. SWING places a high premium on merit rather than class, breeding, wealth or other measures.

So long as you can get the job done you're valued, no matter how much of a maverick you might be considered elsewhere.

SWING cares about results over all other concerns.

Orientation

Orders come down from established figures within the organisation who have earned their place of power and privilege through service.

Their knowledge of what needs to be done and their experience in the line of duty provide a natural authority often missing in other organisations where green graduates are often placed in positions of power and authority over seasoned agents with years of experience.

The only absolute authority comes from 'Auntie' the current head of SWING and the keeper of all of its secrets, a secret himself, and an English gentleman of the 'old school'.

Sections

SWING's loose organisation is divided into numerical sections, one to twelve - though some say thirteen. Each section has remit over a particular area of organisation or investigation but every single member of SWING is also a fully trained secret agent, from the boy in the mail room and the secretary who makes the tea, to the highest organisational overseer.

1. **Command:** Strategy, command and control.
2. **Administration:** Research, reports and analysis.
3. **Quartermaster:** Research and development, weapons creation, special equipment.
4. **Finance:** Accounting, budgeting, money-raising and investment.
5. **Crime:** International criminal and terrorism investigation and punishment.
6. **Information:** Intelligence gathering and deep analysis.
7. **Deadly Force:** Combat troops, assassins and specialists.
8. **Uncanny Affairs:** Psionics, magic, ghosts, aliens and other strangeness.
9. **Specialists:** Eclectic special skills, scientific knowledge and other capabilities.
10. **Acquisitions:** Procurement, recruitment, artefact recovery and storage.
11. **Internal Affairs:** Internal investigation and loyalty tests.
12. **Espionage:** Deep cover agents within other organisations and groups.
13. **?:** There is no section 13.

SWING as a whole is overseen and controlled by ERIC2, the *Electronic Random Integer Calculator*.

A prototype computer that provides unbeatable oversight and interesting insights that human operators often miss.

ERIC is used to assign agents to cases, sometimes in ways that don't seem to make sense even to ERIC's operators in sections three and six.



Orientation

Section One

While SWING's command structure is unconventional there is a whole section devoted to command, control and organisation; high level strategising, organising and dividing SWING's efforts to best effect.

Section One commands by virtue of being good at it and agents learn rapidly to pay attention to orders even if they disagree with them. Agent autonomy is broad but even the most bloody-minded and stubborn agent recognises the value of having effective handlers and tactical geniuses backing them up.

In the field Section One agents act as local commanders and tacticians, bringing their organisational and analytical expertise to their teams and helping them to be more effective.

They act as fixers and dealers and can use their authority and expertise to expedite assistance from SWING and other, more conventional, organisations.

Section Two

Section Two handles administration. All the card files, punch-tape, recordings, microfiche, libraries, hidden knowledge and other materials that SWING needs to operate. Section Two also handles all the everyday running of the organisation. They book flights, order provisions, restock the stationary, type reports and keep the machine running. Despite this even the most mundane of SWING employees is a trained secret agent and the typing pool can be called upon to back up field agents with surprising levels of skill and.

In the field Section Two agents act as wheelers and dealers, organising things on the ground, getting planes, cars, money and other material organised. With a single phone call Section Two agents can get hundreds, if not thousands of other people moving to the beat of their drum. Special favours and considerations, an interplay of obligation and arrangement create a 'black economy' of favours within SWING which means it's usually in an agent's best interests to keep the administration staff happy.

Section Three

SWING has access to a lot of secret information and technology confiscated from various insane geniuses and from all sides of the Space Race. Within the ranks of SWING's technologists and quartermasters there is a renaissance effect, a cross-pollination of ideas and technologies that allows SWING to get ahead of the world around them.

Section Three handles weapons, vehicles and technology for SWING as a whole, including researching and creating new weapons and new technologies that the world hasn't seen yet. If you need a gadget or a signature device Section Three will make it for you, if you need to fit machine guns into a Jaguar, they're the ones you go to.

In the field Section Three agents bring an array of gadgets to bear along with their technological expertise, breaking locks, understanding computers, reversing the polarity on death rays, discovering the fatal flaws in killer robots, disarming bombs and rigging broken machines to keep working for just a little bit longer.

Section Four

The secretive finances of SWING are handled by Section Four, SWING's accountants, businessmen and investors. SWING needs to be self-financing and these are the men and women that make that a possibility. Section Four also keeps a watch on the business world, examining stock market fluctuations, company books, purchases, sales and any other financial data that can provide useful intelligence to SWING or opportunities for investment and purchasing. SWING would rather buy up potentially dangerous and innovative technology for themselves, rather than allowing it to fall into the hands of their dangerous enemies.

In the field Section Four agents bring the weight of SWING's wealth to bear. They know the cost of everything and can approve even very large sums of money for use on missions for purchases or bribery. Their contacts within business give them good sources throughout the moneyed classes and easy access to the movers and shakers of fashion, industry and technological research.

Orientation

Section Five

Much of what SWING comes up against is related to organised crime. Even supervillains need to get their money from somewhere and often do that via criminality. On the other side of the coin, organised crime often tries to trade up, to get involved in politics and international intrigue, to get their hands on some of those billions that the superpowers are spending. Sometimes criminals also get their hands on something that they shouldn't and need to be dealt with before something goes wrong. Section Five handles these investigations with hand-picked men from investigative agencies across the world, experts at interrogation and skills like criminal psychology, forensics and more.

In the field Section Five agents are notable for their sense of justice, their tenacity and their techniques to capture suspects. Many Section Five agents appreciate the latitude that working for Section Five gives them and act with a more cavalier attitude than regular police.

Section Six

SWING runs on intelligence and while every department gathers its own information and performs its own analyses of that information, every iota of knowledge gathered by SWING as a whole eventually makes its way through Section Six.

Section Six has analysts for every nation, every political group, every ally, enemy or potential enemy that SWING has. Section Six also processes radio, television and newspapers from around the globe, always looking for patterns, anomalies and warning signs.

Field agents from Section Six are spies in a more traditional sense, they watch, they listen, they plant bugs and hidden video cameras. They know how to follow and to spot if they are being followed. They know their trade craft and they know how to analyse the information that they gather by these methods. These agents are invaluable in surveying sites, listening in on conversations and gathering information that can make or break an important mission.

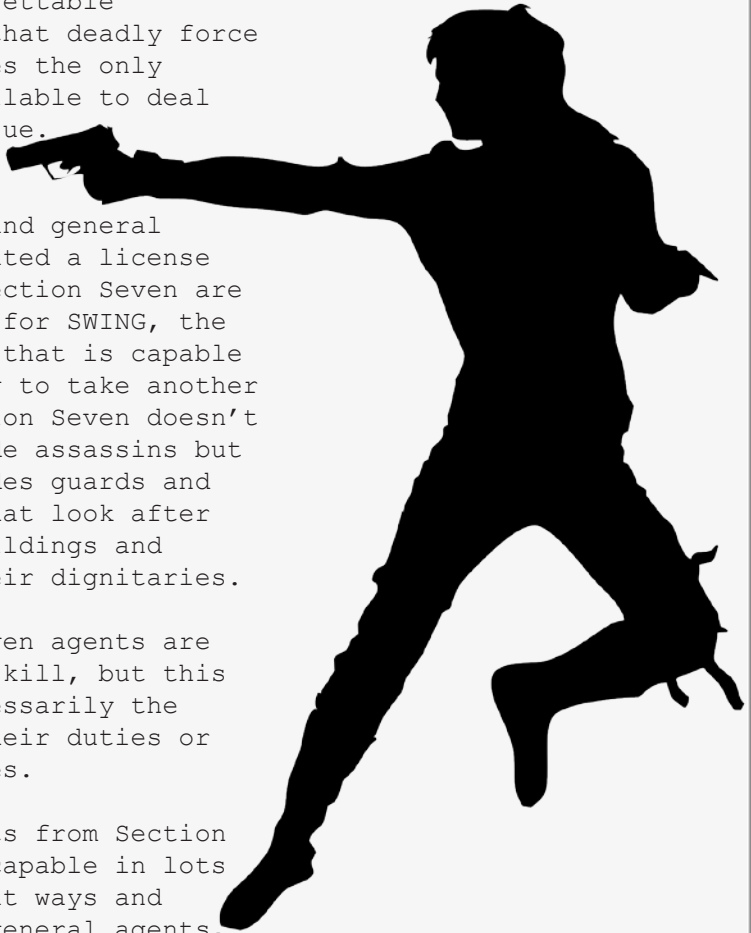
Section Seven

It's a regrettable necessity that deadly force is sometimes the only option available to deal with an issue.

Assassins and general agents granted a license to kill, Section Seven are the muscle for SWING, the deadly arm that is capable and willing to take another life. Section Seven doesn't just include assassins but also includes guards and soldiers that look after SWING's buildings and protect their dignitaries.

Section Seven agents are trained to kill, but this is not necessarily the limit of their duties or capabilities.

Field agents from Section Seven are capable in lots of different ways and make good general agents, backing their team up with the implied threat of violence and able to fill in gaps in the skill set of the team with their varied abilities, a jack of all trades and a master of only one, dispensing death.



Orientation

Section Eight

The world is a very strange place, far stranger than we imagine or can see. In the course of its existence SWING has been forced to confront forces, beings and technologies far beyond human capability or even understanding.

Psychic powers, magic, alien influence, anomalies in time and space, all of these come under Section Eight's remit and there's no weirder or more diverse group of agents than those to be found within this division. Section Eight's budget and resources are also far beyond those of most other sections, paying for highly experimental research and technology that Section Eight believes is required for them to be effective.

Field agents from Section Eight are often the very kinds of people that they might otherwise investigate, psychics, time travellers, magicians and others who can bring their unique and often supernatural abilities to the fight. Section Eight agents can turn up clues and provide options when all conventional methods have failed.

Section Nine

Section Nine is where agents are dumped when they have useful expertise and skills but don't fit properly into any of the other departments.

Members of Section Nine might be specialised scientists, speculative fiction writers, psychologists, immunologists or private individuals with useful background and useful skills that can be leant to SWING's advantage.

This is where a lot of free agents, freelancers and more unconventional individuals find themselves assigned when they sign on with SWING.

Agents from Section Nine are rarely found in the field, instead waiting to be consulted as their particular remit comes up in investigations. Those with a broader skills set or contacts find themselves performing alongside more conventional agents, though their aptitude and their lack of full time status always keeps them apart.

Section Ten

Section Ten is charged with acquiring and securing material whether that be organising purchases, overseeing development and construction, finding facilities and buildings or recruiting personnel.

They're also charged with safely containing prisoners and artefacts, inventions and dangerous material that is captured from SWING's enemies.

Section Ten agents in the field are experts at subduing enemies and identifying and categorising devices, artefacts and material for storage or use by SWING.

These agents are often daring archaeologists, engineers or experts in incarceration.

Section Eleven

Section Eleven handles internal affairs. Agents with loyalty to SWING beyond question they police the other sections and try to ensure that everyone who is working for the organisation is on side.

Any agent might be an internal affairs agent and they maintain an additional cover identity as a member of another section.

Ruthless - as they must be - Section Eleven agents keep SWING honest and only the most incorruptible and trustworthy are recruited into its number.

In the field Section Eleven agents work alongside other agents as normal, fulfilling their cover roles perfectly. It is only if a SWING agent steps beyond the bounds of what's acceptable or appears to be working for an enemy, or even considering working for them that they step in, putting an end to threat by whatever means they deem necessary. Section Eleven agents are also free to recruit trusted members of other sections to assist them in dealing with the problems within SWING as they turn up.



Orientation

Section Twelve

Section Twelve is in charge of espionage, this is the most generic of the departments, dedicated to all the standard fieldwork, supported by the other divisions.

Members of section twelve serve SWING widely, follow suspects, go undercover and are seeded throughout the nations of the Earth ready to react at a moment's notice to deal with threats to the world.

In the field Section Twelve agents are generalists, able to fill most roles to a somewhat competent degree but best at infiltration, undercover work, shadowing and observation.

If there's a 'standard issue' secret agent, Section Twelve are the ones to fill that role.

Section Thirteen

There is no Section Thirteen, it is a myth traded amongst SWING agents with no substance.

Agents should not waste their time on such frivolous speculations.

Recruitment

SWING recruits its agents extremely broadly from the span of the intelligence community as well as from talented individuals across all walks of life. With no attention given whatsoever to where they come from, SWING head-hunts the best and most capable agents it can find. More attention is given to capability and track record than political ideology or national identify but SWING does look for people who can put the good of the world ahead of their own individual nations or political systems.

SWING is capable of placing agents anywhere in the world with relatively little difficulty, regardless of borders, wars or any other situations. This is partly because they have agents everywhere in any case and partly because they are owed so many, grudging, favours by almost every government and faction in existence. In order to make an approach the SWING agents travel to the prospective agent's nation and shadow them for a while, waiting to see if they are noticed before making their approach.

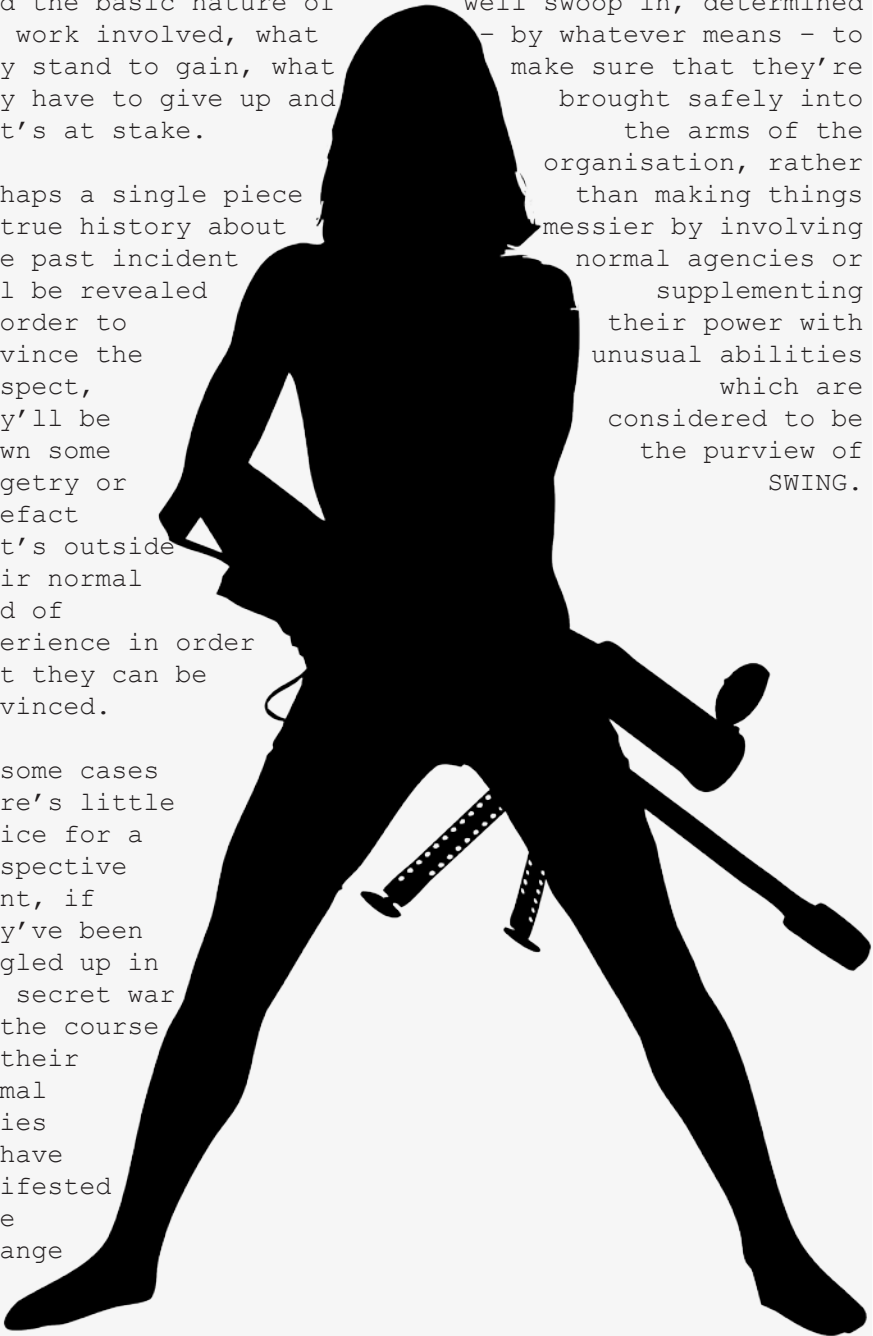
Orientation

The prospective agent is told the basic nature of the work involved, what they stand to gain, what they have to give up and what's at stake.

Perhaps a single piece of true history about some past incident will be revealed in order to convince the prospect, they'll be shown some gadgetry or artefact that's outside their normal field of experience in order that they can be convinced.

In some cases there's little choice for a prospective agent, if they've been tangled up in the secret war in the course of their normal duties or have manifested some strange

abilities then SWING may well swoop in, determined - by whatever means - to make sure that they're brought safely into the arms of the organisation, rather than making things messier by involving normal agencies or supplementing their power with unusual abilities which are considered to be the purview of SWING.



Orientation

The Secret War

Throughout SWING's history in its various incarnations, it has fought a hidden war, separate from the affairs of kings and presidents, from the conflict of nations.

There have always been men and women, geniuses, madmen and inventors, people called to remarkable acts of evil and domination who have existed outside the system, outside the great game of geopolitics but who have, nonetheless, represented a great threat to the world and to humanity.

For as long as it has existed, SWING has fought this hidden battle, keeping madcap inventions in check, preventing the rise of new despots and keeping a lid on the strange, weird and dangerous so that the conventional world no longer has to deal with it.

SWING acts to counter a number of specific threats to the world:

- **Armageddon:** Two great nuclear powers are facing each other with enough atom bombs to destroy the world several times over. Each side is paranoid - too paranoid - ready and waiting for almost any excuse to utterly destroy the world. There are those on either side who are actually crazy enough to want this to happen as well as any number of insane or dangerous people who want to trigger the apocalypse for their own ends. SWING is the saner head that must prevail in order to prevent such a catastrophe from occurring.
- **Global Criminality:** The Mafia, the Triads, the Yakuza are nothing. There are organised and criminal organisations that operate on a rarefied level that these groups couldn't even conceive of. These criminals organise on a massive scale, controlling tinpot dictatorships, blackmailing and extorting governments and otherwise making the idea of a free world into a laughable fiction.

- **Secret Organisations:**

There are any number of secret societies, with peculiar agendas who seek to make their mark. Some want world domination, some want to perpetuate an ideology, some want to bring about some esoteric evil or other but none are to be trusted and they're not all 'kooks'. More than a few are a real threat that could cause serious harm to the human race.

- **'Frankenstein':** As science advances more rapidly any number of geniuses come up with ideas that are well ahead of public technology. Intelligent computers, androids, robots, teleportation, death rays, all of these are too powerful for mankind to be trusted with - a lesson learned with the atomic bomb. Just to make things more complicated many of these inventors have been ridiculed and sidelined and harbour grudges that can lead them to lash out at the world, using their new found technology to selfish, even evil, ends.

- **The Unnatural:** There are things beyond mortal ken, from psychic powers and magic to aliens, vampires, ghosts and other strangeness. Conventional groups simply aren't prepared to deal with such forces and it is only through bitter experience and the recruitment of unnaturally gifted people to their ranks that SWING has learned to deal with these things itself, protecting the public from the mind-destroying revelation that such things exist.



Orientation

The Cold War

The end of World War II was announced with two enormous explosions that would change the concept of war itself forever. They were also a warning from the United States to the burgeoning Communist powers of the East and when they too cracked the power of the atom the two powerful alliances settled into opposition with each other, afraid to slip into full scale warfare for fear of annihilation but acting through proxy powers and taking sides in wars the two forces of 'Capitalism' and 'Communism' (neither quite what it claimed to be) fight their war with barely a shot genuinely fired between the two sides.

This conflict means a huge amount of espionage, recrimination, closed borders and brushfire wars with any number of tinpot dictators propped up and financed by one side or the other. Needless to say this complicates matters for SWING and provides huge opportunities for both sides to be exploited and misled by nefarious secret societies and criminal cartels.

Both sides are even willing to compromise their professed morals and beliefs in order to secure advantage, to do deals with the devil.

Everything in these decades takes place against the background of the Cold War and under the threat of nuclear annihilation. It colours everything.

There's no global culture, rather two dominant ideologies warring for that they think will be ultimate control of the world.

End of Empire

While the 1950s marked the end of the expansion of the British Empire and the beginning of its decline it was also marked by a great deal of denial about the fact.

The 1960s and 1970s were the real beginning of the decline with territory after territory falling away from the former Empire and a 'rebranding' of Britain to a post-colonial power, a centre of fashion, technology and music and a shift from world leader to diplomatic power.

While the new generation embraced this change and the new role of the nation, the older generation very much resisted it and remained in denial, expecting their old values of self-sacrifice and subservience to nation and Empire to remain in a youth who didn't know Empire and who disagreed with the direction the nation was taking.

This was the real generational divide, men and women who had fought and died for a concept that no longer existed, unable to understand a new generation who were living in the freedom that their predecessors had striven for and never enjoyed themselves.

It was a world that could have been annihilated at any moment, so why not live for the day?

The age divide was also the imperial divide, a problem with British self-identity that continues even into the twenty-first century.

In the wake of Britain's withdrawal from the world any number of new regimes sprang up and old tribal and racial rivalries reasserted themselves in various bloody wars, revolts and takeovers by dictators or 'Marxist' terror groups backed by one faction or another.

Britain tried to maintain some semblance of the old order via The Commonwealth, but this has never been much more than a talking shop.

Even with that considered, Britain's long and recent dominance of the world and its remaining business, political and educational influences in all these nations makes it a natural, central point of organisation and control for SWING.



Orientation

The Iron Curtain

At the end of World War II an Iron Curtain - Churchill's phrase - fell across Eurasia, separating the Eastern Bloc nations from the Western ones.

Passage between the soviet dominion and the western nations of Europe was severely curtailed and in Berlin at least this division became literal with the building of the Berlin Wall, a physical as well as a political division between East and West.

The separation of these two worlds, ideologies and nuclear powers would persist from the mid nineteen-forties until the nineteen-nineties. A span of fifty years.

For SWING this creates a lot of problems in terms of free travel, free recruitment and operations in the East but, also in the West.

National governments and espionage agencies are holding back from cooperation with SWING more than ever before and the borders are far less porous.

Agents recruited from Eastern agencies are often distrusted by agents from Western agencies and vice versa.

Despite this SWING persists in recruiting the best, regardless of political affiliation and trying to address world issues, ignoring all these problems or, at least, expecting the best agents to be able to overcome them for the greater good..

Red White & Blue

SWING is heavily influenced by Britain and its historical ties and origins within the British Empire.

Britain is the main centre of SWING global operations and many of its key agents, buildings and properties are there.

While Britain may not be the imperial power it once was, the sixties have seen it regain a good measure of technical prowess, wealth and prestige which it had lost.

Culturally Britain has never been more powerful with British pop music and fashion dominating the world to no small degree.

The reach of British culture in these decades helps agents move relatively freely, feeds into the style and innovation of SWING and gives them cover as models, bands, photographers and other 'swinging London' figures.



Orientation

Private Agencies

SWING is not a governmental agency and doesn't have the same degree of snobbery, and paranoia that many government agencies do. SWING is not averse to bringing aboard private individuals and even suborning or employing private agencies to supplement their own people.

SWING has a lot of financial and technological clout and many private individuals come to enjoy the respect and power that comes simply from being a SWING agent.

It breaks through a lot of red tape, provides legal and physical protection and can enable them to carry on their own private concerns with much greater capability.

Those who abuse their privileges, few turn out like this since SWING is so careful, are likely to find themselves ruined and the longer someone who might exploit the organisation works for it, the more they come to understand that they shouldn't try to play the system to their own advantage. SWING has a way of finding out.

White Heat

Britain has been at the heart of many of the great leaps forward in technological and engineering prowess.

From the nineteenth century - when Britain was the unrivalled technological power of the globe - to World War II where British advances in computers, jet engines and radar were more significant in victory than the Germans' flashier pseudo-scientific oddities. Now with transistor radios and other electronics and consumer goods this is the last hurrah of British manufacturing until the 1970s when it all comes crashing down and the last time Britain would truly lead the world in science.

No small part of what SWING has to deal with - has always had to deal with - comes down to unhinged inventors or devices and science that has 'gone Frankenstein'.

While SWING itself exploits technology that is beyond the bounds of accepted science, so do many of their enemy organisations and resentful geniuses and inventors determined to take revenge on the world.

SWING has to face everything from mass hypnotism and death rays to robot armies and invisibility pills. They have to adapt quickly and to use the superscience that the agency has access to to counter these random outbreaks of mad science. By and large they have managed to succeed and this gives them a storehouse of dangerous knowledge and technology which, hopefully, they can be trusted with.

The War

As an agent of SWING a person is brought into a secret war that has been going on for generations.

Behind the scenes and out of sight SWING strives to maintain order and protect the public from megalomaniacal dictators, criminal kingpins and even rumbunctious wizards.

SWING agents might find themselves fighting surrealist terrorists, tracking down a stolen nuclear warhead or investigating a haunted house as often as they battle criminals or try to head the superpowers off from annihilating each other.

It's a thankless task for a world that can never know, but at least you can do it with style.

TOP SECRET



Chapter 3: Induction

Characters

In order to play Agents of SWING you will need an alter-ego, a dashing, sexy, hero; a member of the elite ready and willing to tackle anything and everything that comes your way whether it be aliens, supervillains, unnatural disasters or seduction by enemy agents. A SWING hero should be confident, capable and heroic, the epitome of style and grace under pressure.

If you need inspiration for your characters you can look to the fantasy, science fiction, spy-fi and adventure books and serials of the period.

Many of these have enjoyed a resurgence in recent times and can be picked up on DVD, rented through Netflix or Lovefilm, seen on the internet or watched on satellite/cable television.

Children's shows of the period - and their modern spoofs - can also provide a rich vein of inspiration.

Taking One for the Team

As well as being strong individually, SWING heroes also need to find their place as part of a team. Unlike many other FATE based games the characters in SWING are created completely as individuals rather than character creation being a group-oriented experience. The character's shared membership of SWING provides them the links they need to come together as a team.

Checklist

When creating your character you should make your way through the following steps to complete it.

1. *Come up with a concept for your character.*
2. *Come up with a suitable name for your character.*
3. *Select your aspects, one for your section, one for your past, one for your cover identity and five free choices to round out your character.*
4. *Select twenty points of skills.*
5. *Select four stunts.*
6. *Finish off any details such as equipment carried by your character, their appearance, their clothing, vehicles and any other points you want to specify for the character.*

Induction

Character Sheet

The character sheet is divided up into segments reflecting the various facets of your alter-ego in the game.

This section will cover each of these facets in turn, in moderate detail and with some inspiration along the way.

Greater detail on the more complicated segments will appear in later chapters on Aspects, Skills and Stunts - in particular.

Player

This is you. Mark the character sheet with your real name, or nickname, nice and big so that you can pick out your character sheet (or sheets!) from a pile of very similar looking documents on the table or in a folder.

Emily takes a freshly printed character sheet and using a purple felt-tip scribbles her name distinctively in the space provided.

Even dotting the 'i' with a little heart. All of which will help her find her sheet easily.

Character

This is the name of your character and you can also note your character concept next to their name, just as a little reminder to yourself of how your character is focussed.

Character Names

Names within this genre tend to be iconic, but often through the actions of the character and the stories built up around them, rather than the name itself.

Strong, simple names help carry this weight, single syllables like 'Bond' or 'Steed'.

Names with a little foreign mystique can also provide a little interest as can words that are also items, or sound like items, 'Gunn' or 'Blade' being examples. Alliterative names, more commonly associated with the superhero genre can also be a good, thematic hook, such as 'Harry Hardacre'.

Character Concepts

Your character concept is a loose, overall guide into who your character is and what they do.

It can describe their role, their personality or an encapsulation of their purpose within the group.

Some examples of character concepts might include:

- *American abroad.*
- *Vigilante hippy.*
- *Crime-fighting mystery author.*
- *Elite government assassin.*
- *Feminist martial-artist.*
- *Femme fatale.*
- *Millionaire vigilante.*
- *Psychic detective.*
- *Quintessential English gentleman.*
- *Reformed criminal, making amends.*

Emily settles on an alliterative name for her character, Miss Margaret M'Aimee and the character concept of 'Deadly Secretary'.

She should be able to create a very memorable character around this name and concept.

Section

What section of SWING a character belongs to determines what sort of training they have had and where they fit into the overall structure of SWING.

They may have contacts in their old department or access to equipment and back-up from the same group.

Whatever the situation the section a character is officially a part of determines one of their aspects.

Section 1: Command

Section one deals with the command and control of the whole SWING organisation from on-the-ground tactics to determining the overall direction of the group as a whole.

Aspects from the command section might include:

- *The Fear of God*
- *Master of Delegation*
- *I Didn't Get Where I Am Today...*

Induction

Section 2: Administration

SWING takes a lot of organisation and produces a lot of information that needs to be properly archived and accessible to agents when they need it. The agents of the administration department wrangle information and records, deal with electronic tape and research the esoteric facts that agents require in the field.

Aspects from the administration section might include:

- *Mine of Useless Information*
- *Rampant Bibliophile*
- *I've Read that File*

Section 3: Quartermaster

Weapons, vehicles, devices, section three handles them all. They maintain the equipment that SWING uses and develop unique gadgets for us in the field as well as deconstructing new and dangerous technologies that agents recover in the field.

Aspects from the quartermaster section might include:

- *Fonzarelli's Touch*
- *I Always Have Something up my Sleeve*
- *I Practically Invented it!*

Section 4: Finance

SWING takes a lot of financing and has to get its money from donations - some would say extortion. SWING's labyrinthine finances and the black-economy nature of its enemies means that SWING financiers, accountants and forensic economists are valued parts of the overall organisation.

Aspects from the finance department might include:

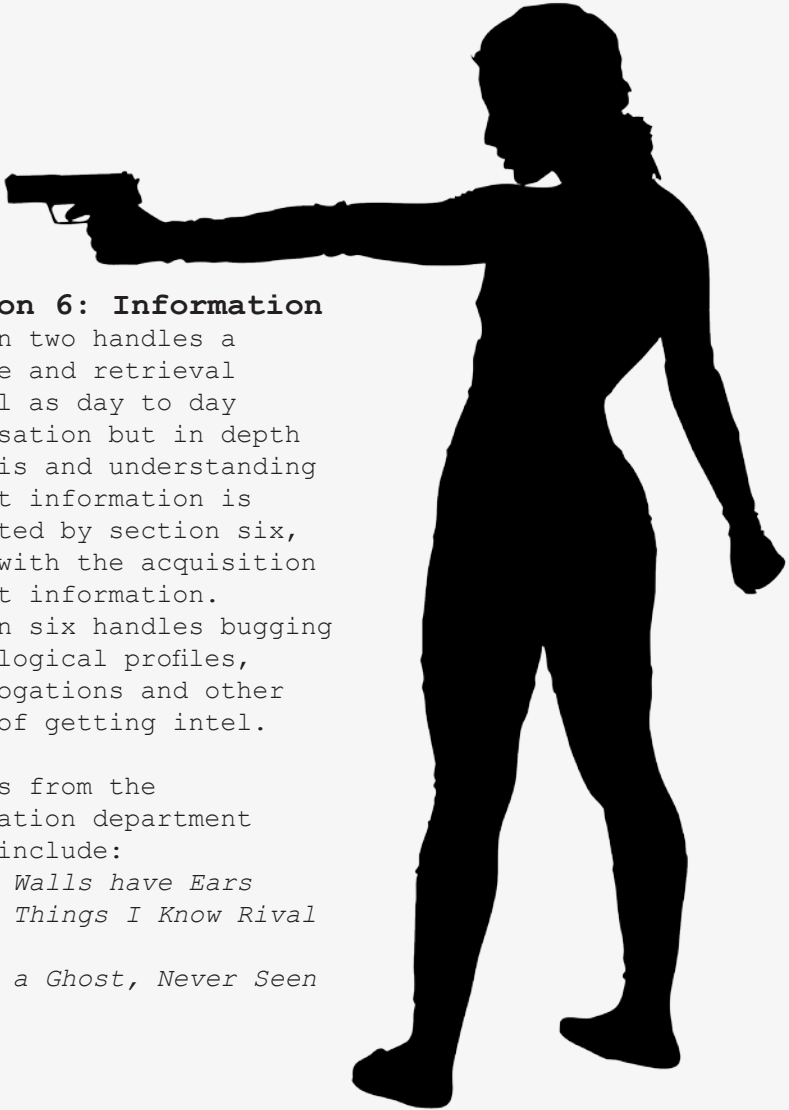
- *Money Makes the World go Around*
- *Lifestyles of the Rich and Criminal*
- *Death and Taxes*

Section 5: Crime

Most of SWING's enemies engage in criminal activity of one kind or another. Extortion, racketeering, drug deals, blackmail, gambling, weapons deals they make money from it all. Often the unravelling of an international conspiracy starts and ends with the investigation of a seemingly simple crime and that's where section five comes in.

Aspects from the crime department might include:

- *I Know all their Tricks*
- *Very High Speed Pursuit*
- *I can Smell Guilt on you*



Section 6: Information

Section two handles a storage and retrieval as well as day to day organisation but in depth analysis and understanding of that information is conducted by section six, along with the acquisition of that information. Section six handles bugging psychological profiles, interrogations and other means of getting intel.

Aspects from the information department might include:

- *The Walls have Ears*
- *The Things I Know Rival God*
- *I'm a Ghost, Never Seen*

Induction

Section 7: Deadly Force

It's a regrettable that some problems may only be solved violently. Section seven comes in whenever force of arms is required. Members of the section can be soldiers or assassins but they all capable fighters.

Aspects from the deadly force department might include:

- *I Fenced in the 1956 Olympics*
- *Royal Marine Commando.*
- *I Never Miss, Unless it's on Purpose*

Section 8: Uncanny Affairs

If there's anything strange, unusual or peculiar.

If there's anything supernatural, alien, magical or psychic. If there's anything that completely befuddles those of more conventional investigative bent then section eight are the people to call in.

A rag-tag bag of eccentrics, cranks, kooks and the genuinely gifted, section eight deals with anything and everything supernatural and is often the last resort for the more intractable, conventional problems.

Aspects from the uncanny affairs department might include:

- *That's Dashed Rum, but I think I can Crack it.*
- *With the Help of my Beautiful Assistant*
- *In Tune with the Music of the Spheres*



Section 9: Specialists

There are many specialist skills that don't fit in with any division of SWING but which are, nonetheless, very useful to the organisation as a whole. Specialists could be good at almost anything but usually find a way to apply their expertise to every situation they can think of.

Aspects from the specialist department might include:

- *I can Read Body Language like an Open Book*
- *I Know Bones like most People Know Football Teams*
- *This Particular Rock is Only Found in Cornwall*

Section 10: Acquisitions

If you need something or someone found and brought out safely the acquisitions section are the ones to go to - experts in extraction, theft and the means to protect whatever it is that they have acquired.

Aspects from the acquisitions department might include:

- *Man of a Million Faces*
- *In and out Without a Trace*
- *Can't buy you Love, but you can buy Everything Else*

Section 11: Internal Affairs

Even SWING, with its rigorous recruitment procedures will sometimes admit a 'bad egg' into the organisation.

Even without other concerns about mind control, clones, alien shapeshifters and even simpler methods of corruption like bribery, extortion and threats.

SWING needs to be every vigilant for any rogue agents who might cause them issue and Internal Affairs are always ready to deal with turncoats, seeded amongst the organisation, disguised as members of other sections.

Aspects from the internal affairs department might include:

- *Forever Vigilant*
- *Fixed and Inviolable Moral Compass*
- *Mind like a Steel Trap*



Induction

Section 12: Espionage

If there's an average or general spy, then section twelve is it. Section twelve agents can do a bit of everything but excel at investigative work. Section twelve go undercover, follow and observe enemies of SWING and perform a little breaking and entering in order to get information as needed. As general agents they support or are supported by the other departments, filling in gaps in their competence or enabling them to get more of the job done.

Aspects from the espionage department might include:

- *Been there, Done that*
- *Utterly Unflappable*
- *A Flitting Shadow, Barely Seen*

Section 13: CLASSIFIED

There is no section thirteen. There never was a section thirteen. There never will be a section thirteen.

Emily decides that Margaret is part of Section Two, the administration department. For her department based Aspect she chooses 'Silencing glare', which fits with her image of Margaret as a sexy, but somewhat severe, secretary.

Past

An agent's past regards what they used to do and who they used to work for.

Most SWING agents are taken from existing espionage or law-enforcement organisations though some are notable private investigators or experts.

Past determines the second of a character's Aspects.

Aspects relating to their past may refer to their previous national identity, the organisation that they operated within or their role within that organisation.

Some example 'Past' aspects might include:

- *Russian Iron*
- *Bleeds Red, White and Blue*
- *Stiff Upper Lip*
- *Old School Tie*
- *Friends in The Company*
- *I'm still with the Ministry*
- *I Have Sources in Whitehall*
- *Spirit of the Revolution*
- *The Deadliest of Assassins*
- *They Used to Call me The Shadow*

Emily decides that Margaret used to be a personal assistant to a CEO in a big, important company. She selects her Past Aspect on that basis. 'Brisk and Efficient' goes into her Past slot.



Induction

Cover

All SWING agents have a cover. This might be something simple or something more complex. It may be the agent's own life, writ large, or something completely artificially created to hide their work. Everyone who works for SWING from the secretaries to the controllers have cover identities, or are completely absent from the record entirely. Keeping a cover not only provides security but may give access to useful abilities that can help in the course of an investigation. A character's cover identity provides their third Aspect.

- *Indolent Millionaire Playboy*
- *Notorious Crime Novelist*
- *Severe Looking Librarian*
- *Fashionable Jet-Setter*
- *Trend-Setting Fashion Model*
- *Respected Neighbourhood Criminal*
- *"You're Always so Dignified Your Ladyship"*
- *"Excuse me, Stewardess!"*
- *My Touch Typing is Lightning Fast*
- *I Simply don't Exist*

Emily decides that Margaret's cover is that of a librarian, working in the British library. She decides that her cover Aspect will be that of 'Dewey Decimal Diva'.

Aspects

Section, Past and Cover provide three of your Aspects but a character needs another five Aspects to be complete.

Aspects do more than describe your character, though they're good for doing that, they also provide you with mechanical benefit in the course of a game. They can be positive or negative and are used during play to provide you with bonuses or to get additional FATE points for later advantage.

An Aspect can be anything, but they're more about who you are than what you can do, that's covered by skills. Aspects can be relationships with others, ideological or religious beliefs, particular catchphrases, quotes that the characters live by, descriptions of them, special items or trinkets or almost anything else that could describe a character.

Here's a few examples of potential aspects:

- *A big hit with the Ladies*
- *Suave and Debonair*
- *Never Without a Drink in my Hand*
- *Unshakable Faith in God*
- *Fortuitous-Accident Prone*
- *Accustomed to the Best Things in Life*
- *Whatever does not Kill me Makes me Stronger*
- *Death Before Dishonour*
- *Tough as Old Boots*
- *Cool as a Cucumber*
- *Voracious Reader*
- *Cruel Beauty*
- *In the Nick of Time*
- *Smelly Hippy*
- *Will of Steel*
- *Hotheaded*
- *Unrequited Love*
- *Command Presence*
- *Just try it one more time*
- *Live and let die*

Emily picks another five Aspects to round out her character and make Margaret complete.

Severe Beauty, Ultra-fast Typist, Mistress of Improvised Weapons and Makes a Damn Fine Cup of Tea.

Skills

Where Aspects describe who you are, skills describe what you can do.

Skills are rated on The Ladder - which will be described later on.

If a character does not have a skill then its level defaults to Yawn (+0).

Character skills are written in next to The Ladder on the character sheet at the appropriate level.

You get to pick twenty points worth of skills for a new character and you can spend these however you like on a one-for-one basis giving you skills from Cool (+1) to Out of Sight (+8).



Induction

Skill List

The following is a list of the skills available to SWING characters.

These will be described more completely later on but this list is a good starting point. If you feel none of these skills meet your character requirements you can ask Control if you can have a new skill of your own. There are a few additional skills, particular to specialist departments, but these will be detailed later.

- Academics
- Alertness
- Art
- Artillery
- Athletics
- Burglary
- Contacts
- Deceit
- Drive
- Empathy
- Endurance
- Engineering
- Fists
- Gambling
- Guns
- Intimidation
- Investigation
- Leadership
- Might
- Mysteries
- Pilot
- Rapport
- Resolve
- Resources
- Science
- Sleight-of-Hand
- Social Standing
- Stealth
- Survival
- Weaponry



Emily selects and spends Margaret's skill points and gives her the following skills:

Academics +6: Fab

Stealth, Weaponry +4: Neat

Alertness, Fists, Guns +2:

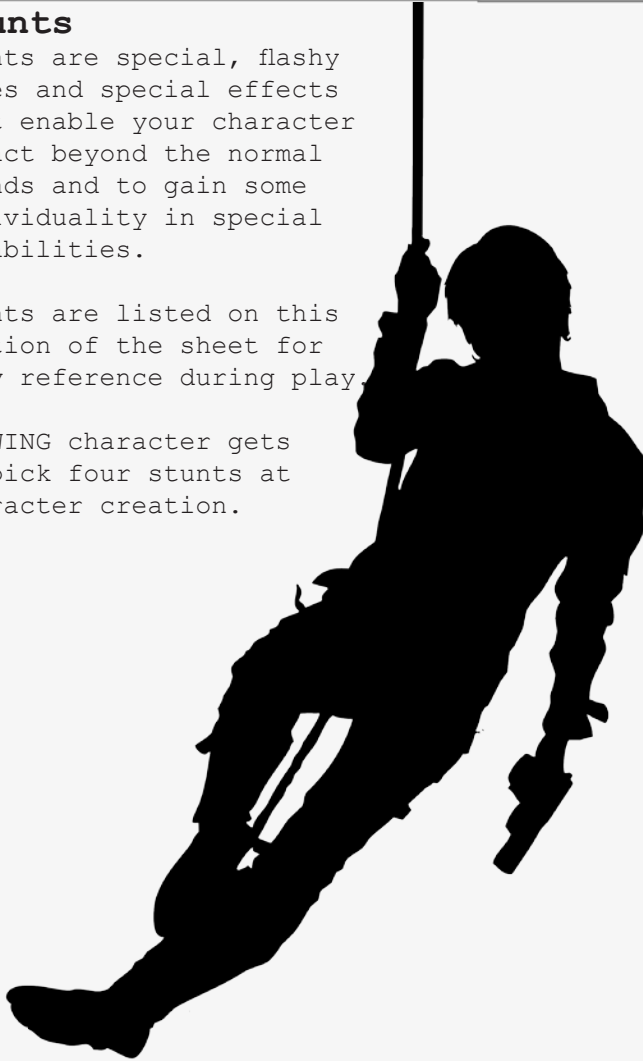
Hip

Stunts

Stunts are special, flashy moves and special effects that enable your character to act beyond the normal bounds and to gain some individuality in special capabilities.

Stunts are listed on this section of the sheet for easy reference during play.

A SWING character gets to pick four stunts at character creation.



Induction

Stunt List

Acrobat.
Additional Gadgets.
Alarm Sensibilities.
Alien Secrets.
All the World's a Stage.
Applomb.
Architect of Death.
Army of One.
Astral Travel.
Aura of Fear.
Best Foot Forward.
Big Heist.
Blather.
Blow for Blow.
Body Armour.
Body Toss.
Born Leader.
Bounce Back.
Brawler.
Bump and Grab.
Cantrips.
Catch.
Clever Disguise.
Clever Façade.
Cold Read.
Commissions.
Computer Specialist.
Con Man.
Contact.
Contortionist.
Cool Customer.
Cool Hand.
Creature Companion.
Criminal Mind.
Crippling Blow.
Custom Firearm.
Custom Vehicle.
Danger Sense.
Death from Above.
Defensive Driving.
Demolitions.
Demoralising Stance.
Developed Immunities.
Dirty Fighter.
Dizzying Intellect.
Do You Know Who I am?
Doctor.
Double or Nothing.
Enhanced Sense.
Equestrian.
Eye for Detail.
Face the Pain.
Fast.
Feel the Burn.
Five Minute Friends.
Flawless Navigation.
Flawless Parry.
Fly by Instruments.
Flying Ace.
Focussed Senses.
Forensic Medicine.
Funding.
Furious Blows.
Gambling Buddy.
Grease Monkey.
Grease the Wheels.
Gun-Crazy.
Hammerlock.
Headquarters.
Heart's Secret.
Hell Bent.
Herculean Strength.
Hide in Plain Sight.
Hit them Where it Hurts.
Honest Lie.
Human Spider.
Hush.
I Know a Guy who Knows a Guy.
I'm On Top of It.
Infuriate.
Inner Strength.
Insider.
Instant Functionary.
Judo Chop.
Jury Rig,
Ladykiller/Black Widow.
Last Leg.
Legal Eagle.
Lethal Weapon.
Lieutenant.
Lightfoot.
Lightning Hands.
Linguist.
Lip Reading.
Lock Master.

Long Shot.
Long Term Investment.
Luck.
Made of Steel.
Marathon Training.
Martial Arts.
Master of Disguise.
Master of Shadows.
Medic.
Mental Blueprint.
Mesmerist.
Mighty Leap.
Mimicry.
Minions.
Mister Fix-it.
More Power!
Mystic Artefact.
Mystic Fortune Teller.
Mystic Sight.
Network of Contacts.
Never Bluff a Bluffer.
Now I'm Mad.
Old School Tie.
One Shot Left.
Peek Inside.
Personal Conspiracy.
Personal Gadget.
Photographic Memory.
Piledriver.
Promise of Pain.
Prototype Vehicle.
Psychic Clairvoyance.
Psychic Heat Control.
Psychic Telepathy.
Psychokinesis.
Quick Draw.
Quick Eye.
Rain of Fire.
Razor Tongue.
Ready for Anything.
Reinforcements.
Resilient Reputation.
Respect.
Ricochet.
Right Place, Right Time.
Riposte.
Safe Fall.
Scene of the Crime.

SCIENCE!
Scientific Genius.
Scientific Invention.
Shadowed Strike.
Shaken not Stirred.
Shot on the Run.
Signature Strike.
Sixth Sense.
Sceptic's Ear.
Slippery.
Smooth Over.
Smooth Recovery.
Snap Shot.
Stage Presence.
Stay on Target.
Subtle Menace.
Sucker Punch.
Super Speed.
Super Strength.
Super Toughness.
Surgeon.
Swinger.
Take it All In.
Takes one to Know one.
Thump of Restoration.
Tireless.
Track the Soul.
Tracker.
Trick Shot.
Turn on a Dime.
Two Gun Fury.
Unapproachable.
Unbound.
Uncanny hunch.
Unflappable.
Unruffled.
Unstoppable.
Unyielding.
Vanish.
Vehicle Mechanic.
Virtuoso.
Walk the Walk.
Walking Library.
Whatever's to Hand.
Winnings.
Wrestler.

Induction

Emily picks four stunts for Margaret. Walking Library, Photographic Memory, Anything Goes and Hush.

Fate Points/Refresh

Every character has a certain number of Fate points that the player can spend to help smooth the rough edges off the vagueries of random chance and to prevent one bad roll eliminating your hero in the middle of battle.

Fate points are also used to power stunts, take some narrative buy-in to the game and to activate your Aspects. You normally start with ten, minus your number of Stunts and this is also considered your 'Refresh' level, which is noted here.

The number of Fate points you regain after a rest. Fate points can also be regained, or temporarily gained, by playing up the 'negative' sides of the Aspects (or having them compelled), achieving key goals or at other points as determined by the Games Master.

With four stunts Emily's character Margaret has six Fate points and a Refresh of six.

SWING Dice

When a character beats the target level on The Ladder for a roll by three or more they gain a temporary 'SWING dice'. This replaces the effect of 'Spin' in other FATE games. SWING dice are held and can then be used at any point to substitute for any dice rolled. SWING dice help to represent the string of luck and confidence that spy and adventure characters often have.

SWING dice are not regained on a roll that uses SWING dice and you may only have one at a time. If the SWING dice rolled makes your total worse, it is ignored. When Emily gets a SWING dice she'll either place it or mark it on the sheet here.

Stress

Stress is an abstract measure of how much harm a character can take. Three separate tracks indicate how much harm you have taken in each area. These scales are normally at five, though they can be higher or lower due to particular abilities. When any of these tracks are reduced to zero a character is 'taken out', at least in that way.

Physical Stress

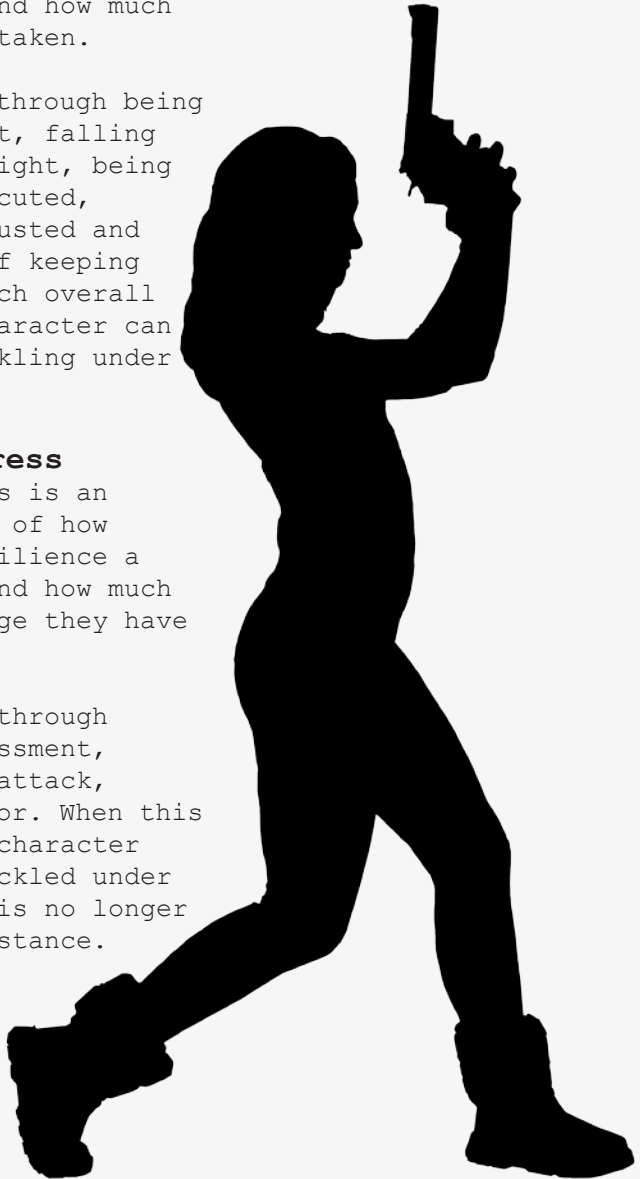
Physical stress is an overall measure of how much bodily resilience a character has and how much harm they have taken.

It can be lost through being struck in combat, falling from a great height, being burned, electrocuted, starved or exhausted and this is a way of keeping track of how much overall punishment a character can take before buckling under the harm.

Composure Stress

Composure stress is an overall measure of how much mental resilience a character has and how much 'psychic' damage they have taken.

It can be lost through stress, embarrassment, insult, mental attack, torture or terror. When this is exhausted a character has mentally buckled under the stress and is no longer capable of resistance.



Induction

Social Stress

While the 1960s brought about the end of a lot of the old social structures, class and rank in society are still very important and even a King or a Minister can be brought low by a scandal.

Social Stress is a measure of how strong and how regarded your character is in society.

This can be damaged by revelations, scandals, the scorn of your social betters and public gaffes. With your Social Stress exhausted you are - at least temporarily - persona-non-grata.

Emily doesn't have any stunts or other abilities that change her stress levels. She has five pips in each each stress gauge.



Consequences

In addition to stress, a character can take harm in a more descriptive fashion by take consequences. Each character - when taking stress - can instead choose to take an appropriate consequence though the exact nature of that consequence is left up to their enemy.

- A minor consequence takes the place of two stress.
- A major consequence takes the place of four stress.
- A severe consequence takes the place of six stress.
- An extreme consequence takes the place of eight stress.

A character gets one of each of these and these can be applied to any form of stress with the nature of the consequence written in the appropriate slot. Consequences are described more fully later on.

Emily has no consequences at the start of play but if she takes some harm during play they'll be marked down here.

Gadgets

This is a space in which you can jot down any noteworthy gadgets, props, devices, gubbins, doodads and other bits and pieces that have an actual effect via the rules.

Less consequential gadgets, clothing and other paraphenalia have their own space on the reverse of the character sheet.

Emily has no particular gadgets of note, but her primary weapons - a purse gun and a pair of sharpened metal chopsticks in her hair - are noted here along with their bonuses.

The Ladder

The Ladder is the heart of the FATE system against which skills are rated and upon which rolls are made against a target that is also on The Ladder. For easy reference on the sheet The Ladder and the skills are close together.

+8: Out of sight

+7: Far out

+6: Fab

+5: Groovy

+4: Neat

+3: Solid

+2: Hip

+1: Cool

+0: Yawn

-1: Bent

-2: Crummy

-3: Bummer

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Induction

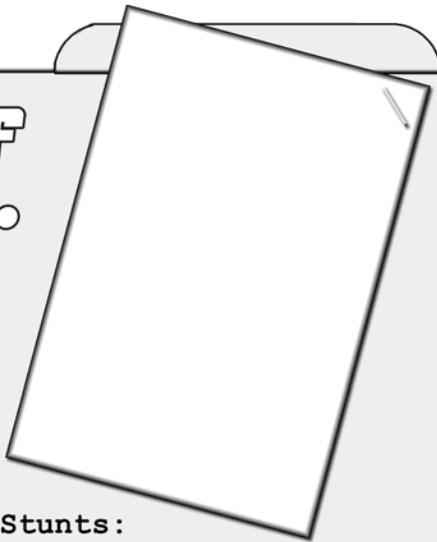
Character Recap

1. *Come up with a character name and overall concept.*
2. *Select an Aspect related to your department.*
3. *Select an Aspect related to your past.*
4. *Select an Aspect related to your cover identity.*
5. *Select five additional Aspects that describe your character.*
6. *Select twenty points of skills.*
7. *Select four stunts.*
8. *Fill out your character sheet with all the pertinent information and make sure it's complete.*





AGENTS OF S.W.I.N.G.



Name:

Concept:

Section:

Aspects:

Section:

Past:

Cover:

Stunts:

Skills:

+8: Out of sight: _____

+7: Far out: _____

+6: Fab: _____

+5: Groovy: _____

+4: Neat: _____

+3: Solid: _____

+2: Hip: _____

+1: Cool: _____

Gear:

FATE: 000000000 Refresh:

Minor: 000

Physical: 000000000

Major: 000

Composure: 000000000

Severe: 000

Social: 000000000

Extreme: 000



Induction

Advancement

While SWING characters are usually pretty damn competent from the get-go there's always room for a character to improve and a sense of accomplishment, as well as character development, can be accomplished by having a means for a character to learn and improve from their adventures.

At Session Start

At the start of a new session every character should get a skill point. They don't have to spend it immediately but can instead save it up.

If they do want to spend it there needs to be justification and the downtime between games is a good reason, an opportunity to have had training or to have grown from experiences in the previous adventure.

Mid Adventure

Characters don't get any more skill points in the middle of the game but it is a good opportunity for a character to suddenly reveal a new skill or set of training they've got and so, in the middle of the session the players may spend any skill points that they already have accrued, ready to deal with the new situations that they find themselves in.

At the End

At the end of a session every character should get another skill point to reflect their experiences during the adventure.

Points can also be spent now, however many have been accrued.

Spending Skill Points

Increasing your skills costs a number of points equal to the numerical value of the new level.

To buy a new skill at Cool (+1) would cost one point, to raise a skill from Neat (+4) to Groovy (+5) would cost five points.



A skill point can also be used to change or develop one aspect into another. For example the aspect 'Enemy of the Tiger Paw Tong' could be updated to 'Scourge of the Tiger Paw Tong' due to developments during play. Or replaced by 'Judo Chop!'

A new Aspect can be added - up to a maximum of Refresh plus Stunts for a cost of five skill points.

A new Stunt can be added, which reduces the character's Refresh by one, at a cost of ten skill points.

The character's Refresh can be increased by one at a cost of five skill points.





Chapter 4: Rules

Agents of SWING uses a derivation of the FATE rules system and is based upon the iteration of those rules found in *Starblazer Adventures* and *Legends of Anglerre* by Cubicle7.

It is a stripped-down, simplified, streamlined version of those rules but if you want to employ some rules with greater depth and scope you should find material in either of these games to be compatible and FATE material for other settings and games to also be broadly compatible with a bit of tinkering.

SWING is designed to be a free-wheeling, improvisational game whose emphasis is on action, adventure, fun, derring-do, seduction, fast cars, stunts and somewhat ludicrous plots. While you can play games of a more serious bent using the system you'll have to be explicit with your players about what to expect and, to an extent, you'll have to work against the system a little.

The heart of SWING is extremely simple, centred around 'The Ladder', a table that measures both skill level and accomplishment.

All rolls are made against The Ladder using your skill as a base. Everything else in the system is either a modification or a consequence of this basic rule.

The Ladder

At the heart of SWING's system is The Ladder. The Ladder uses descriptive terms to cover just about everything that can be described in the game either as an adjective or as a numerical bonus.

For example, you might have a Hip (+2) skill in guns, your suit might be of Neat (+4) quality from Saville Row or you might need a Fab (+6) success to scale a sheer wall.

Most everyday people are Cool (+1) at their everyday jobs and most everyday tasks require a Cool (+1) success. Their ability at everything else is usually Yawn (+0).

Rules

SWING agents and nefarious villains are exceptional and move well beyond the sphere of ordinary folk.

- +8: *Out of sight***
- +7: *Far out***
- +6: *Fab***
- +5: *Groovy***
- +4: *Neat***
- +3: *Solid***
- +2: *Hip***
- +1: *Cool***
- +0: *Yawn***
- 1: *Bent***
- 2: *Crummy***
- 3: *Bummer***

Rolling Dice

To play SWING you will need three dice. Red, white and blue six-sided dice are traditional but so long as you have three different coloured dice you're good to go.

Set one of them aside right now (the blue one, let's say) and take the other two.

Designate one of these to be the positive dice (white) and the other to be the negative dice (red).

Then roll those two dice.

Take the negative dice away from the positive dice and you will have a number between +5 and -5.

You take this number and apply it to your appropriate skill and the final result gives you your total, which is called 'effort'.

The amount by which you beat - or failed to beat - your target is called 'shifts'.

For example, if you had a Guns skill of Cool (+1), rolled your dice and got White +3, Red -3, you would have a total of zero, added to your skill of Cool (+1) for a total Effort of Cool (+1) with zero shifts.

If you were firing at a tin can on a fencepost, a Cool (+1) difficulty you would just wing the can, knocking it off but having only just grazed it.



Shifts/Effort

Effort

Effort is the total of your roll and your applicable skill, if any, modified by any other factors that might come in.

Stunts and Fate points can affect your Effort even after you've rolled, so make sure you have the correct total.

This Effort is compared against the difficulty of whatever you were attempting.

Shifts

The amount that you succeed or fail your roll by, compared to the difficulty, gives you your shifts.

In many circumstances this has no real effect other than making you look supremely confident and capable.

At Control's discretion five shifts positive or negative may give rise to a temporary Aspect - without saying/trying to make one explicitly. These are explained a little later.

Implications

The number of shifts you get (how much you succeed or fail your roll by) determines how well you do at the task.

That might mean nothing more than that you look cool doing it but in other circumstances the number of shifts you get can have other effects.

In combat, for example, Shifts are used as the basis for damage with Shifts being added to the damage bonus of the weapon to determine the final amount of Stress damage that is caused.

Shifts also determine when you get SWING dice and can be used to reduce the amount of time a task takes or the effectiveness of that task.



Rules

Shifts	Description
+5	Amazing Success: You've done well, so well you may even gain a temporary positive aspect.
+3	Significant Success: Noticably well done, pulled off with style and aplomb.
+1	Notable Success: You pull off the task solidly and effectively.
0	Minimal Success: You succeed, but only just.
-1	Failure: You mess up, but only just.
-3	Significant Failure: You don't just fail, you fail noticably.
-5	Disaster: Total failure. You screw up badly and may even gain a temporary negative aspect.

TOP SECRET

Examples

- **Disaster:** Agent Lemon attempts to leap from the roof of one building to the next and screws up, royally. He doesn't just fail, fall and get hurt, he beans himself on the opposite wall and tumbles to the ground with the Temporary Aspect of 'Concussed' as well as any consequences and stress from the fall.
- **Significant Failure:** Chesty LaRue has beaten up a secretary in the toilets and changed into her clothes so as to fit in. Unfortunately she has failed her roll and has left her skirt, accidentally tucked into her panties, giving herself away.
- **Failure:** Vladimir is attempting to open a safe without triggering the alarm. Sweating he twists and turns the dial but can't get the safe open. Fortunately however, he doesn't quite set off the alarm.
- **Minimal Success:** Thrown overboard from Vargo's yacht, Agent Zero attempts to swim to shore and only just makes it, passing out as he hauls himself a short way up the beach. Safe, for now.
- **Notable Success:** In researching the archives on Zoltan Zubriggen, Miss Deeds also manages to find some files on his known associates that may prove useful.
- **Amazing Success:** Solomon aims his pistol at the sprinklers, hoping to cause enough of a distraction to enable him to escape. He's trying to create the temporary aspect 'Rain Indoors' but succeeds so well that Control gives him another temporary aspect of 'Total Chaos' as sprinklers throughout the building all go off.



Skills

Spin

Other forms of FATE have an effect called 'Spin' where rolls that would give you a SWING dice in Agents of SWING would give you other special effects in those games. In Agents of SWING the SWING dice completely replaces the effects of Spin.

SWING Dice

Whenever you beat a difficulty by three or more (whenever your Shifts are three or more) you gain a SWING dice if you do not already have one.

You can keep one, and only one, SWING dice ready to roll when you need it.

When you choose to use it you roll your SWING dice (the blue one) and use it to replace either your positive or negative dice, changing the outcome of the roll.

Once it is spent it is gone until you get another roll with a Shift of three or more and the roll where you used the SWING dice does not count.

Skills

Your various skills are described using The Ladder and these represent your professional competencies.

You might be especially good at driving or know how to handle a gun, you might be initiated into the secrets of the occult or be particularly good at surviving in the wilds.

Even in things that you don't have a skill in you're considered to be Yawn (+0) as agents are all-rounders with good training and a broad base of competency.



The basic skills are:

- **Academics** - Formal, educated knowledge.
- **Alertness** - Initiative and the ability to spot things.
- **Art** - Appreciation for and creation of art.
- **Artillery** - The firing of large, emplaced or mobile weapons.
- **Athletics** - Running, climbing, cartwheels and so on.
- **Burglary** - Breaking into places.
- **Contacts** - Knowing the right people.
- **Deceit** - The effective use of untruths.
- **Drive** - Operating a motor vehicle.
- **Empathy** - Understanding people's feelings.
- **Endurance** - Putting up with hardship and pain.
- **Engineering** - Fixing things, taking them apart and putting them back together.
- **Fists** - Punching, kicking and headbutting people.
- **Gambling** - Winning at cards by playing the players.
- **Guns** - Shooting things.
- **Intimidation** - Staring people down and making them scared.
- **Investigation** - Looking into things methodically and following up on clues.
- **Leadership** - Taking charge and getting people to do what you say.
- **Might** - Exerting your raw physical strength.
- **Mysteries** - Unusual knowledge about magic, aliens and psychics.
- **Pilot** - Flying things.
- **Rapport** - Making friends and influencing people.
- **Resolve** - Setting your willpower to something.
- **Resources** - Money makes the world go around.
- **Science** - The application of knowledge of the natural world.
- **Sleight-of-Hand** - Picking pockets and doing things surreptitiously.
- **Social Standing** - Your regard in society.
- **Stealth** - How not to be seen.
- **Survival** - Living off the land and your wits.
- **Weaponry** - Striking people with implements.

Rules

Stunts

Stunts are extra, special, abilities that distort the standard rules, give you extra capabilities and reflect your training and edge over other, lesser, people. Stunts help you individualise your character and give them cool tricks that they can pull off during play.

- **Acrobat** - As an accomplished and trained acrobat you can move your body in lots of interesting ways.
- **Additional Gadgets** - On top of the normal equipment and mission gadgets, you have a supply of your own.
- **Alarm Sensibilities** - You're tuned in to traps and alarms and very aware of how their presence.
- **All the World's a Stage** - As a method actor you can adopt a role that's convincing in the real world.
- **Aplomb** - Confident and cool you can stand up to the knockabout of social conflict.
- **Architect of Death** - You're a natural weapon crafter, able to fix and modify weapons with some skill.
- **Army of One** - You can battle hard against overwhelming odds.
- **Aura of Fear** - You can focus your intimidation and menace to terrify others.
- **Best Foot Forward** - You're great at making a good first impression.
- **Big Heist** - You're an expert at casing places and working out the best way in.
- **Blather** - You can cover up whatever you're doing with a stream of incessant chatter.
- **Blow for Blow** - You can trade hits with the best of them.
- **Body-Armour** - You can use other people as shields.
- **Body Toss** - You know how to shove or throw someone off their feet.
- **Born Leader** - You can leverage your natural charm to lead an organisation.
- **Bounce Back** - You recover from your wounds damn quickly.
- **Brawler** - You know how to fight a crowd.
- **Bump and Grab** - You're deft at physical distraction coupled with minor thievery.

- **Catch** - If something is hurled, sometimes even shot, at you, you may be able to catch it.
- **Clever Disguise** - You're a master of disguise, able to pass even close scrutiny.
- **Clever Façade** - When someone tries to 'read' you, you can get a 'read' on them.
- **Cold Read** - You can get a 'read' on someone in an instant.
- **Commissions** - Your work (or performances) are sought out, which can bring you money.
- **Computer Specialist** - Computers are a rare and difficult thing, this gives you a bonus with them.
- **Con Man** - You know how to read a 'mark', ready for inevitable sting.
- **Contact** - You have a specific, named contact who is ready and willing to help you out.
- **Contortionist** - You can twist your body into all manner of strange shapes and fit through gaps.
- **Cool Customer** - You can brush off mental debilitation that would cripple others.
- **Cool Hand** - You have a calm, steady hand, even under the worst of circumstances.
- **Creature Companion** - You have a trained, animal friend.
- **Criminal Mind** - You can investigate crimes from the perspective of a criminal.
- **Crippling Blow** - You can do all kinds of nasty, physical damage to people in close combat.
- **Custom Firearm** - You have a unique gun that's been specially adapted to your needs.
- **Custom Vehicle** - You have a unique vehicle that's been specially adapted to your needs.
- **Danger Sense** - You can sense dangerous situations and are hard to ambush.
- **Death from Above** - When piloting you can strike with terrible power from above.
- **Defensive Driving** - You are an expert at swerving and other defensive, car-related, stunts.
- **Demolitions** - You're an expert at setting up and detonating explosives.
- **Demoralising Stance** - By performing a set of moves you are able to intimidate your opponent.

Rules

- **Developed Immunities**
 - You have trained yourself to be immune to poisons.
- **Dirty Fighter** - You're able to exploit an opponent's weakness, ruthlessly.
- **Disguise of the Mind** - You can assume a persona so completely, you can 'bluff' their skills.
- **Dizzying Intellect** - You can spout spurious technobabble with the best of them.
- **Do You Know Who I am?** - Your fearsome reputation in a particular field lets you demand respect.
- **Doctor** - You have effective training in helping with injuries that goes beyond basic first aid.
- **Double or Nothing** - You can get another chance, but if you fail, it's much worse.
- **Enhanced Sense** - You have a much better sense of hearing, smell, taste, touch or sight.
- **Equestrian** - You're extremely skilled at riding.
- **Extra Tough** - You can take more physical stress than most people.
- **Eye for Detail** - You can recall scenes and situations with almost perfect recall.
- **Face the Pain** - You can grit your teeth and force through your pain and injuries.
- **Fast** - You can run incredibly quickly.
- **Feel the Burn** - You can force through terrible pain and injury and carry on.
- **Five Minute Friends** - You're able to make a great first impression upon people and to make friends quickly.
- **Flawless Navigation** - You never get lost in the air.
- **Flawless Parry** - When you concentrate on your defence it is much more effective.
- **Fly by Instruments**
 - You never have to worry about obscured vision when it comes to piloting or navigation.
- **Flying Ace** - You're able to wheel a plane around with supreme skill and get behind enemies.
- **Focussed Senses** - You can concentrate on a single sense, deadening the others while you do so.
- **Forensic Medicine** - You can get insights into an investigation from your medical knowledge.

Rules

- **Funding** - You can get hold of money from your backers, when you need to by exerting your leadership.
- **Furious Blows** - You can unleash a torrent of hand to hand attacks.
- **Gambling Buddy** - You have a network of contacts from the gambling circuits that you can call upon.
- **Grease Monkey** - You intuitively understand machines and how to mess with them.
- **Grease the Wheels** - You can substitute bribery for other social capabilities.
- **Gun-Crazy** - You know everything there is to know about weapons and can work them inside and out.
- **Hammerlock** - When you block someone you can grasp hold of them.
- **Headquarters** - You have a headquarters, a base of operations that has some special capabilities.
- **Heart's Secret** - You can see right through people to the important parts of them.
- **Hell Bent** - You can urge the most from your mount or vehicle.
- **Herculean Strength** - You're incredibly strong and able to lift and push massive weights.
- **Hide in Plain Sight** - No matter how exposed you are, you're able to disappear.
- **Hit them Where it Hurts** - You find it easy to zero in on things that provoke people.
- **Home Away from Home** - You have a second home with access to similar facilities to your normal home.
- **Honest Lie** - If you include some truth, the lies are harder to find.
- **Human Spider** - You can swarm up surfaces that most people would think impossible.
- **Hush** - You know how to move whole groups as quietly as you can move.
- **I Know a Guy who Knows a Guy** - Even if you don't know someone, the people you do know, may.
- **I'm On Top of It** - You can push yourself to react faster than those around you.
- **Infuriate** - You have a real talent for putting people's nose out of joint.
- **Inner Strength** - Your mind is very strong and able to shrug off outside influence.

Rules

- **Insider** - Your connections let you quickly negotiate bureaucracies by using personal relationships.
- **Instant Functionary** - You understand organisations and can blend into them.
- **Judo Chop** - You can knock someone out with a simple chop to the back of the head.
- **Jury Rig** - You can repurpose non-standard parts to keep another machine going,
- **Ladykiller/Black Widow** - You're an expert when it comes to members of the opposite sex.
- **Last Leg** - You can push on, even when you should be down.
- **Legal Eagle** - You know your way around the legal system, its loopholes and how to get around it.
- **Lethal Weapon** - You can maximise the wounds you deal out with your fists.
- **Lieutenant** - You have an exceptional companion or sidekick.
- **Lightfoot** - You can walk very cautiously and lightly, avoiding traps and leaving few tracks.
- **Lightning Hands** - You can aim and shoot in an instant, your familiarity with guns makes you fast.
- **Linguist** - You can speak a lot of languages and can pick up new ones quite quickly.
- **Lip Reading** - You can eavesdrop, even if you can't hear, so long as you can see.
- **Lock Master** - You can pick a lock with just about anything that can be turned to the purpose.
- **Long Shot** - You can coax a lot more range out of a gun and are an expert at long distance shooting.
- **Long Term Investment** - You can cash in investments for cash.
- **Luck** - Even when something's completely random, you tend to come out on top.
- **Made of Steel** - You can shrug off a lot of harm as if you'd never been hit.
- **Marathon Training** - You can keep up even a strenuous activity for hours at a time.
- **Martial Arts** - You can size up an opponent in close combat and exploit their weaknesses.

- **Master Diplomat** - You know how to tiptoe around issues and save face.
- **Master of Disguise** - You can disappear, becoming just about anyone, able to reveal yourself later on.
- **Master of Shadows** - You can move through darkness without exposing yourself to detection.
- **Medic** - You're good at healing in the field and are much more effective at it than normal first aid.
- **Mental Blueprint** - Your mind can fill in the gaps even from a partial examination of a location.
- **Mesmerist** - You know how to put people into a trance and can perform basic hypnotic effects.
- **Mighty Leap** - You can jump incredibly high with cat-like reflexes.
- **Mimicry** - You can imitate a specific person with convincing skill.
- **Minions** - You have access to a mob of low-level back-up, should you need them.
- **Mister Fix-it** - You don't only know how to fix things, you know how to fix them fast.
- **More Power!** - You can coax the best performance out of a device or machine for a short while.
- **Network of Contacts** - You have a vast network of contacts you can draw upon as needed.
- **Never Bluff a Bluffer** - Through gambling you're an expert at bluffing and can apply that skill in the world.
- **Now I'm Mad** - When you're wounded you can turn that wound into energy to counter-attack.
- **Old School Tie** - You maintain contact with the people you went to school with.
- **Peek Inside** - From even a casual insight into someone you can extrapolate more specific details.
- **Personal Conspiracy** - You are at the centre of a conspiracy that serves your ends.
- **Personal Gadget** - You have a personal gadget that you always have with you at your disposal.
- **Photographic Memory** - You have perfect visual recall.

Rules

- **Piledriver** - You are an expert at smashing apart inanimate objects with your fists.
- **Promise of Pain** - You can intimidate someone and terrify them to the point of a mental break.
- **Prototype Vehicle** - You have a one-of-a-kind vehicle with some interesting modifications.
- **Quick Draw** - You can draw and fire incredibly swiftly.
- **Quick Eye** - You can investigate and examine an area far more quickly than most people.
- **Rain of Fire** - You can lay down suppressive fire with surprising ease.
- **Razor Tongue** - Your artfulness of speech aids your social efforts greatly.
- **Ready for Anything** - You're prepared for combat at all times and wired for warning signs.
- **Reinforcements** - With a bit of luck, reinforcements can turn up just when you need them.
- **Resilient Reputation** - It's hard for people to besmirch your name.
- **Ricochet** - You can throw a weapon and bounce it off a surface, letting you strike around corners.
- **Right Place, Right Time** - Bullets and attacks tend to miss you without you seeming to actually move.
- **Riposte** - You can turn a defence back onto your attacker with a weapon.
- **Safe Fall** - You can slow your fall by sliding down a surface or slipping down a rope.
- **Scene of the Crime** - If you've investigated a place, when you return to it you can spot any difference.
- **SCIENCE!** - Science can be applied to absolutely anything in order to win victory.
- **Scientific Genius** - You have a specific area of scientific specialisation in which you excel.
- **Scientific Invention** - You're able to create new gadgets and upgrade devices using science.
- **Shadowed Strike** - You strike out of the shadows with deadly force.
- **Shaken not Stirred** - Very little penetrates your aura of cool

Rules

- **Shot on the Run** - You're able to use your shots to put off those who are attacking you.
- **Signature Strike** - You have a powerful, well practised attack that can devastate an opponent.
- **Sceptic's Ear** - You're always alert for lies being told to you and suspect them almost all the time.
- **Slippery** - You can writhe and squirm free of bonds and holds.
- **Smooth Over** - You're very accomplished at calming down bad situations.
- **Smooth Recovery** - You're adept at recovering from mental or social gaffes.
- **Snap Shot** - You can interrupt what someone else is doing, with a bullet.
- **Stage Presence** - Your artistic work simply cannot be ignored.
- **Stay on Target** - You are adept at training your gun on a single target and centring your aim.
- **Subtle Menace** - You're always scary, no matter what the situation is, no matter how disempowered you are.
- **Sucker Punch** - You can strike someone with a sudden, surprising punch out of nowhere.
- **Surgeon** - You can perform operations upon people.
- **Swinger** - Once you're on a roll, you tend to stay on a roll.
- **Take it All In** - Even a cursory glance is enough to take in a great deal of detail about a location.
- **Takes one to Know one** - It takes a liar to know a liar.
- **Thump of Restoration** - Sometimes a good, swift, smack gets a device working better than a toolkit.
- **Tireless** - You can do without sleep, for a while.
- **Track the Soul** - You have a good sense for finding people you know.
- **Tracker** - You don't just follow a trail, you read it.
- **Trick Shot** - You're a dab hand at shooting inanimate objects.
- **Turn on a Dime** - You can swing a car around quickly or fit it in small gaps with ease.
- **Two Gun Fury** - You can fill your fists with two guns to great effect.

Rules

- **Unapproachable** - You're so scary that people barely dare think about or examine you.
- **Unbound** - You can break free of even the strongest of bonds with surprising ease.
- **Uncanny hunch** - You're skilled at making accurate guesses about things on minimal evidence.
- **Unflappable** - You hardly ever take fright or, at least, can retain control of yourself when you do.
- **Unruffled** - You always look presentable.
- **Unstoppable** - Once you're up to speed your bulk and strength make you hard to stop.
- **Unyielding** - Your force of will is so strong it can carry your body forward even when it's hurt.
- **Vanish** - You can disappear from view.
- **Vehicle Mechanic** - You may not know much about general engineering, but if you can drive it, you can fix it.
- **Virtuoso** - You're something of a prodigy and a noteworthy individual in your chosen artforms.
- **Walk the Walk** - You know how to put on airs and fit into even the most unlikely of situations naturally.
- **Walking Library** - You retain a huge amount of information from your wide reading.
- **Whatever's to Hand** - You're very capable at using improvised weapons, vases, chairs and so on.
- **Winnings** - You tend to win - and win big - at gambling, at least for a while.
- **Wrestler** - You know how to leverage your strength in close combat.



Strange Stunts

- **Alien Secrets** - You're aware of the interference of aliens in earthly affairs and its full extent.
- **Astral Travel** - You can decouple your consciousness from your body.
- **Cantrips** - You can do little tricks and feats of genuine magic that are even, occasionally, useful.
- **Mystic Artefact** - You have an item with a mystical power of some kind.
- **Mystic Fortune Teller** - You can genuinely gain some insights into the future.
- **Mystic Sight** - You can sense the supernatural with your third eye.
- **Psychic Clairvoyance** - You can cast your mind out and project your senses to other locations.
- **Psychic Heat Control** - You can raise or lower the temperature around you.
- **Psychic Telepathy** - You can send psychic messages and read minds.
- **Psychokinesis** - You can move objects with the power of your mind.
- **Sixth Sense** - You have a genuine, mystical 'danger sense' which you can tap into as a basic divination.
- **Super Speed** - You are much faster than is natural for a human being.
- **Super Strength** - You are much stronger than is natural for a human being.
- **Super Toughness** - You are much tougher than is natural for a human being.



Rules

Aspects

A character is primarily defined by its aspects. These are descriptive terms or sentences that help to sum up the character and their capabilities and can be 'tagged' (brought into play) to provide bonuses or justifications for twisting the plot around and having various, interesting things happen.

Aspects can be just about anything from descriptions of particular traits to relationships, beliefs, snappy catchphrases, descriptions, items, anything - really - that describes the character and their relationship to the world.

As a SWING character you get eight aspects, three of these are covered by your section, your past and your cover identity.

The remaining five can be anything else that you want. There's some examples of the three primary aspects in the previous sections, but here's a few examples of some other types of aspects.

- **Relationships:** Big Brother, Can Always go Home to Mum, My Father Works for the Ministry.
- **Beliefs:** Onward Christian Soldier, Kali Ma!, I don't eat meat any more, Workers of the World Unite!
- **Catchphrases:** "The name's Chain, John Chain.", "No, I expect you to die!"
- **Quotes:** "Not the man with whom to fuck", "Kick his arse and take his coat."
- **Descriptions:** Graceful and Stately, Prowls like a Panther, Bulging Biceps, Piercing Eyes.
- **Items:** I prefer a Walther, I Drive the Fastest Cars, Champagne or Nothing, Ubiquitous Umbrella.



Selecting Aspects

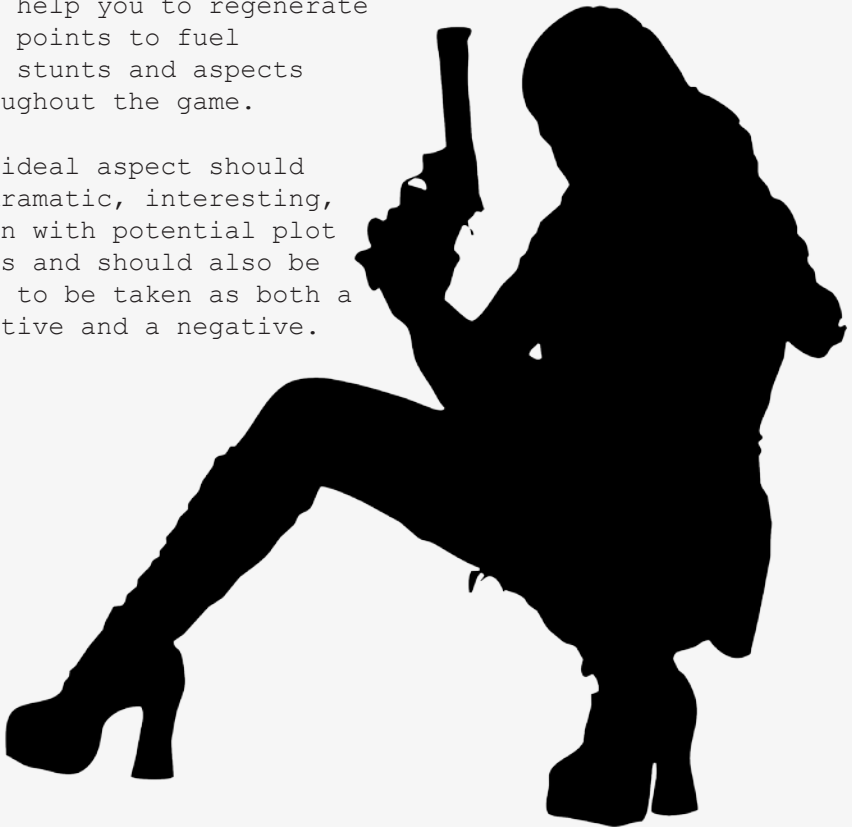
Ideally you want a good spread of aspects, rather than concentrating them all in one place.

Some overlap is useful in case using one alone isn't going to be enough but you want to use these not only to make a powerful character but to make an interesting character.

It's a good idea to take a few bad aspects as well as good ones as these aspects will help you to regenerate Fate points to fuel your stunts and aspects throughout the game.

The ideal aspect should be dramatic, interesting, laden with potential plot hooks and should also be able to be taken as both a positive and a negative.

For example, the catchphrase aspect up above, "The Name's Chain, John Chain" is a good, multifaceted aspect, it suggests that the character's name has impact and meaning, that it can be intimidating, but it also intimates that the character is notorious and may, inconveniently, be recognised.



Rules

Bad Aspects?

Why would you want a bad aspect? Bad aspects let you regenerate Fate points when they act to your detriment, gift you a Fate point.

You can also use some of your bad aspects in a positive way, spinning them around to become positives in certain situations.

If you have the aspect of "Rubiest rube that ever rubed" that's bad in most circumstances but if you're the bait in a sting for a conman, it can be a powerful positive.

Situational Aspects

Conflict can be a dynamic situation and the aspects that exist in a scene or a particular challenge can change as the circumstances change.

You can even give scenes or enemies aspects, like 'Ferociously ablaze' or 'Off balance'.

When you create an aspect in a scene you can use it, once, for free, without having to spend a Fate point.

Making it SWING

Ideally you want your aspects to grab your imagination, raise a smile, excite you or engage the other players. A great aspect should be really swinging.

- **OK:** *Good with guns.*
- **Good:** *Dead-Eye Shot*
- **Swinging:** *A fistful of leaden death*

Activating Aspects

You can use your aspects in a variety of ways but they need to be relevant. When you want to apply them you should mention them and describe how they're relevant to the situation.

Any use of an aspect starts off on this basis.

- **Activating an Aspect:**
Your aspect is relevant to a skill roll that you're making. You can either add +2 to your effort or re-roll all the dice that you've rolled on the task, including your SWING dice if you've rolled one

- **Story Effects:** You can normally spend a Fate point to make a minor, dramatic declaration but if you're doing it channelled through an aspect this is much more powerful, more in line with the effects of a stunt, though Control can still choose to ignore it.
- **Activating Someone Else's Aspect:** You can activate someone else's aspect - or one attached to the scene, location or anything else - to gain advantage for yourself and this has the same effect as activating one of your own. You can also use these outside aspects for story effects, if appropriate.
- **Activating Negative Aspects:** To regain Fate points you need to activate your aspects in a negative way. This can penalise your rolls or can introduce problems into the plot to your detriment but, in exchange, you get a Fate point as a reward. Control can also force these negative applications if they wish and you still get a Fate point.

You can invoke multiple aspects in the same scene and for the same roll, provided that you have the Fate points spare to do so and Control agrees that they apply.

Fate Points

Fate points represent the fickle whimsy of Lady Luck and how her fortune tends to favour the bold, the brave and - conversely and perversely - the wicked and the evil. Fate points are used to distort the rules in your character's favour and against the enemies that you encounter.

Control can also use a stock of Fate points in order to interfere with your actions, give you a turn of bad luck or to counter your attempts to bend Fate in your favour.

Different characters have different amounts of Fate point, equal to ten, minus the number of stunts that they have. Control gets a number of points equal to the average Fate point total of the players around the table though some of his villains and other characters may have Fate points of their own, separate to this pool.

Rules

You can use Fate points in a variety of different ways...

Gain a Bonus

You can spend a Fate point to modify a dice roll by plus or minus one. This is probably the least efficient way to use a Fate point but it may be the best thing possible in certain circumstances. You can spend as many Fate points in this way as you want to - and that you have.

Activate an Aspect

Aspects are descriptive terms, sentences, adjectives and short sentences that describe a situation, a person, a building - or indeed anything else. Aspects can be brought into a scene by skill rolls, can turn up as consequences or can appear due to player actions.

You can activate an aspect that's relevant to what you're doing by spending a Fate point. This lets you modify a dice roll by plus or minus two or allows you to re-roll your dice for a second time. You can do this as many times as you have Fate points and there are aspects you can tap into.

If you've brought an aspect into a scene you - or anyone else - can activate it as normal. In the normal ebb and flow of combat, aspects will come and go.

If you knock someone 'off balance' - for example - they're not likely to remain 'off balance' on the following turn, whereas setting off a smoke grenade will create an 'obscured by smoke' aspect that will linger for some time.

Power a Stunt

Some stunts with powerful effects require the expenditure of a Fate point to empower them.

This is particularly true of supernatural effects like psychic powers but is also true of other stunts with particular power. Individual stunt descriptions will tell you whether they need to be activated with Fate or not.

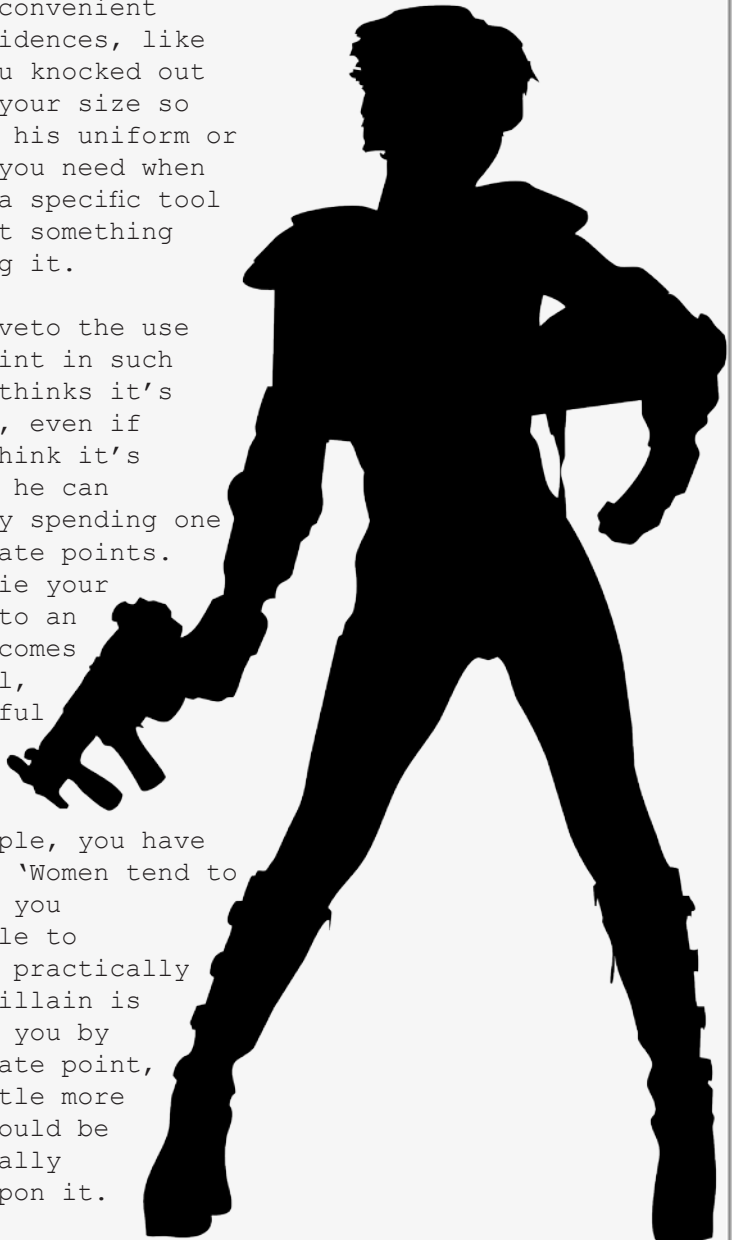


Make a Declaration

Fate can also be used to make 'declarations' about the scene. These are usually convenient little coincidences, like the guard you knocked out being about your size so you can wear his uniform or finding what you need when you require a specific tool - or at least something approximating it.

Control can veto the use of a Fate point in such a way if he thinks it's unreasonable, even if he doesn't think it's unreasonable he can counter it by spending one of his own Fate points. If you can tie your declaration to an aspect it becomes more powerful, almost powerful to the level of a stunt.

If, for example, you have an aspect of 'Women tend to fall for me' you should be able to declare that practically any female villain is attracted to you by spending a Fate point, though a little more investment would be needed to really capitalise upon it.



Rules

Refreshing Fate

Fate Points refresh between missions at the normal refresh rate for the character, as given on their character sheet.

Control may allow an earlier refresh if a substantial period of downtime occurs in the middle of a mission.

Earning New Fate

Players can regain - or get extra - Fate points by playing up their aspects in a negative way.

Players don't need to always activate their aspects and Control would find it difficult to always keep track of everyone's aspects in order to bring them into play himself and so it is left up to the players - who might want some Fate points to power their stunts and other abilities - to bring these problems up during play.

Control can also activate a character's aspects in a negative fashion during a conflict at the cost of one of his Fate points, but this gives the player a Fate point of their own.

Control can give players free Fate points on their whim but these should usually be given for daredevil heroics, memorable game moments and good role-playing.

Stress

Stress is a measure of your capacity for harm. It is, essentially, how much of a 'beating' you can take before you're 'taken out' in that capacity. Stress starts at five in each category, though it can be modified by different stunts and by skills. When you take harm in any of the three arenas it is crossed off your stress track, though you can choose to take 'consequences' instead. These are explained later following this section.

- Physical stress is added to by your Endurance skill
- Composure stress is added to by your Resolve skill
- Social stress is added to by your Social Standing skill.

Skill	Stress Bonus
Cool (+1) - Hip (+2)	+1
Solid (+3) - Neat (+4)	+2
Groovy (+5) - Fab (+6)	+3
Far out (+7) - Out of Sight (+8)	+4
Each +2	+Another one.

Stress recovers between scenes, lasting damage is represented by consequences, which take longer to heal, details on this are presented under Consequences.

Stress is divided into three different arenas:

Physical Stress

Physical stress is a measure of how much physical harm you can take whether by being beaten, shot, exhausted, poisoned or any other source of damage to your body.

When you run out of Physical Stress you are 'Taken Out' which, depending on the context may mean dead, unconscious or simply crippled and unable to act due to pain or other incapacitation. In the case of heroes and significant villains, 'taken out' should almost never mean dead but, rather being at the mercy of their opposition.

Composure Stress

Composure Stress is a measure of mental fitness and well-being, willpower, sanity and 'psychic' resilience. It is hit when you are frightened, terrified, stressed, placed under mental duress, tortured or otherwise attacked in a way that targets your mind.

When you run out of Composure Stress you are 'Taken Out' which, depending on the context, may mean catatonic, insane, collapsed with grief or even, in the case of magical or psychic attacks, killed. When resisting torture and other attacks upon your resolve being 'Taken Out' means that you have buckled under the stress and have given up what your enemy wishes to know - or at least something close to it.

Rules

Social Stress

Social Stress is a measure of your 'social capital', the goodwill and authority that you are given by others and how resilient your reputation is. This is largely a matter of social class in the 1960s and 70s, though it is starting to be undermined. If you prefer a more egalitarian means of measuring Social Stress you can enhance it with Rapport, rather than with Social Standing.

When you run out of Social Stress you are 'Taken Out' which, whatever the context, essentially means that you have temporarily become persona non-grata and that nobody will trust you or listen to you. In practical terms this means you can't initiate Social contests without spending a Fate point. Social consequences can be even more far reaching.



Consequences

Consequences are a more lasting form of harm than stress - though losing all your stress can have some pretty terrible outcomes. Consequences are a means of describing 'wounds', whether they're to your mind, body or your reputation.

The player chooses when to take a consequence and when they do it reduces the amount of stress they take from a hit. In normal circumstances a character can take one of each type of Consequence: Minor, Major, Severe and Extreme. Some Stunts and other abilities will let you take more than one of each.

When you take a consequence you reduce the amount of stress you take from a hit accordingly:

- **Minor:** Reduces stress taken by two.
- **Major:** Reduces stress taken by four.
- **Severe:** Reduces stress taken by six.
- **Extreme:** Reduces stress taken by eight.

Consequences can be activated, like aspects, by the character's enemies to give them aid during battle and can be activated for free the first time that they are activated.

This makes them particularly debilitating, at least for a short while.

They also have narrative effect. If, for example, you took the consequence 'blinded' then you couldn't, logically, make contests that involved your sight.

While you choose when you take a consequence, the enemy that did the damage gets to choose what sort of consequence you take,

Minions and bit-part characters cannot take consequences and are subject only to stress.



Rules

Physical Consequences

Physical consequences represent physical injuries, exhaustion and other debilitation that prevents or interferes with your physical actions.

Some samples of physical consequences might include:

- **Minor:** Heavy bruising, obvious cut, sprained ankle, sickened, winded, painful wound, reeling, off-balance.
- **Major:** Dislocated arm, heavy bleeding, concussion, useless arm, useless leg, blind in one eye, crippled hand.
- **Severe:** Broken arm, broken leg, fractured skull, gut-shot, crippling pain, disfiguring injury, blinded, deafened.
- **Extreme:** Paralysed, crippled, torn open, body burns, lost limb, permanent injury (new negative aspect).

Composure Consequences

Composure consequences represent mental harm, stress, frayed nerves and other mental exhaustion that prevents or interferes with your mental actions.

Some examples of composure consequences might include:

- **Minor:** Distracted, tired, churning mind, unable to concentrate, guilty feeling, fragile, exasperated, snappy.
- **Major:** Headache, nervous tic, dangerously impetuous, furiously angry, terrified out of your mind, shaky.
- **Severe:** Blinding migraine, crippling indecision, hallucinations, night terrors, temporary phobia.
- **Extreme:** Catatonic, helpless screaming, brain-fried, paralysed with indecision, hysteria, helpless laughter.

Social Consequences

Social consequences represent social harm, damaged reputations reduced status and the expenditure of 'political currency' so that your impact upon the social scene is reduced and your name becomes mud.

Some examples of social consequences might include:

- **Minor:** Whispered rumours, uncomfortable questions asked, stain on your reputation, reduced circumstances.
- **Major:** Minor scandal, too many favours called in, trash talked, lost your credibility, class hatred.
- **Severe:** Major scandal, your word is no good, no longer a gentleman, your name is mud, untrustworthy.
- **Extreme:** Massive scandal, unforgivable, ruined reputation, utterly humiliated, scandal by association.

Healing

Consequences and stress heal over time or can be reduced or removed by assistance. Stress heals at the rate of one point per day naturally, though it can also be healed by the application of first aid, special abilities and other possible applications of skills and capabilities.

Consequences are a little more tricky. They can heal (or be forgotten) naturally over time in a similar manner to stress, however it is more common that these deeper 'injuries' (to mind, body or reputation) are treated through role-playing events or the application of expert skills.

Surgery might heal physical consequences, counselling might heal mental consequences and assistance with reputation, public backup from people of higher social standing can heal a social consequence.

Rules

The natural healing rate for consequences depends on their severity.

These healing times are not remotely realistic, but they are appropriate for a TV serial-themed game:

- **Minor:** One day.
- **Major:** A few days.
- **Severe:** A week.
- **Extreme:** A few weeks.

Playing

Once you've gotten a character together you're ready to play the game but in order to play the game you need to know the rules that surround that character and how to apply them. This section reiterates and explains how the rules are used in play to resolve scenes and conflicts.

Aspects

Other than skills the most integral system to the game is that of aspects, the descriptive terms that frame scenes, describe characters, vehicles, special items and so forth. These are activated to represent the edges that they give whoever has them and to represent the flow of luck back and forth between the different sides.

Activate an Aspect

A Fate point can be spent to activate any aspect relevant to the scene, whether they belong to the character, an enemy, an object or vehicle or the scene itself, as described previously. Activating an aspect always either costs, or gives, a FATE point.

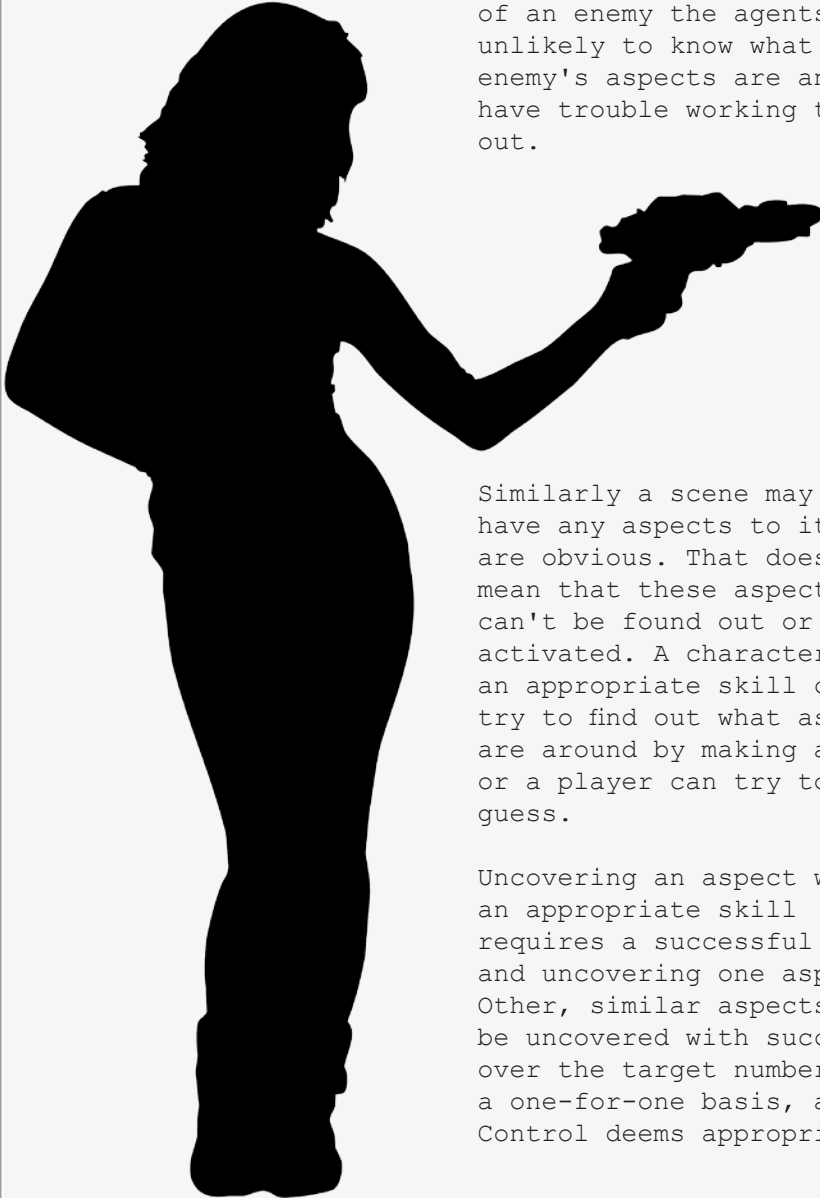
Using Alternative Skills with Activation

One additional effect of aspect activation is that it can be channelled to change which skill is applicable to a conflict. If you don't have an applicable skill or your applicable skill is low you may be able to activate an aspect in order to use a different skill that you're better at.

An agent who lacks diplomatic skill might have to stand in for a diplomat in order to get close to an enemy spy, for example. Called upon as part of his cover to deal with a diplomatic situation he might be out of his depth but, with the spending of a FATE point and the activation of his 'Thousand Yard Stare' aspect he uses his skill in intimidation instead of a more diplomatic one.

Hidden Aspects

There can be aspects that are hidden. Without a deep briefing on the and nature of an enemy the agents are unlikely to know what an enemy's aspects are and may have trouble working them out.



Similarly a scene may not have any aspects to it that are obvious. That doesn't mean that these aspects can't be found out or activated. A character with an appropriate skill can try to find out what aspects are around by making a roll or a player can try to guess.

Uncovering an aspect with an appropriate skill requires a successful roll and uncovering one aspect. Other, similar aspects can be uncovered with successes over the target number on a one-for-one basis, as Control deems appropriate.

Rules

A psychologist who has managed to observe and read up on a target might make a roll and beat the target by three, for example, uncovering two psychological aspects - overconfident and agoraphobic - but not uncovering a physical aspect, such as 'glass jaw' no matter how much success they get.

In guessing hidden aspects a player spends a FATE point and loses it whether they guess correctly or not. If the guess is reasonably close to the aspect then it is revealed and the bonus or effect takes place.

Otherwise the FATE point is wasted to no benefit. Control can allow guessed aspects that aren't attached to the scene to be created, if they make sense. For example if a scene has the aspect 'Spreading inferno' attached to it, someone trying to apply 'Choking smoke' might be allowed it, even though it hasn't been predetermined to be present.

Doing Things

Sooner or later you're going to want to do something, punch the bad guy in the jaw, jump a sports-car over a bridge, set some explosives or decipher an enemy code.

These are handled in broadly the same way whether you're overcoming an obstacle or overcoming an opponent.



Doing Something

Unopposed

When you're trying to do something that requires effort or luck, but which isn't against an active opponent, you're doing something unopposed.

When you're making an unopposed roll, follow these steps:

- Describe what you intend to do.
- Control will set a difficulty for you, a target number you need to roll from The Ladder and tell you what skill you need to roll on.
- Roll your dice, take the negative dice away from the positive and use the result to shift your skill level up or down The Ladder.
- Compare your result with the difficulty to see if you succeed or fail. The more you get over the target the better you succeed and you may even earn a SWING dice.

For example, an agent is trying to scale a fence surrounding a warehouse in which a nefarious organisation is storing stolen plutonium.

The fence is high and topped with barbed wire. Control determines that it needs a Hip (+2) success to get over the fence. The agent has a skill of Hip (+2) and rolls +5 and -4, for a total of +1, giving him a total of Solid (+3), enough to get over the fence easily, but with little panache.

Conflicts

A conflict is when two forces are in opposition. This can be a single roll as two forces struggle over a single point of contention or, more commonly, it might be a whole scene framing a competition between two opposing groups.

This might be a contest between encryption and decryption, the infiltration of a secret facility, trying to lose someone in a car chase or any number of other possibilities.

Rules

For a single opposed roll follow the following steps:

- Each side describes what they intend to do.
- Control will tell you of any modifiers to either side's roll and allow or disallow any stunts or aspects either side wishes to activate.
- Each side roll their dice, taking the negative dice away from the positive and using the result to shift their skill level up or down The Ladder.
- Each side compares results to see who succeeds or fails. The more you get over the target the better you succeed and you may even earn a SWING dice.

For example, Agent Shen is trying to outrun two eunuch assassins from the Yellow Claw Society. Shen has an athletics skill of Hip (+2) while the assassins have a skill of Cool (+1). Shen rolls +3 and -6, getting an end result of Bent (-1), which is inauspicious. The assassins +2, -2, getting an end result of Cool (+1) which is enough to beat him and catch up to him. The conflict will now become a more dangerous, combat challenge.

Conflict Scenes

Conflict scenes are strung together series of challenges that come together to describe an overall goal from escaping pursuers to a stand up fight.

These kind of conflicts are organised into 'scenes' which are played through from their start, through to their resolution, sometimes one type of conflict will bleed over into another. If there's a car chase that ends in a crash, that scene may become a fight once the enemy agents catch up and disembark.

Running Conflicts

Running conflicts is a little more complicated and a little more involved than dealing with individual skill checks.

Control needs to make sure that everyone gets to go, gets to do something in turn and to keep track of everything that's going on. A little bit of set-up goes a long way when you're doing this - even given the abstract nature of the game's system.

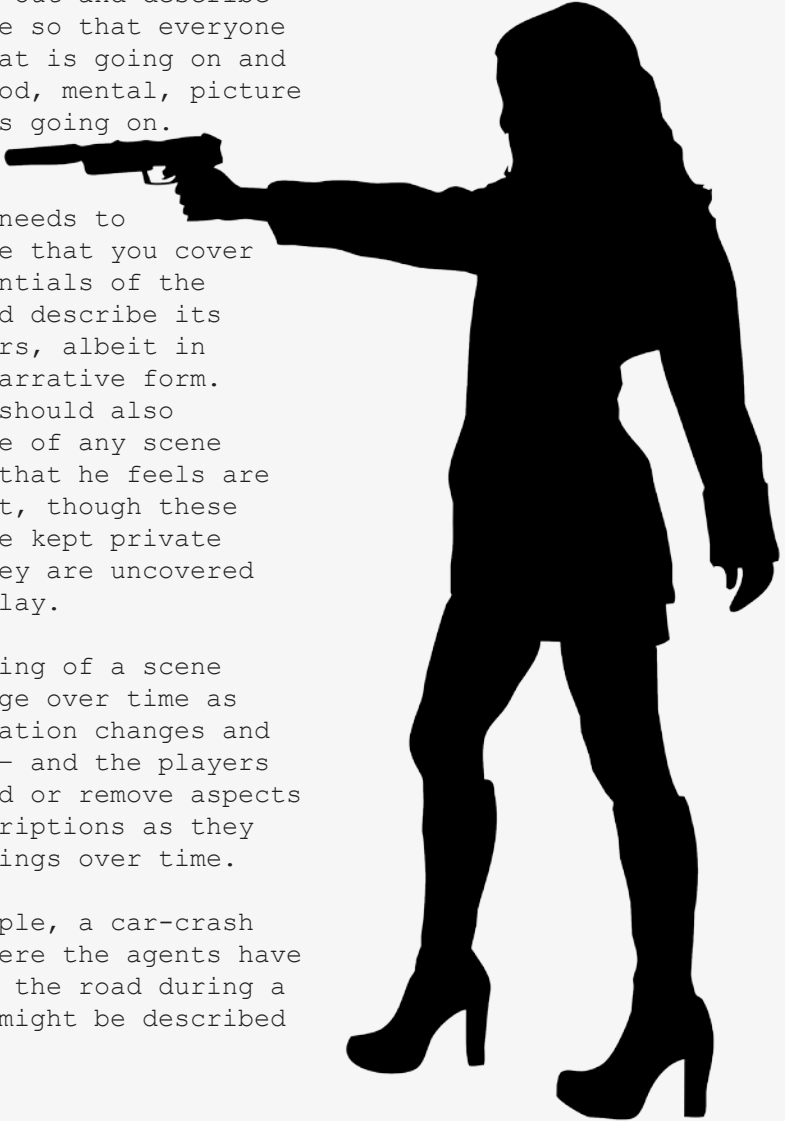
Frame the Scene

When a conflict is about to take off Control needs to spell out and describe the scene so that everyone knows what is going on and has a good, mental, picture of what's going on.

Control needs to make sure that you cover the essentials of the scene and describe its parameters, albeit in a more narrative form. Control should also make note of any scene aspects that he feels are important, though these should be kept private until they are uncovered during play.

The framing of a scene can change over time as the situation changes and Control - and the players - can add or remove aspects and descriptions as they alter things over time.

For example, a car-crash scene where the agents have come off the road during a pursuit might be described thus:



Rules

"Your car finally grinds to a halt at the side of the road, having tumbled over twice, windows shattered, metal twisted. Your pursuers pull up behind you, skidding their car to a halt and piling out, taking cover behind it while one of them sidles forward, pistol in hand, to check whether you have survived."

Control decides that the scene has the aspects:

*'Puddles of fuel',
'Scattered wreckage' and
'Heavy traffic'.*

Later in the conflict the fuel gets set on fire, burning the cover of the wrecked car and adding the aspects *'Flaming inferno'* and *'Clouds of Black Smoke'* to the scene.

In order to get out of this conflict the characters would either have to escape - on foot or by another vehicle - or eliminate the enemies who had been following them.

Establish Initiative

It's important to know who goes in what order when it comes to conflicts, particularly those between groups.

- Whoever has the highest Alertness goes first in physical conflicts.
- Whoever has the highest Empathy goes first in social conflicts.
- Whoever has the highest Academics goes first in mental conflicts.
- If initiative is tied between players, they get to decide who goes first.
- If initiative is tied between non-player characters, Control decides who goes first.
- If initiative is tied between a player and a non-player character, the player goes first.
- Certain stunts can influence initiative order and FATE points and aspects can also be used to boost someone's initiative and to let them go first.
- A character - or non-player character - can choose to forego their turn and instead take it later, cutting in in front of a slower character or non-player character if they want.

Take Action

When it's your turn you can choose to do any number of things with your character, so long as they're within the bounds of possibility. Here's some of the more usual ones:

- **Use a skill:** You can use a skill on your turn to accomplish anything that that skill might normally do. This may take many turns in some cases, lasting through a whole conflict. The skill roll is made when the attempt is first initiated but a character may continue to do other things at the same time with a penalty of -2 on their rolls. A character trying to repair a vehicle while under fire, for example, may continue to work on the engine while returning fire, provided that they don't move and with their penalty.

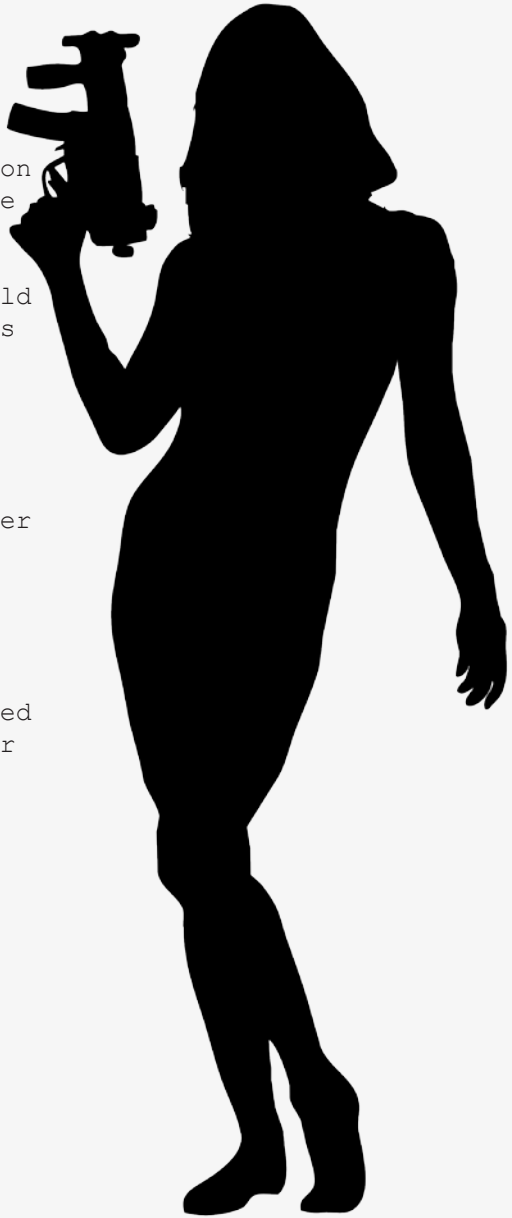
- **Attack:** An attack is any aggressive move against a character or non-player character. This might be a gunshot, a fist, a distraction, an attempt at persuasion, anything that's trying to push an agenda. One participant attacks, the other defends and a contested roll is made to determine the outcome.



Rules

- **Manoeuvre:** A manoeuvre is a way to change the stakes in a scene. It's something that is done to place a temporary aspect upon the scene or upon a person. This is rolled as normal, whether a simple roll or a conflict, and if successful the temporary aspect is created in the scene. Successfully completing a manoeuvre also earns the person a FATE point. If the manoeuvre is made to assist someone else that FATE point can be given to them. For example, one agent might spot a sniper about to take a shot against a friend and make a manoeuvre roll to shout a warning to their friend, giving them the temporary aspect 'Look out!' and a free FATE point to spend to activate it.
- **Full Defence:** Rather than take an aggressive action or do anything else a character can opt to dodge, focus their will or otherwise engage in defensive behaviour in an attempt to blunt incoming attacks. This grants them a +2 bonus to defence for the duration of the turn.
- **Defending:** A character can attempt to protect their friend - provided that it makes sense that they would be able to do so. In such a case both characters make a defence roll and the highest is used.
- **Moving:** A character can usually move without it taking up their action - unless there's a complication like having to climb or making an all-out move like a sprint. Movement is explained more later on but a normal move allows a character to shift a single zone, difficult terrain requires that a skill roll be made to move that single zone and an all-out move covers at least a single zone, more zones added with success over the target number made on a roll.

- **Combining Skills:** You might have to do two things at once - in a different way to being pre-occupied as detailed above. You might need to balance on a narrow ledge and take a pot-shot at someone, for example. In such instances Control should decide which two skills are appropriate, which is primary and which is secondary. You roll on your primary skill but modified, if the secondary skill is lower you take a -1 penalty, if the secondary skill is higher you get a +1 bonus.
- **Defer Action:** As covered previously, a character can choose to hold off on their action and wait, taking it at another point in the turn or interrupting so that they can get in before someone else takes - or completes - their action.



Rules

Resolve Action

Once the action is described, it is taken. If rolls are necessary then they are made and Control interprets and officiates the outcome and describes what happens.

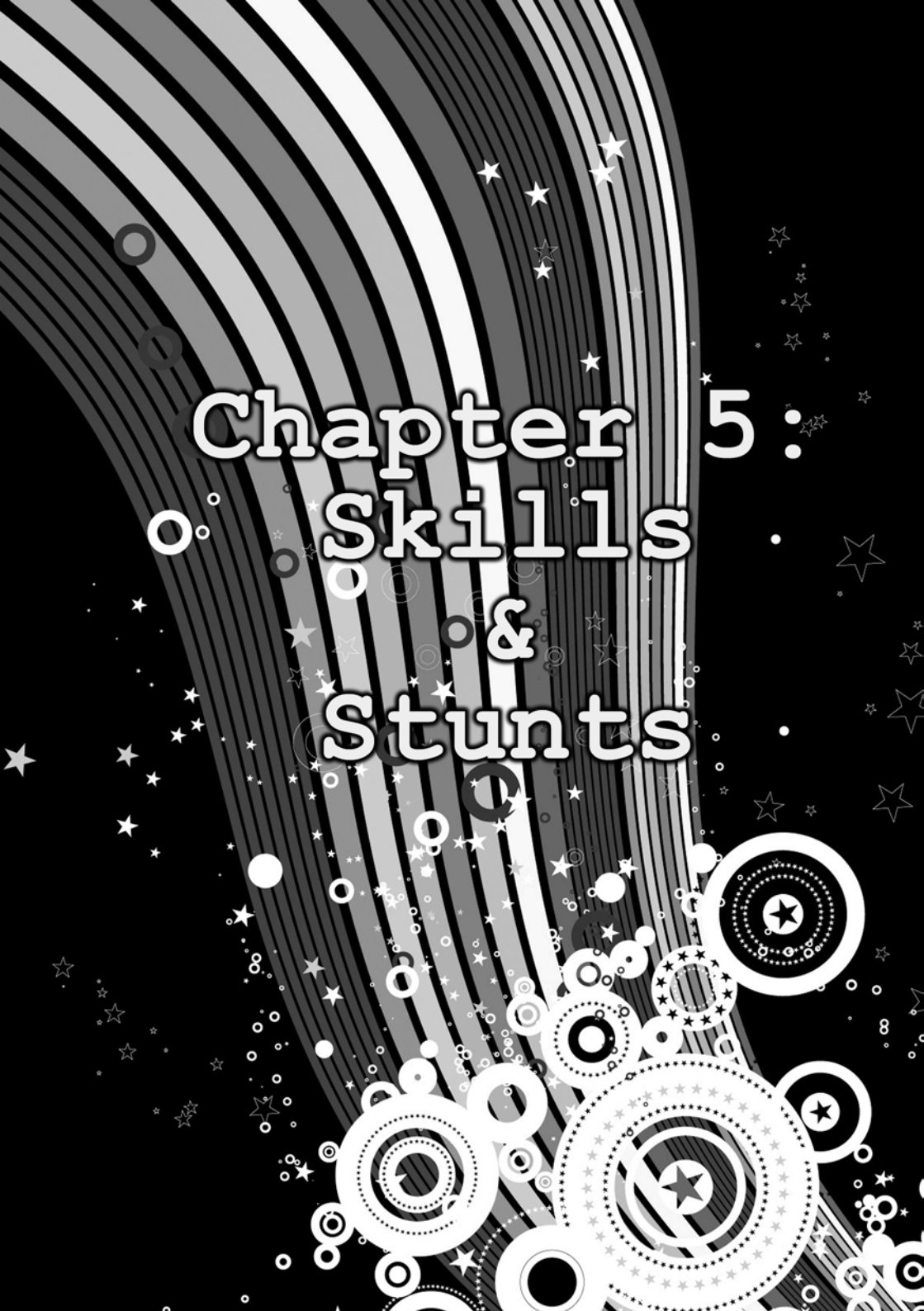
Conclude/Continue the Conflict

Once everyone has had their turn - sometimes before - the conflict may come to an end, either through 'victory' or because conditions have changed to make the conflict impossible. Otherwise the conflict enters a new turn and things proceed in initiative order again.

Excess Success

In conflicts where you do better than you need to, when you beat the target by a margin, you can do things better, harder or faster than you might otherwise do them. If you get three or more over the target you get a SWING dice, but less, or more, success can also have other effects.

- In combat you can do additional damage. Each number over the target does a single point of stress with extra points in coming from weapons and special effects.
- When performing another task you might accomplish it better and may even get bonuses or an extra aspect, if they decide you should.
- You can also use extra success to speed up what you're doing. Each number over the target lets you speed up your task, moving it down the time scale - within reason. For example, repairing a wrecked vehicle might normally take a few days, getting two over the target could reduce that to an afternoon's work.
- If you get enough success to defeat an enemy or complete your action and still have more success left over than you need, you can perform another simple action for free, but not an attack or a conflict. For example, you might be able to gun down an enemy and throw a lever, or intimidate a secret policeman while crossing a room to get into his face.



Chapter 5:
Skills
&
Stunts

Skills/Stunts

Other than aspects, skills and stunts are the main descriptions of who a character is and, more particularly, what they can do. Skills are always used - if you have them - when you make a roll and are fairly broad descriptions for what a character can do. Stunts are much more specialised and describe particular quirks, specialities and signature 'moves' that your character has.

This listing will go into more detail on what these are and what they can do in the game:

Skill List

Academics
Alertness
Art
Artillery
Athletics
Burglary
Contacts
Deceit
Drive
Empathy
Endurance
Engineering
Fists
Gambling
Guns
Intimidation
Investigation
Leadership
Might
Mysteries
Pilot
Rapport
Resolve
Resources
Science
Sleight-of-Hand
Social Standing
Stealth
Survival
Weaponry

TOP SECRET

Skills

Skills describe what your character can do, the breadth and depth of their abilities. They come into play when your agent attempts to do something and increase the likelihood that you can succeed. Sometimes, without a skill, you have no chance of doing something as it's incredibly complicated. You can always spend a FATE point to have at least a remote chance of succeeding.

As well as making normal skill rolls you can use your skills to create an aspect for a scene. For this you describe what you're trying to do, trying to add and make a skill roll against a target set by Control or against an enemy. If you succeed you create the aspect and gain a FATE point.

Similarly, but spending a FATE point, you can try to make a narrative change to a scene. For example, perhaps your character has good knowledge of medieval architecture and, when locked up in a tower by the evil baron, states 'These places are known for having secret passages'.

A successful skill roll and a FATE point later and they can have their supposition come true - provided Control approves.

Skills are described in the following format:

- **Skill:** The title of the skill.
- **Description:** The description of what the skill is.
- **Uses:** The different ways in which the skill may be used.
- **Special:** Any special considerations or extras that go with the skill.



Skills/Stunts

Academics

Academics represents your education, your book knowledge, the degree to which you are a 'walking encyclopaedia'. Any sort of knowledge that isn't aesthetic or scientific falls within the purview of this skill.

Uses: Accessing memorised knowledge, researching new knowledge, imparting information to others.

Special: Each point in Academics gives your character access to an additional language.

Alertness

Alertness describes a character's awareness, perception and general sense of their surroundings as well as their ability to think on their feet and react to what is going on around them.

Uses: Initiative in combat situations, avoiding ambushes, dealing with confusion and spotting things that are out of place.

Special: There are no particular, special applications of the Alertness skill.

Art

The art skill is a measure of a character's artistic ability and knowledge, broadly covering all areas from art criticism to music and painting as well as art history.

Uses: Knowledge about art, making artistic items, communicating a message or feeling through art, putting on a performance or copying/forging other works.

Special: There are no particular, special applications of the Art skill.

Artillery

Artillery is a measure of a character's ability to aim, use, command and understand heavy weapons such as artillery pieces, tank guns, missile launchers and torpedos.

Uses: Recognising heavy weapons, firing large scale weaponry, calculating weapon trajectories.

Special: Someone with the artillery skill can act as a spotter for off-site firing, using their Artillery skill to compliment that of the people firing the guns.

Athletics

Athletics describes a character's fitness and physical capability - excluding raw strength. It covers most of the things you might do in track-and-field a few more besides.

Uses: Running, jumping, climbing, dodging incoming attacks.

Special: Athletics can be used to reduce the amount of falling damage you take by rolling against the stress damage of the fall as a difficulty, reducing it on a one for one basis according to success.

Burglary

Burglary represents the general ability to bypass security systems and locks and to gain access to a building or object protected by such devices.

Uses: Casing a location in readiness for a job, infiltrating a location, picking locks, disabling security systems.

Special: Casing and infiltrating are good ways to create a number of aspects in readiness for a later job as well as creating a pool of FATE points, ready to deal with contingencies.

Contacts

Contacts shows how well you're integrated into a web of information and useful people. You know a guy who knows a guy who might be able to help you out. It's all about making friends in business - whatever that business might be - and working the people you know to deliver information and favours.

Uses: Gathering information, being tipped off about something bad, collecting rumours, finding someone with a special skill that you can employ.

Special: A successful roll and the expenditure of a FATE point can get you a useful hanger-on, henchman or employee to aid you with a problem, provided you can pay. Contacts are not generally friends, they're just people you know. FATE points can be spent to turn contacts into more permanent allies.



Skills/Stunts

Deceit

Lying convincingly is a very useful skill for someone to have and deceit covers the broad swathe of capabilities that can be termed deceit.

Uses: Disguises, lies, impersonation.

Special: If someone is trying to read your mental or social aspects, you can choose to defend yourself with deceit instead of empathy. If you succeed you can spend a FATE point to give them a false aspect that you don't really have.

Drive

Drive covers how skilled you are in operating surface-based, motorised vehicles. Typically this will be cars and motorbikes but it would also include speedboats and tuk-tuks.

Uses: Driving stunts, chase scenes, dealing with driving hazards.

Special: Chase scenes are described in more detail in Chapter 7.

Empathy

Empathy is the ability to put oneself in someone else's shoes, to understand them and get a grasp upon what they're thinking and feeling.

Uses: Reading people, defending against deceit, anticipating someone's emotions/moves.

Special: Empathy is the chief tool for uncovering mental and social aspects.

Endurance

Endurance is a measure of your ability to resist fatigue and injury, to go without sleep, food, water or to bear up under pain, poison or other debilitating effects.

Uses: Resisting pain, resisting fatigue, resisting poison, grinning and bearing it.

Special: High endurance adds to your physical stress track. 1-2 adds +1 stress, 3-4 adds +2 stress, 5-6 +4 stress, and so on.

Engineering

Engineering represents your general grasp of the physical interrelationship of the parts of gadgets and other physical, mechanical devices.

Uses: Building things, fixing things, sabotage, inventing things, jury-rigging things.

Special: There are no special engineering rules.

Fists

With a high fists skill you can mix it up in hand-to-hand combat and dish out some powerful blows.

Uses: Punching, kicking, grappling, martial arts, boxing, giving rotters a good right hook.

Special: Special combat considerations are covered in Chapter Seven.



Skills/Stunts

Gambling

Gambling isn't just knowing the odds, it's knowing the people. This helps you manage your risk and read people around the table as well as working tips and reading signs. You might even know a few underhanded tricks.

Uses: Playing games, finding games, bluffing, finding tells, cheating.

Special: There are no special gambling considerations.

Guns

With this skill you know how to operate and maintain a firearms, whether it be a pistol, a rifle or a machinegun.

Uses: Knowing about guns, ammunition, gun laws, makes models and so on.

Special: Special combat considerations are covered in Chapter Seven.

Intimidation

With this skill you know how to scare people and how to browbeat or bully them into acceding to your demands. This is an attack that can be used to cause mental stress and force someone to capitulate.

Uses: Get people out of your way, command presence, threaten, bully.

Special: A big and scary weapon can add a +1 or +2 bonus to uses of the intimidation skill.

Investigation

Investigation is the ability to methodically examine a scene or the aftermath of an event in order to determine what happened. It also helps guide a character on the best way to proceed with an investigation and knowing which lines of enquiry are likely to be the most fruitful.

Uses: Examining a crime scene, trying to work out the cause of a scientific anomaly, crime scene investigation, searching an area.

Special: There are no special investigation considerations.



Leadership

You know how to inspire and command, how to get the best out of people who come within your authority.

Uses: Making your underlings work faster or more efficiently, bolstering morale, commanding troops, inspiring by example.

Special: You can use leadership as a secondary skill to boost the performance of people under your command, giving them a bonus.

Might

The application of pure physical force, either through raw strength or through learning how to apply it.

Uses: Adding brute force to some fist and weapon attacks, smashing things, lifting things, helping a group carry something heavy, carrying a lot of gear.

Special: The rules for lifting and breaking things are covered in Chapter Seven.

Mysteries

Mysteries represents your knowledge of folklore, magic, mythology, parapsychology and fringe science - along with associated practices. Not in any real, practical way necessarily but a comprehensive knowledge of these topics.

Uses: Esoteric knowledge, arcane lore, fake fortune telling, creating placebos.

Special: Even without magical or psychic skill, if people believe in what you're saying/doing/selling it can have a minor, beneficial effect for them. Perhaps a one-time +1 bonus.

Pilot

Pilot gives you the skill necessary to operate flying vehicles from jetpacks to passenger jets.

Uses: Flying things, performing aerobatics, landing in tight spaces, avoiding missiles, chase scenes.

Special: Chase scenes are covered in more depth in Chapter Seven.

Skills/Stunts

Rapport

The opposite of intimidation, this is about how to schmooze, flatter and befriend people in order to get their help because they like you - rather than being intimidated by you. It's your ability to connect with others.

Uses: Making a good impression, making friends, getting close to someone, hiding something about yourself.

Special: If someone is trying to read you, you can use rapport to defend yourself and you can choose what's revealed, rather than Control choosing.

Resolve

Resolve is a measure of your willpower, your strength of personality and your ability to stand up to psychological trauma.

Uses: Resisting psychic powers, resisting torture, keeping going, keeping a stiff upper lip.

Special: As with endurance, resolve raises your stress track, this time your mental stress track. 1-2 gives +1 mental stress, 3-4 gives +2, 5-6 gives +3, and so on.

Resources

Resources is an abstract measure of wealth, though the form that takes is not defined. It can be money, property or powerful backers.

Uses: Outbidding others, purchasing equipment, making bribes, conspicuous consumption, supporting a lifestyle, establishing a workspace.

Special: Powerful uses of resources can 'spend' a point of the skill. No roll is needed then, but it should represent a powerful - and likely permanent - investment.

Science

Science covers a broad swathe of technical skills and knowledge and represents a general pool of ability, rather than a particular focus on a singular science. This is more in keeping with the role of a 'scientist' in these sorts of spy stories.

Uses: Using and hacking computers, electronics, lab work, medical attention.

Special: Used to provide medical attention, science can reduce the time needed to heal. This is covered in Chapter Six.

Sleight-of-Hand

The hand is quicker than the eye. You're good at distracting people from what you're really doing.

Uses: Picking pockets, performing minor acts of stage magic and legerdemain, hiding things in plain sight.

Special: There are no special applications of sleight-of-hand.

Social Standing

As resources measures money so social standing represents a more abstract social currency, a mix of regard, social class and etiquette.

Uses: Commanding deference, calling in favours, getting special treatment.

Special: As endurance and resolve add to physical and mental stress, so social standing adds to social stress. 1-2 gives +1 mental stress, 3-4 gives +2, 5-6 gives +3, and so on.



Skills/Stunts

Stealth

Not being seen, or heard, is a remarkably useful skill - especially for a spy.

Uses: Hiding, sneaking, surprising someone from ambush.

Special: Conditions can make sneaking harder or easier, from +4 to -4 to your roll.

Survival

Survival is a very broad portfolio skill that could just as easily be termed 'nature'. It is useful in a wide variety of 'uncivilised' situations.

Uses: Handling animals, riding, applying camouflage, scavenging, living off the land, tracking.

Special: There are no special applications of the survival skill.

Weaponry

Fists lets you hit things, guns lets you shoot things, weaponry lets you stab, slice or club things.

Uses: Fighting with hand held weapons.

Special: Special applications of combat skills are covered in Chapter Seven.

Stunt List

Acrobat.
Additional Gadgets.
Alarm Sensibilities.
All the World's a Stage.
Aplomb.
Architect of Death.
Army of One.
Aura of Fear.
Best Foot Forward.
Big Heist.
Blather.
Blow for Blow.
Body Armour.
Body Toss.
Born Leader.
Bounce Back.
Brawler.
Bump and Grab.
Catch.
Clever Disguise.
Clever Façade.
Cold Read.
Commissions.
Computer Specialist.
Con Man.
Contact.
Contortionist.
Cool Customer.
Cool Hand.
Creature Companion.
Criminal Mind.
Crippling Blow.
Custom Firearm.
Custom Vehicle.
Danger Sense.
Death from Above.
Defensive Driving.
Demolitions.
Demoralising Stance.
Developed Immunities.
Dirty Fighter.
Dizzying Intellect.
Do You Know Who I am?
Doctor.
Double or Nothing.
Enhanced Sense.
Equestrian.
Eye for Detail.
Face the Pain.

Skills/Stunts

Fast.	Marathon Training.	Smooth Recovery.
Feel the Burn.	Martial Arts.	Snap Shot.
Five Minute Friends.	Master of Disguise.	Stage Presence.
Flawless Navigation.	Master of Shadows.	Stay on Target.
Flawless Parry.	Medic.	Subtle Menace.
Fly by Instruments.	Mental Blueprint.	Sucker Punch.
Flying Ace.	Mesmerist.	Surgeon.
Focussed Senses.	Mighty Leap.	Swinger.
Forensic Medicine.	Mimicry.	Take it All In.
Funding.	Minions.	Takes one to Know one.
Furious Blows.	Mister Fix-it.	Thump of Restoration.
Gambling Buddy.	More Power!	Tireless.
Grease Monkey.	Network of Contacts.	Track the Soul.
Grease the Wheels.	Never Bluff a Bluffer.	Tracker.
Gun-Crazy.	Now I'm Mad.	Trick Shot.
Hammerlock.	Old School Tie.	Turn on a Dime.
Headquarters.	One Shot Left.	Two Gun Fury.
Heart's Secret.	Peek Inside.	Unapproachable.
Hell Bent.	Personal Conspiracy.	Unbound.
Herculean Strength.	Personal Gadget.	Uncanny hunch.
Hide in Plain Sight.	Photographic Memory.	Unflappable.
Hit them Where it Hurts.	Piledriver.	Unruffled.
Honest Lie.	Promise of Pain.	Unstoppable.
Human Spider.	Prototype Vehicle.	Unyielding.
Hush.	Quick Draw.	Vanish.
I Know a Guy who Knows a Guy.	Quick Eye.	Vehicle Mechanic.
I'm On Top of It.	Rain of Fire.	Virtuoso.
Infuriate.	Razor Tongue.	Walk the Walk.
Inner Strength.	Ready for Anything.	Walking Library.
Insider.	Reinforcements.	Whatever's to Hand.
Instant Functionary.	Resilient	Winnings.
Judo Chop.	Reputation.	Wrestler.
Jury Rig,	Respect.	
Ladykiller/Black Widow.	Ricochet.	
Last Leg.	Riposte.	
Legal Eagle.	Right Place, Right Time.	
Lethal Weapon.	Riposte.	
Lieutenant.	Safe Fall.	
Lightfoot.	Scene of the Crime.	
Lightning Hands.	SCIENCE!	
Linguist.	Scientific Genius.	
Lip Reading.	Scientific Invention.	
Lock Master.	Shadowed Strike.	
Long Shot.	Shaken not Stirred.	
Long Term	Shot on the Run.	
Investment.	Signature Strike.	
Luck.	Sixth Sense.	
Made of Steel.	Sceptic's Ear.	
	Slippery.	
	Smooth Over.	

Superhuman Stunts

Alien Secrets
 Astral Travel
 Cantrips
 Mystic Artefact
 Mystic Fortune Teller
 Mystic Sight
 Psychic Clairvoyance
 Psychic Heat Control
 Psychic Telepathy
 Psychokinesis
 Sixth Sense
 Super Speed
 Super Strength
 Super Toughness

Skills/Stunts

Stunts

Stunts provide special benefits in special situations or let your character bend the rules or access special abilities that go beyond the norm. While the normal expenditure of FATE points can accomplish many of the same effects, stunts are more powerful, more reliable or expand capabilities beyond what might normally be allowed. Many stunts require the expenditure of a FATE point to power them and some of them even go into the realms of the supernatural. Those sorts of abilities must be cleared for play by Control as not every game will suit the more outlandish abilities.

Stunts are described alphabetically by title, followed by a description of the effects.

Acrobat

You have a natural talent for balancing, flipping, falling and other feats of acrobatics in which you gain a +2 bonus to your rolls, whether you have the athletics skill or not.

Additional Gadgets

You get an additional gadget on top of the mission gadgets for each adventure, or you can add an advance to any of the gadgets or vehicles supplied with a mission. You can take this stunt multiple times.

Alarm Sensibilities

You've encountered a lot of traps and alarms in your time and gain a +2 bonus to uncover and disarm such devices before they give you away.

All the World's a Stage

You are something of a method actor, able to truly take on a role and 'become' it so that it can be utterly convincing in the real world. You can substitute your art skill for your deceit skill and vice versa as well as using the one to support the other.

Aplomb

Headstrong and confident you can brush off assaults on your mental health that would get through to others. You ignore the first point of stress done to you from mental attacks.

Architect of Death

You know weapons intimately. Whenever you make a roll to repair or modify a weapon you get a +1 bonus and reduce the amount of time required by one shift.

Army of One

You're a one man army, able to send people flying in all directions. Massed attackers gain no advantage from outnumbering you.

Aura of Fear

You are a scary individual and able to cow whole crowds with your force of personality. You may spend a FATE point to make an intimidation check against an entire crowd, a single roll that they all must resist.

Best Foot Forward

When you're trying to make a good impression on someone and you make an appropriate roll, you cannot mess things up so badly that you make a worse impression than you started with.

Big Heist

When planning a criminal enterprise or casing a target a character who uses a skill to add an aspect to the job causes two aspects to be created if they succeed, though they still only generate a single FATE point.

Blather

When you're lying to someone you can go on and on and on, piling lie upon lie in the hopes of overwhelming them. If you fail a roll to deceive someone you can spend a FATE point to keep going, with a +1 bonus, in hopes of beating them on this roll on this new turn, which counts as a success for all the deceit.

Blow for Blow

You can turn an opponent's strength against them in melee combat. If you successfully defend yourself against an attack you can instantly make a counter-attack at a -2 penalty.

Skills/Stunts

Body-Armour

You can use bystanders, minions or even casualties from your own side for protection. You can spend a FATE point to use someone as a shield. If you're using someone alive and unwilling you'll have to beat them in a fists check as well, though this roll is made at +2.

Body Toss

You're skilled at hurling and throwing people in close combat. You get a +1 bonus on such manoeuvres and their weight is shifted down by one, if applicable.

Born Leader

When working with an organisation you're able to motivate and inspire the people within it, boosting a skill check made by the organisation by +1.

Bounce Back

You heal faster than most people and can reduce the amount of time needed to heal from consequences by two steps.

Brawler

You're used to taking on groups of enemies. Whenever you're outnumbered in combat you get +1 to your attacks and do one extra point of stress damage with your fists.

Bump and Grab

You're skilled at exploiting opportunities. You can spend a FATE point to try a sleight of hand check as a free action, in the middle of another action.

Catch

If you successfully defend yourself against a thrown attack you can choose to catch the incoming weapon. For a FATE point you can even catch an arrow, though bullets are out of the question.

Clever Disguise

You're an expert at creating disguises that can even stand up to close scrutiny. You gain a +2 bonus to rolls to disguise yourself and can produce a disguise more rapidly than normal, donning it in one less time increment than usual.

Clever Façade

Whenever someone tries to get a 'read' on your social or mental aspects and fails, you can get a read on one of their aspects, revealing it.

Cold Read

Normally you might need some time to get a read on someone and unveil their mental and social aspects. With this stunt you can do so instantly from the moment you meet them.

Commissions

You're sought out because of one of your skills, commissioned to create works of art, demonstrate your ability, write novels, papers or treatises and, as such, you can spend a FATE point to substitute any skill that you have at +3 or above for resources, though you cannot 'spend' it for greater effect.

Computer Specialist

Computers throughout much of this period are strange and esoteric things that take up whole rooms and operate on tape, punch cards and other odd little devices. It's a time of experimentation and a lot of speculation about what computers might, one day, be able to do. With this stunt the character gets a bonus of +2 to any skill checks involving computers.

Con Man

You're a blagger, a cheat, a con artist. You can use your your deceit skill in place of your other skills to try and get a read on people and uncover their mental and social aspects. You can only reveal weaknesses, not strengths and Control may rule that your cynical outlook would prevent 'nice' aspects from being detected.

TOP SECRET

Skills/Stunts

Contact

This stunt defines a contact for you, a regular, reliable contact who can aid you or accompany you on your adventures. This contact begins at +1 has three 'advances' as described in the companion section of Chapter Six. You can take this stunt multiple times representing new contacts or adding advances to an existing contact though no more than six advances can be added to any single contact.

Contortionist

You're able to squeeze through gaps or into tiny spaces that a person would normally have a great deal of trouble getting into. You can attempt to do so where it might normally not be allowed and you gain a +2 bonus to do so, whether you have the athletics skill or not.

Cool Customer

It's damn hard to break through your mental armour and hurt you. You have an additional point of composure stress. You can take this stunt multiple times.

Cool Hand

You have steady hands, no matter how unstable the situation, how cold you are, how jittery, how sick or poisoned. When an action relies on a steady hand you can ignore any environmental or personal penalties.

Creature Companion

You have a trained animal friend who accompanies you and can perform tricks and follow commands. This is a +1 companion with four advances, though these are restricted to ones that are suitable for the type of animal involved. Any particularly special abilities that the animal might have, such as venom or flying, that are particularly useful, count as advances.



Criminal Mind

You have an acute understanding of criminal enterprises and thinking - from the perspective of a criminal. Whether you are a criminal or not you can use your burglary or investigation skills interchangeably when trying to understand or when planning a crime, using one skill to support the other. You get a +1 bonus if it's similar to a crime that you, yourself, have performed before.

Crippling Blow

Once per fight scene you can spend a FATE point to force your opponent to take a consequence. The target can spend a FATE point of their own to negate the effect, if they want.

Custom Firearm

You have a custom weapon that provides you with a +1 bonus on guns skill rolls and which has two other advances, making it a personal gadget.

Custom Vehicle

You have a customised vehicle that grants you a +1 bonus when driving it. You may also spend a FATE point in order to 'conjure up' a one-use special bonus for the vehicle. This can be combined with other vehicle stunts, allowing the creation of a signature gadget vehicle.

Danger Sense

You're alert and fast to react. Whenever you're ambushed you're able to immediately take a full, defensive action gaining +2 to your defence. This takes up your next action, but does protect you from incoming trouble.

Death from Above

If you can attack an enemy from an elevated position - a higher aircraft, a fortification, a watchtower - then you do two additional stress of damage.

Skills/Stunts

Defensive Driving

You're good at throwing off pursuing vehicles. Any hazards you encounter - or create - while trying to flee during a chase scene are considered to be -1 difficulty for you, but remain at the normal difficulty for those pursuing you.

Demolitions

You're an expert at placing, using and judging the use of explosives and get a +2 bonus to the use of such devices.

Demoralising Stance

Through a display of your martial prowess, with your fists or your weapon skills, you can substitute a combat skill for the intimidation skill.

Developed Immunities

Through training, exposure or natural ability you have developed a strong resistance to most poisons. You gain a +2 bonus to resist the effects of toxins of all kinds.

Dirty Fighter

You're a vicious fighter and able to exploit weaknesses ruthlessly. Whenever you use an opponent's aspect or consequence to gain advantage in a melee fight, you gain an extra +1 bonus on top of the usual bonus.

Dizzying Intellect

You're so clever that people tend to believe you. You can blind them with 'science'. You can use this capability whenever you're lying about something you know, using that skill as a secondary skill to boost your deceit.

Do You Know Who I am?

You have a reputation by name and a degree of respect that goes with it. You might want to go incognito but if you do reveal yourself you gain a great deal more social currency and might be able to intimidate people with your reputation. If you identify yourself - rather than being recognised - you can gain a +1 bonus to an applicable rapport, intimidation, deceit or contacts roll.

Doctor

You have a great ability to help those who have been injured. You have a +2 bonus when using your science skill to heal others - in a proper medical context.

Double or Nothing

During a conflict you can choose to 'double down'. This lets you extend your risk at the cost of making yourself vulnerable. You can re-roll but if you fail a second time, you fail bad, taking twice the hit you otherwise would whether it be combat, gambling or any other endeavour.

Enhanced Sense

One of your senses is more acute and powerful than the rest and you get a +1 bonus whenever a roll is primarily dependent on that sense.

Equestrian

You can use athletics and survival interchangeable and in support of each other when riding any normal riding animal such as a horse or camel.

Eye for Detail

You can reconsider a location that you have already investigated by spending a FATE point and making an instant, appropriate, investigation roll to check something you missed the first time around as though you were still at the location.

Face the Pain

You can spend FATE points to reduce physical stress points, as you take them.

Fast

You're a fast sprinter, when rolling to run, sprint or move - under your own power - you get a +2 bonus to your roll to help you cover distance or outpace someone else.

Feel the Burn

You're tough and resistant to pain. You can take an additional consequence - in any category of your choice - before having to move up to the next level of consequence. You may take this stunt multiple times.

Skills/Stunts

Five Minute Friends

So long as the person you're engaging with isn't an enemy, within about five minutes of conversation you can make a really good impression upon them to the point where they think of you as a friend - even a close friend. You can spend a FATE point to secure someone as a friend in a short amount of time and they'll be willing to do things for you as a friend would, though they will want some reciprocation.

Flawless Navigation

Under normal conditions you never get lost and can always find your way. In unusual or particularly challenging situations, your roll to overcome those problems is at -2 difficulty.

Flawless Parry

When you take a full, defensive action in melee combat you get +3 to your defence rather than +2.

Fly by Instruments

No matter how rough the weather, how dark the night your piloting skill is never penalised.

Flying Ace

You're an ace combat pilot with great fighting instincts. You can pull your plane around so effectively that you can get great positioning on an enemy. You can substitute or supplement your attacks when flying an aircraft with your pilot skill.

Focussed Senses

You can concentrate, taking a turn to do so, focussing your mind upon a single one of your senses. For the next check you make against that sense you receive a +2 bonus, but while you're concentrating on that sense you take a -2 penalty to all others.

Forensic Medicine

When you're investigating a murder or other incident where medical knowledge is important you can substitute or supplement your skill roll with your Science skill.

Funding

You are at the head of a profitable organisation and as such can spend a FATE point to boost your Resources by +2 or by your leadership skill for a single transaction.

Furious Blows

Your hammer blows in combat can strike through almost any defence. Even when making an all-out defence someone doesn't get their +2 bonus against you.

Gambling Buddy

Once per game you can substitute your contacts skill with the gambling skill, or use the one to assist with the other.

Grease Monkey

If it has an engine, you intuitively 'get it'. You get a +1 bonus to working on any such vehicle and the time spent on doing it is reduced by one shift.

Grease the Wheels

Money talks and it talks loudly. When you can use bribery to forward your goals you can substitute your resources for another skill or use it to boost another skill.

Gun-Crazy

You know guns intimately and when it comes to stripping them down, building them or modifying them you can use your guns skill in place of more normal technical skills.

Hammerlock

You're very effective at holding people in locks and pinning them so that they're unable to move. You get a +1 bonus to perform such holds.

Headquarters

You have a building that functions as your headquarters. As well as providing a secure place to stay it also operates as a library, laboratory or workshop. In addition you can choose one of these extras:

- **Extra capability:** choose another thing that it operates as.
- **Expert staff:** The headquarters comes with three permanent staff, two with a level of +1, one with a level of +2. They operate at -1 outside the headquarters and are only skilled in those things that the headquarters covers.
- **Extensive security:** Attempts to infiltrate or break into your headquarters are made against one higher difficulty.
- **Utmost secrecy:** The location of your HQ is hidden or secret, increasing the difficulty to uncover or find it by +2.

You can take this stunt multiple times, adding one feature each time.

Skills/Stunts

Heart's Secret

You have a talent for getting to what's most important to people. Whenever you manage to get a read on someone's mental or social aspects Control should choose the most important and fundamental one to reveal to you, rather than - necessarily - the most appropriate to the means you are using to read.

Hell Bent

You can spur an animal that you're using as a mount to great speed. When you have to make any rolls to move, via the animal, you get a +2 bonus.

Herculean Strength

You're able to focus your strength to lift and carry great weights. All non-combat strength rolls are made at -2 difficulty.

Hide in Plain Sight

Even when you have no cover to hide behind you can make a stealth check to try and hide or disappear from view.

Hit them Where it Hurts

If you've made a successful read against someone's social or mental aspects and then activate one against them, to boost your own attack upon them. When you activate such an aspect you get +4, rather than the more normal +2.

Honest Lie

The best lies are those that are mostly true. If you incorporate a little bit of truth into a lie that you tell you gain a +2 bonus to your deceit roll.

Human Spider

You're an exceptional climber gaining a +2 bonus to any attempt to climb a surface and able to spend a FATE point to eliminate all penalties applied to climb any surface.

Hush

You can extend your own, personal ability at sneaking to others who are with you. You and anyone following your orders in your immediate vicinity gains a +1 bonus to Stealth checks.

I Know a Guy who Knows a Guy

You're very well connected and so are the people who you know. You gain a +2 bonus to uses of the contact skill, whether you have it or not.

I'm On Top of It

In any conflict you can spend a FATE point to go first, regardless of your skill level. If you're joining a conflict late you can spend a FATE point to go to the head of the turn order. This is due to your ability to rapidly assess a situation and seize the initiative.

Infuriate

You have a real talent for pissing people off. When you want to rile someone up you get a +2 bonus to the roll.

Inner Strength

You're capable of hiding your inner core of being from attempts to understand you, overwhelm you or control you. You always count as being on 'full defence' against such attempts, gaining a +2 bonus. If you do engage in a full defence you get a bonus of +3 instead.

Insider

By spending a FATE point you know someone within a bureaucratic or corporate organisation, letting you cut directly through any red tape and other paperwork hurdles in order to get - directly - to what you need.

Instant Functionary

You have a good feel for organisations, offices and bureaucracies and how to slot right into them. When you're infiltrating such a group - a company or a government department - you can use your leadership interchangeably and in support of other skills that you might more normally use, such as rapport or deceit.

Judo Chop

When you make a successful hand to hand attack you can spend a FATE point to automatically knock out your opponent. Important opponents can spend a FATE point to negate the effect.

Skills/Stunts

Jury Rig

You can pay a FATE point to keep a wrecked plane, vehicle or gadget going long enough to come to a safe stop or for one more use, after this though, it is irretrievably wrecked.

Lady killer/Black

Widow

You gain a +2 bonus to any attempts to seduce someone who would normally be capable of being receptive to such approaches. Their gender and preference being compatible with yours. Other factors may make things more difficult, but you'll always get your bonus.

Last Leg

You may spend FATE points to keep on going when you'd normally be taken out. When you spend the point you get to ignore the consequence or being taken out for one more turn and you may keep spending FATE points to do so as long as you want, clinging to activity/life until you run out.

Legal Eagle

You're used to dealing with legal entanglements around the world and when dealing with the police or judiciary you gain a +2 bonus to appropriate skill rolls.

Lethal Weapon

You're a dangerous and deadly melee fighter. With a weapon or with your fists you can spend a FATE point to make any consequence an opponent takes one level worse.

Lieutenant

You have an exceptional companion or sidekick. They are of +2 quality with two free advances. You may take this stunt multiple times, each time giving an additional two advances to your lieutenant.

Lightfoot

You can move without leaving much of a trace. Anyone trying to follow you takes a penalty of -2 in trying to track you.

Lightning Hands

With a gun in your hand you can use your guns skill in place of your alertness for initiative in combat.

Linguist

You can speak an additional five languages, in addition to those granted by your levels in the Academics skill.

Lip Reading

You can tell what someone is saying just by looking at their mouth, you don't need to hear them. If Control allows lips to be read normally, your difficulty is reduced by 2.

Lock Master

You know locks inside and out and provided you have something that vaguely resembles a tool - such as hairpin or piece of wire - you can easily pick a lock. So long as you have such a thing you suffer no penalties to pick a lock.

Long Shot

Any ranged weapons that you use can reach extra distance, an extra zone away.

Long Term

Investment

You've got some money locked away in investments that can take a long time to mature. Once per session you can call one of these in to gain a temporary +2 to your resources.

Luck

You start play with a SWING dice each session and can hold an extra one ready to use.

Made of Steel

You ignore the first point of physical stress taken from any source of damage.

Marathon Training

You know how to run very long distances by conserving your energy and taking up a regular pace.

You can use athletics or endurance interchangeably for long periods of physical activity.

This applies to a marathon itself, treading water after a boat sinks or even engaging in long term physical exertion such as working on a chain gang.

Skills/Stunts

Martial Arts

You can use your combat skills to assess the combat skills of your opponent in the same field of capability. You study them for a turn, trying to suss out their style and moves. This is a manoeuvre to try and put an aspect on them, relating to your knowledge of their style. If successful you can later activate this aspect for +3, rather than +2. You gain a FATE point - as usual - when you create this aspect.

Master of Disguise

You're able to use your disguise ability and bold-as-brass bravery to turn up unexpectedly. Spending a FATE point the character goes out of play but can re-enter play at any point as any nameless non-player-character later in the game. A sheriff, a minion of the villain, a hotdog salesman or, indeed, anyone else so long as they're not a key player.

Master of Shadows

You get a +2 bonus to your stealth rolls at all times.

Medic

You're a skilled field medic. When applying first aid, primary care and triage you gain a +2 bonus.

Mental Blueprint

You can construct quite detailed plans of a location or object from partial information about it. You can offset any penalties when casing a joint or disabling an alarm due to a lack of information by two.

Mesmerist

You can use your mysteries skill for more than knowledge, you can use it to hypnotise a subject. You can do this to create temporary aspects upon a person, create triggers, implant suggestions and delve into blocked memories, subject to Control's rulings.

Mighty Leap

You have powerful legs and are able to fling your body surprising distances in both height and length. When making rolls to jump or leap you get a +2 bonus.

Mimicry

You can go further than simply disguising your appearance, to the point where you can mimic voices, gestures and otherwise completely take on the persona of a specific person that you're disguising yourself as.

Minions

You have access to minions, footsoldiers, assistants. You always have two or three of these followers to hand and they are of +1 quality at a base. You can advance these minions three times. You can take this stunt multiple times increasing the number of available minions by two or giving them another two advances.

Mister Fix-it

You are so familiar with devices that you know all the usual errors and problems that they have. This lets you cut to the chase and fix a broken item much faster than normal, reducing the time taken to do so by two shifts.

More Power!

You know how to coax the best out of a machine. You can reduce a vehicle or gadget's skill in one area to increase it in another.

Network of Contacts

Rather than having a set contact, you can spend a FATE point to create a contact as and when you need them. They start at +1 quality and have two advances. You can spend additional FATE points to provide them with two more advances per point, up to a maximum of six advances.

Never Bluff a Bluffer

When trying to see through - or make - a bluff the character can substitute their gambling skill for their deceit or empathy skill, and vice versa.

Now, I'm Mad

When you take a consequence from a physical attack you can use the pain and rage to turn that to your advantage. You may spend a FATE point to make an attack with a bonus equal to the level of the highest wound you have taken.

Skills/Stunts

Old School Tie

You have a network of friends and a social status that commands a certain amount of deference. People tend not to believe bad things that are said about you. This reduces the amount of social stress you take from any attack by one.

One Shot Left

The last bullet in a magazine becomes imbued with significance, a special kind of 'plot magic'. If you declare this next shot to be your last you can make a ranged attack with a +3 bonus.

Peek Inside

Once you have managed to 'read' an aspect from someone you may spend a FATE point to extrapolate from that to a specific fact about the person. You can ask Control a specific question about motivation, behaviour or taste and get a straight answer.

Personal Conspiracy

You are part of a conspiracy, perhaps the head of your own little organisation. You can call upon members of this conspiracy freely, but doing so creates an obligation to the group as a temporary aspect, until the obligation is fulfilled.

Personal Gadget

You have a personal gadget of your own determination with three improvements made to it.

Photographic Memory

You can remember details of an event or scene perfectly, as though you were there again, by spending a FATE point. This can let you apply skills that you missed using the first time around or to look for details that slipped your mind when you first investigated.

Piledriver

You're powerful and effective when smashing down or tearing through inanimate objects. You inflict an additional +2 stress in attacks against such devices or objects.

Promise of Pain

With a promise of dire consequences you can threaten someone in such a way as to truly psychologically shake them. If you make an attack on someone's mental stress successfully after making such a threat you can spend a FATE point to force an immediate mental consequence upon them.

Prototype Vehicle

You have a one-of-a-kind special vehicle. This vehicle can have its own special skill at +2 and another two at +1 along with three improvements, or six improvements without the skill. Additional levels of this stunt - which can be taken multiple times - add another three improvements each time.

Quick Draw

You can draw and fire with no penalty and without having to declare a weapon drawn beforehand. If something is trying to prevent you from drawing your weapon - bonds, mind control and so on - you treat the difficulty to resist it as being two lower.

Quick Eye

When you're investigating a scene or working through clues you can do so two time shifts faster than usual.

Rain of Fire

When you use gunfire in order to lay down an obstacle - suppressive fire - you get a +2 bonus to create that 'block', making it harder to overcome or move through.

Razor Tongue

You know how to make insults that cut right to the bone and deeply hurt people. When you make a social attack that employs an insult you get a +1 bonus to the roll and can apply your art skill in support of it - if you want.

Ready for Anything

When you're checking your skill level against others for initiative in a conflict, it's considered to both be one higher than your actual skill and to let you go ahead of anyone who ties your skill level. You're always ready, slightly on edge, prompted to react to anything that comes your way.

Skills/Stunts

Reinforcements

By spending a FATE point you can 'call the cavalry', either allowing you to 'summon' additional support from the minions stunt, or to bring three average quality SWING reinforcements with two appropriate advances to the scene.

Resilient Reputation

Despite your indiscretions you are able to withstand scandals that might destroy a lesser man's reputation. You can choose a level of consequence and you can take an extra consequence at that level against social attacks. You may take this stunt multiple times.

Respect

You command a certain amount of inherent respect. Whether it's your bearing or your social standing, something means that it's harder for your reputation to be destroyed. You have an extra point of stress on your social track. You can take this stunt multiple times.

Ricochet

When making a ranged attack you can spend a FATE point to deflect it off a surface before it hits, allowing you to fire around corners and strike targets behind cover without penalty.

Right Place, Right Time

You can wade through gunfire and attacks with cool and collected calm, apparently protected by your own disdain. You can use your resolve to defend yourself or to support your defensive skills provided you act nonchalant, even when the bullets are flying around you.

Riposte

If you are attacked in melee combat and successfully defend yourself you can inflict a single point of physical stress upon your enemy.

Safe Fall

So long as there's a wall to slide against, a rope to catch, anything to slow your fall a little you can treat a fall as being two categories less in height than it actually is.

Scene of the Crime

When you return to somewhere that you're already familiar with you can make an investigation or alertness check to notice even minor changes that have happened. This allows you to instantly notice, without a prolonged investigation, what has happened.

SCIENCE!

There's science and then there's SCIENCE! SCIENCE! Is what gives us laser weapons, robot soldiers, exploding androids, weather control machines and other craziness that doesn't quite fit in with normal scientific theories. With this stunt you can produce gadgets that somewhat defy the normal scientific bounds and can spend a FATE point to use your science skill in place of any other skill, provided you can spout some pseudoscientific mumbo-jumbo to justify it.

Scientific Genius

You pick a scientific field, such as physics, biology or chemistry, in which you have a +2 bonus to your science rolls.

Scientific Invention

You can create new gadgets or upgrade existing equipment using your science skill, though you cannot repair, maintain or build 'normal' equipment. Control determines how many modifications you can make and how quickly.

Shadowed Strike

You can ambush a target from the darkness. You can launch an attack using your stealth to compliment or replace both your attack and defensive skills for one turn.

Shaken not Stirred

By indulging in one of your favourite vices you can heal a single point of stress from any category, once per session. This might be by having a drink, a roll in the hay or a heavy smoking session.

Shot on the Run

You can use gunfire and diving, shooting movements to defend yourself in combat. With a gun in your hand you can use your guns skill to defend yourself.

Skills/Stunts

Signature Strike

You have one, particular move that you're extremely well practised at, whether it's a flying kick or a perfect sword strike. To use it, you have to clearly describe it. If the strike succeeds it causes a consequence in addition to the normal stress damage - two consequences if the stress would be enough to cause one.

Sceptic's Ear

You're a cynical and suspicious individual and are always on the lookout for liars and cheats. You always know when someone is being deceptive, even if you're not quite sure how, you gain a +2 bonus to resist such attempts to fool you though you may decide to go along with it.

Slippery

You're lithe, wiry and squirmy, able to slip bonds, writhe out of people's grip and otherwise avoid being pinned down. You get a +2 bonus to escape from bonds, cuffs or chains and to defend against being knocked back, pushed or grappled.

Smooth Over

You're excellent at calming people down, provided that they're not upset at you directly. When attempting to get agitated and upset people to chill out you gain a +2 bonus.

Smooth Recovery

You're used to dealing with mental stress and anguish. You can take an additional mental consequence at any level - picked now - before moving up to the next level. You can take this stunt multiple times.

Snap Shot

You can spend a FATE point at any point in a turn to get off a quick shot, outside your normal turn order and without using up your action for the turn.

Stage Presence

When engaging in social conflicts and performances, penalties due to distractions and interference are halved due to the sheer power of your engaging presence.

Stay on Target

Whenever making a manoeuvre in order to aim at a target you can roll with a +1 bonus to create the aspect, +2 if you're using telescopic sights or other aiming apparatus.

Subtle Menace

No matter what situation you're in, you're capable of being scary and intimidating. Even if you're bound and behind a cell door your very presence and the threat of what you might do when free is enough to scare people. You can use intimidation without being overt and no matter what the power imbalance between you and the person you are attempting to intimidate is.

Sucker Punch

After a normal fist or melee attack you can spend a FATE point to follow up with another attack, using your sleight of hand or fists skill interchangeably or in support of each other, ignoring any bonuses the target has to their defence.

Surgeon

You're capable of using medical knowledge to remove consequences. You can reduce the time it takes to heal a consequence by one shift for each amount you can get over the target. You get a +2 bonus to such rolls.

SWINGER

Each time you take this stunt enables you to hold an extra SWING dice in reserve, provided you earn it.

Take it All In

With a cursory examination of a scene you may spend a FATE point to swiftly understand the area like a one-man forensic team. You can then apply any and all appropriate investigative skills and abilities instantly, gaining all your information in one rapid, Holmesian inspection without having to go through all the normal, long-winded process. Control may limit the applicability of this skill - it couldn't be used to research all the way through a book in an instant for example.

Skills/Stunts

Takes one to Know one

You can switch deceit and empathy interchangeably to detect lies and untruths and in support of each other, or to make them. As an accomplished and experienced liar you know how to tell when someone is lying to you.

Thump of Restoration

Spending a FATE point you can smack a machine in order to make it work again for at least one turn and for as many turns as you have levels in the appropriate skill you would use to repair the device. After that point it conks out again, though you may continue to thump it.

Tireless

Through meditation, sheer physical toughness or being a freak of nature you can get by on less sleep than most people. Normally people need around eight hours of sleep to be fully rested, you can make an endurance roll and each shift halves the amount of time you need to get your rest. Each time you do this you build up sleep debt, increasing the difficulty by one for each night you cut your sleep short.

Track the Soul

You gain a keen understanding of people that you know - passingly - enough to predict their movements. When you're tracking someone, unless they've been taken against their will, you can substitute your empathy skill for another skill used to find them and can use it in support of other skills.

Tracker

You are a skilled tracker, able to pick up on the slightest of signs. You get a +2 bonus to survival rolls made in order to track someone.

Trick Shot

If you're using a ranged weapon against an inanimate target, shooting out a tyre, dropping a chandelier, shooting a cigar out of someone's mouth and so on, you gain a +2 bonus to do so.

Turn on a Dime

You can make incredibly tight turns and get your vehicle through the tiniest of gaps - provided that there is, just, enough room - without taking any penalties to your drive roll.

Two Gun Fury

With a gun in each hand you become a deadly killing machine. You gain a +1 bonus to hit and do an additional +1 stress.

Unapproachable

You are off-putting to people and hard to read or intimidate. You can use your intimidation skill to resist attempts to read you, or in support of the more usual skills to resist such attempts.

Unbound

If you're bound, chained, cuffed or otherwise constrained you gain a +2 bonus to break free with sheer power.

Uncanny hunch

You can make a guess about some aspect of the plot, once per game. Write this down and pass it to Control. If it later turns out to be true you gain a FATE point.

Unflappable

You just don't get scared. You gain a +2 bonus to resist any attempts to induce fear in you.

Unruffled

No matter what you do or how you are dressed you never take a penalty for high-heels, a restrictive suit and so forth. You can also emerge from even the most strenuous activity without much more than a hair out of place.

Unstoppable

Your physical power is tremendous and with your strength behind it, little can stop you. You can use your might instead of your athletics for conventional movement - such as running - and can smash through barriers, which are considered to be at -2 difficulty for you. You can also use your might in support of athletics rolls.

Unyielding

You can use your force of will to take physical damage to your mental stress instead, channelling the pain inwardly. When you take physical stress damage you can spend a FATE point to take it to your mental stress instead.

Skills/Stunts

Vanish

Provided you have a moment's distraction you can spend a FATE point to immediately leave the immediate conflict or scene.

Vehicle Mechanic

You know enough about cars and other vehicles to be able to substitute your drive skill for your engineering skill in order to repair and modify them.

Virtuoso

You have an innate expertise and talent for a particular form of art. You gain a +2 bonus to your skill when performing, making or using this particular art or craft skill. You can also produce these works in one less time increment than normal. You need not have any formal training to have this stunt, it represents a prodigy-like ability.

Walk the Walk

You've been around and visited a lot of places. You never suffer any penalties for being out of your cultural or geographical 'stomping ground'.

Walking Library

You have an immense library of information in your head, you're a walking encyclopaedia of knowledge. When you're called upon to recall some knowledge, if the applicable skill is equal to or higher than the difficulty, you get the knowledge without needing a roll. Any research that you conduct in a real library takes one shift less time than it normally would.

Whatever's to Hand

You're a dab hand with improvised weapons. You take no penalty for using them and can use your fists skill in place of your weaponry skill when using improvised weapons.

Winnings

Once per game you can substitute your gambling skill for your resources skill, though you may not spend it in the same way as resources.

Wrestler

As a trained wrestler you can use your might in support of your fists skill in close combat, or in its place.

Superhuman Stunts

These stunts are outside the bounds of a more normal game and represent the more edgy, strange, extended side of spy-fi action-adventure. Allowing some of these stunts may give the agents a little too much capability unless they're also up against supernatural or extranormal foes from time to time. It's up to Control whether to allow these and it may well depend on the kind of campaign that they have in mind.

Alien Secrets

With this stunt you are not only aware of the existence of alien threats but are also familiar enough with the various species to recognise them and their influence as well as to use unfamiliar, alien technology without a penalty. You roll on your mysteries skill in order to access knowledge and whatever the normal skill would be to use the technology.

Astral Travel

Through meditation, sheer psychic ability or the use of other mind-expanding means you are able to leave your body. You rise invisibly, as a spirit, from your body and can travel away from your body for up to an hour and up to a hundred miles away from your physical body. You can see and hear from the location of your astral form, allowing you to spy invisibly. Using this power costs a FATE point. You use your mysteries skill in order to enter the correct state of mind to project.

Cantrips

You have a minor reservoir of genuine magical power which you can tap into to perform small tricks. You can do things such as creating glowing lights, sparks of electricity, strange noises, small items out of thin air and so on. You can do these little tricks without cost, but you must take a new skill 'Magic', starting at +0, in order to make these little tricks. You can swap points into this new skill from your other skills if you want to be more effective at it.

Skills/Stunts

Mystic Artefact

You have access to a mystic artefact of some kind that grants either a single power permanently, approved by Control, or counts as a gadget with three advances that need not make consistent sense and which can defy the normal physical rules of the universe. The second option requires a FATE point to activate.

Mystic Fortune Teller

You are genuinely able to see into the future, either by meditating and having visions or by using a traditional method to divine the future. When you attempt to do so you spend a FATE point and make a mysteries roll with the amount of detail on the potential future - based on current events - determined by how well you roll.

Mystic Sight

You can see supernatural things easily. They have a sort of 'halo' to you, almost an aura. You can automatically tell when something is magical and have a +2 bonus to investigative and perception rolls to spot supernatural beings.

Psychic

Clairvoyance

You're able to concentrate and project your visual sense into a distant location. This doesn't require a FATE point but does require a mysteries roll. It's easier to project your senses to a place that you're familiar with, but you can project them anywhere.

Psychic Heat Control

You're able to channel psychic energy into raising or lowering the temperature of an object or the surrounding area (zone). This costs a FATE point to enact and requires a roll on a new skill 'Psychic', which starts at +0 but you can put extra points into it. Your score over the difficulty determines how far you can change the temperature with each point equalling a raising or lowering of the temperature by twenty degrees centigrade.

Psychic Telepathy

You can read minds and project thoughts in order to communicate with other minds. You can send thoughts for free and read minds of the willing without effort. For the unwilling or to project thoughts and images into another mind takes a FATE point. You can also spend a FATE point to make a psychic attack against someone's mind. Using this stunt requires that you have the 'Psychic' skill which starts at +0, you can swap points into it from other skills if you want.

Psychokinesis

You have the ability to move things with your mind. By spending a FATE point you can use your 'Psychic' skill (which starts at +0) to move things and lift things as though using the might skill. The amount you can move starts off at the lowest point on the weight table and shifts up for each point you get on the roll. You can do fine manipulations - such as opening a lock - but these are at a penalty of -2.

Sixth Sense

You have a finely honed, psychic sense for danger. You can make a mysteries roll to try and tell if a certain action is 'good' or 'bad' and get a generic +1 bonus to any investigation and alertness rolls.

Super Speed

You gain the aspect 'super fast' and can spend a FATE point to gain an extra full turn whenever they want. This stunt can be taken multiple times meaning that a single FATE point can grant multiple full turns, though the aspect 'super fast' is only received once.

Super Strength

You gain the aspect 'super strong', do an additional point of damage in melee combat and gain a +1 bonus to might rolls. You can take this stunt multiple times gaining additional damage and might bonuses each time, though you only gain the aspect once.

Super Toughness

You gain the aspect 'super tough'. You can spend a FATE point to ignore all damage from any attack.



Chapter 6:
Quartermaster

It's not all gadgets, SWING has access to the latest technology from massive computers to the tiniest, transistorised bugs as well as an arsenal of weaponry, body armour, vehicles and other material to make the jobs of their agents as easy as possible. Agents are also given a massive amount of personal discretion to choose equipment that best suits their own, personal, style and preference.

Standard Issue

There isn't much in the way of 'standard issue' for a SWING agent but they can claim the following for free.

- A handgun of their choice.
- An 'average' motor vehicle (car or motorbike) of their choice.
- A 'safe house' flat or house in Britain, of average quality.
- Three different sets of identification documents, including passports.
- SWING ID badge.
- Secure radio, non-portable.
- Accurate watch.
- Discretionary allowance (expenses).

Basic Equipment

Basic equipment are the kinds of things you might find anyone using.

Much of this is simply down to Control's discretion and has little effect on the game past roleplay and the occasional +1 bonus or extra aspect.

A good set of lock-picking tools might give a +1 bonus when making appropriate rolls, for example, while a Saville Row suit might confer the bonus trait 'Sharply dressed'.

Given the relative wealth of most SWING agents and the organisation itself it's pretty much down to Control, with a lot of hand-waving, to decide what this 'costs' (Resource skill checks) and what effect it has.



Quartermaster

Weapons

The nature of SWING's missions and of conflict in games as a whole being what it is, weapons are perhaps the most important kinds of equipment - next to gadgets - that an agent can choose. Weapons provide a bonus to damage, increasing the amount of stress caused, after a hit is scored. They also have a cost associated with them, the difficulty of a resources check to acquire them.



Weapon	Bonus	Cost	Special
Assault Rifle	+3	Neat	Autofire
Club	+1	Cool	-
Cosh	+1	Hip	Aspect: 'Knock out'
Dart Gun	+0	Neat	'Neat' knock out drug or other poisons.
Fists	+0	-	-
Holdout Pistol	+1	Solid	Aspect: 'Hidden'
Hand Gun	+2	Solid	-
Heavy Hand Gun	+2	Neat	Aspect: 'Powerful'
Heavy Machinegun	+5	Fab	Autofire
Knife	+1	Yawn	-
Rifle	+3	Solid	-
Rocket Launcher	+5	Far out	Explosive radius
Shotgun	+2	Solid	Aspect: 'Spread shot'
Sniper Rifle	+4	Groovy	Aspect: 'Accurate'
Submachinegun	+3	Neat	Autofire
Sword	+2	Hip	See text.

Assault Rifle

An assault rifle is an automatic weapon, capable of single-fire, burst fire or hosing down a target with a hail bullets. Assault rifles start to replace rifles as the standard military issue weapon throughout the 1960s.

Cosh

A cosh is a heavy, weighted club, typically a loose bag shape filled with filings, sand or something similar. It has the aspect 'Knock out' which can be used to aid in making knock-out blows.

Club

A club is a crude, blunt weapon such as a bat, chair leg, poker or crowbar used to bash an enemy.



Quartermaster

Dart Gun

A dart gun uses compressed air to fire a small dart containing a dose of drugs or poison. It does no more than one stress when it hits, but the person that is hit will also have to roll to resist the drug or poison in the dart.

Fists

Everyone has fists, feet, teeth and nails with which to fight, bite, scratch and kick. They're not very effective weapons but sometimes that's all you have.

Holdout Pistol

A holdout pistol might either be a small revolver or even a derringer. It's a small gun used as a backup or as a concealed weapon when a larger weapon is lost, cannot be kept safe or cannot be brought to bear.

Hand Gun

This is a standard side arm, automatic or revolver, such as is typically used by military officers or armed police. Concealable and quick to use these are, perhaps, the most common types of gun for agents, spies and criminals.

Heavy Hand Gun

A much bigger gun this packs a heavier bullet and a more powerful charge. This might be a .45 automatic or a magnum revolver.

Heavy Machinegun

This is a squad support weapon capable of fully automatic fire. Often mounted on vehicles it is a very dangerous anti-personnel weapon and is capable of chewing up lighter vehicles.

Knife

A small blade used for stabbing and slashing.

Rifle

A bolt-action or semi-automatic weapon, perhaps more accurate and powerful than an assault rifle, but less modern and incapable of laying down a hail of fire.

Rocket Launcher

An explosive attached to a rocket-fired projectile, typically single shot.

Shotgun

A deadly weapon at close range the shotgun fires a spread of small projectiles that can cause grievous wounds. The shot can spread out at longer range, hitting more than one target.

Sniper rifle

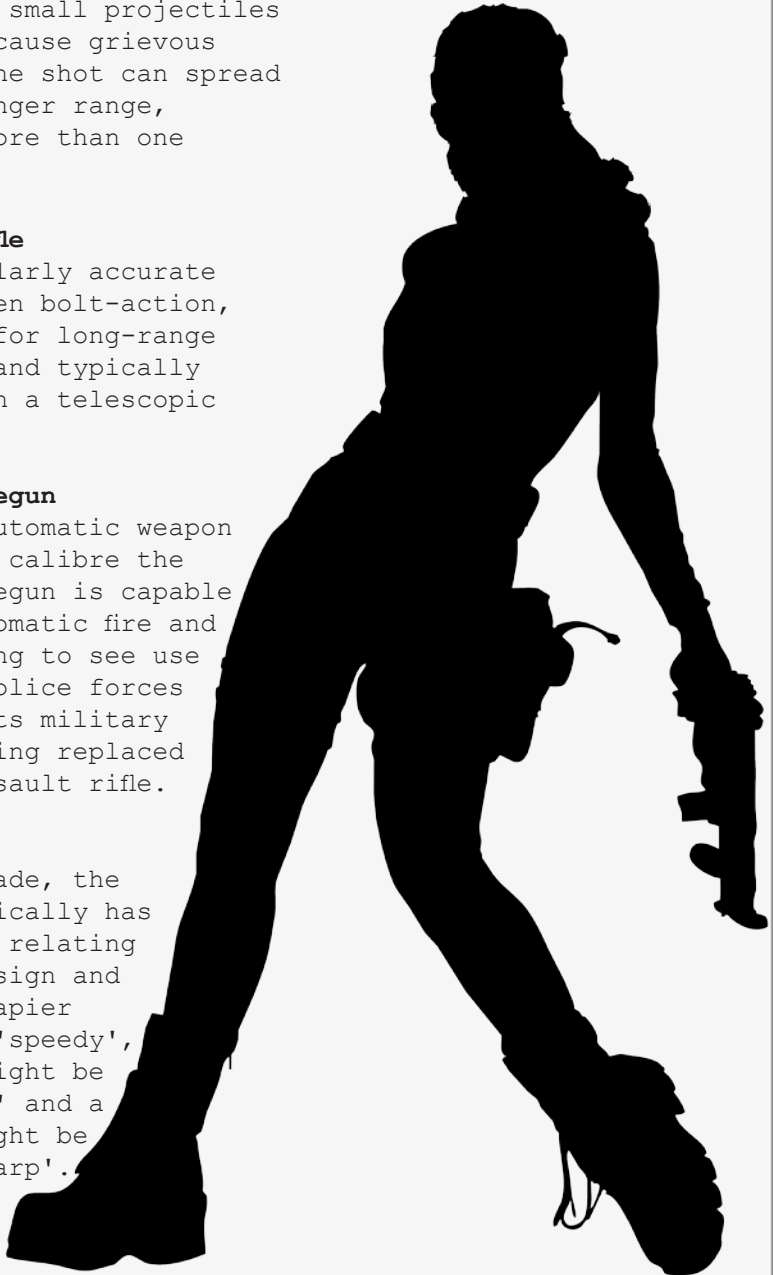
A particularly accurate rifle, often bolt-action, designed for long-range shooting and typically fitted with a telescopic sight.

Submachinegun

A small automatic weapon of pistol calibre the submachinegun is capable of fully automatic fire and is starting to see use amongst police forces even as its military use is being replaced by the assault rifle.

Sword

A long blade, the sword typically has an aspect relating to its design and type. A rapier might be 'speedy', a sabre might be 'cleaving' and a katana might be 'razor sharp'.



Quartermaster

Grenades & Explosives

Grenades and explosives are important weapons for agents as they're capable of a variety of uses and effects, can make effective distractions and are good for dealing with enemies when the agents are outnumbered.



Weapon	Bonus	Cost	Special
Explosive Grenade	+6	Fab	Area explosion
Gas Grenade	-	Fab	Fab gas effect
Improvised Explosive	+4	Solid	Area explosion
Mining Explosives	+6	Neat	Area explosion
Plastique Block	+8	Out of Sight	Area explosion
Smoke Grenade	-	Solid	Aspect: Blinded
Stun Grenade	-	Solid	Fab stun effect

Explosive Grenade

A standard spherical or 'pineapple' grenade which explodes with some force and hurls shrapnel in all directions.

Gas Grenade

A grenade filled with compressed gas either poison or knock-out gas with a +6 (Fab) strength.

Improvised Explosive

An improvised explosive is a 'home brew' bomb, unstable, dangerous and made through home-chemistry or the re-purposing of materials such as gas cannisters.

Mining Explosives

Dynamite and other commercial explosives are quite tightly controlled and useful for industrial applications but often find themselves used for less legal or helpful purposes.

Plastique Block

Semtex, C4 or some other modern military explosive, this is a good chunk of such a material and goes off with considerable power.

Smoke Grenade

A cannister grenade this goes off and sends out a massive cloud of thick smoke that obscures the view in and through a considerable area. Smoke grenades are also used to mark areas for helicopter landings or to mark a spot for artillery fire or bombing runs.

Stun Grenade

A stun grenade goes off with a loud bang and a massive flash and may hurtle rubber balls around. This is enough to surprise, stun and disorient those who are affected by it.



Quartermaster

Armour

Armour reduces the amount of stress that you take from successful attacks and some forms of armour can also provide you with extra consequences that can be absorbed.

Light Armour

Leather jumpsuits, motorcycle jackets and helmets, motocross armour, all these sorts of things provide light protection but it's no use against arrows or bullets.

Medium Armour

Medieval style chain-mail or the sort of breastplates worn by the Swiss Guard, this provides decent protection against arrows, but not bullets. It is robust but heavy.

Heavy Armour

Full medieval style plate-mail provides this level of protection as do the heavy iron armour plates worn by German soldiers in World War One. This provides good protection in close combat and some protection against firearms, but not a lot. It also has the disadvantage of being heavy and noisy.

Military Armour

These are the days before kevlar was invented but the military do still have armoured vests, tough vests with inserts of ceramic, filings, sand or steel. These provide good all-round protection but are heavy and obvious.

Armour	Bonus	Cost	Special
Light Armour	-1	Neat	No protection against projectiles.
Medium Armour	-2	Groovy	Does not protect against bullets. 1 minor consequence. Aspect: Heavy.
Heavy Armour	-3	Fab	Only provides -1 against bullets. Can take 1 minor and 1 major consequence. Aspects: Heavy, Noisy.
Military Armour	-2	Groovy	Protects against all attacks. Can take 1 minor consequence.

Special Weapons

There are many devices that can be used as special weapons or which are designed as special weapons. These typically count as gadgets and can be given advances. If they're not issued to you as part of the mission outfit then you can 'buy' them using an advance or advance the gadgets that you do receive.



Weapon	Bonus	Cost	Special
Bolas	+0	Solid	Effort gives damage and difficulty to avoid being tripped.
Crossbow	+2	Neat	Aspect: 'Slow'. Ignores one point of armour.
Cutting Watch	+0	Fab	+2 bonus to escape bonds.
Flamethrower	+3	Far Out	Aspect: 'On fire', those hit take 1 more stress each turn until the flames are put out. Autofire.
Flaregun	+1	Neat	Aspect: Illuminated.
Grapple Gun	+1	Groovy	+2 bonus to climb.
Garotte	-1	Hip	A garotte gains an additional +1 bonus each turn that it is used.
Hypno Disc	+0	Groovy	Does composure stress damage to hypnotise someone.
Piton Gun	+1	Groovy	+1 bonus to climb.
Portable Laser	+2	Out of Sight	Aspect: Accurate
Shark Gun	+2	Groovy	2 more stress on the following turn.
Sonic Gun	+0	Far Out	Aspect: Deafened. Shatters glass.
Speargun	+1	Solid	Aspect: Slow. Can be used underwater.
Stun Gun	+0	Groovy	Effort determines difficulty not to be stunned.

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Bolas

A pair or trio of weighted balls attached to thongs, these are thrown to capture animals or people by winding around them. They can be quite harmful as the weighed balls swing in fast at the end and can crush the person they hit.

Crossbow

A large T-shaped weapon that hurls a pointed bolt with some force. Slow - but powerful - the crossbow's bolts are relatively easily customised.

Cutting Watch

A wrist-mounted device with a concealed blade, torch or laser useful for cutting bonds or as an improvised weapon.

Flamethrower

Compressed gas or fluid is ejected from the weapon and ignited, creating a dangerous - and intimidating - sheet of flame. Normally this is quite a bulky weapon and one that is quite vulnerable to attack.

Flaregun

Resembling a heavy revolver this device is loaded with a large flare cartridge and while it can be used as a weapon its primary use is as a signal or to cast light.

Grapple Gun

Powered by compressed air or an explosive cartridge this device fires a pointed grappling hook some distance to hook onto walls or into crevices to allow an agent to climb.

Garotte

A strong wire, thong or other choking device the garotte is hooked around an enemy's throat and used to choke them to death. Some garottes are strong enough to cut into someone's neck.

Hypno Disc

A strobing light or spinning disc, this hypnotic device attempts to mesmerise, unsettle and fixate the enemy.

Piton Gun

Fired by compressed air or explosive bolts the piton gun fires secure metal hooks into brick or stone which can then be used to climb upon.

Portable Laser

An extremely high-tech weapon the portable laser is almost unseen and unheard of. A short battery life and low power compared to its size - that of a rifle - don't make it a good weapon in most circumstances.

Shark Gun

A specialist pistol that fires special compressed-air rounds that expand and explode inside the target.

Sonic

This weapon emits a powerful, loud sound capable of deafening people and shattering fragile, crystalline structures such as glass.

Speargun

Powered by compressed air or a powerful elastic 'string' this weapon is used underwater to fire bolts not dissimilar to a crossbow.

Stun Gun

This weapon is electrified like a cattle-prod, allowing the attacker to stun or knock out their enemies.



Quartermaster

Advances

Normal and special gadget weapons can receive advances that increase their capabilities. If applied to a normal weapon that weapon becomes considered a gadget so far as the rules are concerned. A weapon can normally only receive each advance once though Control may exercise his discretion.

Accurate

The weapon receives a +1 bonus to the skill roll made to hit with it.

Acidic

The weapon delivers a payload of acid that burns through armour and flesh. Armour is reduced by one point of bonus each time it is hit. Bare flesh takes one physical stress per turn until the acid is washed off.

Explosive

The weapon's hits explode over an area along with any effect that it has, allowing it to hit multiple targets in a single zone of effect.

Gyrojet

The weapon fires a projectile that is a miniature rocket, rather than an explosively propelled projectile. This builds up speed and power after it is fired, rather than losing it. Gyrojet weapons gain the 'accurate' and 'high power' aspects.

Hidden

The weapon is disguised or hidden inside something else. It might appear to be a pair of cuff-links, a cigarette lighter or some other innocuous device such as a camera, which disguises its true purpose. The device is not usable as what it is being disguised at unless you also take the 'Working' advance.

Miniaturised

Normally even a disguised weapon must, credibly, fit into the space being described. No hiding a bazooka in a wristwatch for example. With the application of SCIENCE! this restriction is partially lifted and devices can be made much smaller than they need to be. The ultimate arbiter of what's allowed is Control.

Poisoned

The weapon carries a poisonous sting with it with a strength of Fab - extra advances can increase the toxicity. This can be a knock-out drug, a poison (causing physical stress) or may confer aspects and other effects upon the target, moderated by Control.

Powerful

The weapon has a kick compared to other weapons of its type and increases its stress bonus by +1.

Secure

The weapon has a secret technique to its use or some other cunning trickery that means not just anyone can fire or use it. If you take this advance twice the weapon is boobytrapped and any unauthorised person using it is attacked by the weapon with Fab (+6) strength.

Signature

The gadget, device or weapon is an integral part of the character and the two cannot be parted for long. The device or weapon is never destroyed (or at least is quickly replaced) and always finds its way back into their possession with due speed.

Working

Coupled with the 'Hidden' advance this allows your disguised weapon to be used as whatever it is disguised as as well as a weapon. This might be a sword umbrella, dart-cufflinks or a bowler hat with a hidden blade.



Quartermaster

Devices

Devices are non-weapon equipment that can have some import on play. Many of these become gadgets through modifications but they can also be purchased normally with an appropriate roll.

Aqualung

The aqualung allows a diver to breathe underwater for a limited time and at limited depths, at least until their oxygen runs out. Quite heavy and bulky they can be enhanced, in addition to the normal advances, to make them 'rebreathers' with an essentially unlimited supply of air.

Cost: Neat

Attaché Case

A small case suitable for carrying briefs, documents, photographs and a small amount of other equipment - but nothing too big.

The attache case doesn't attract too much attention, can conceal items, is frequently riddled with gadgets and lends a person an air of authority. Perfect.

Cost: Hip.

Bug

A small listening device this can be hidden discretely in one location and listened in on from another via radio. This entry covers a handful of bugs and the - somewhat bulky - receiver and headset.

Cost: Groovy

Bug Detector

About the size of a large electric torch the bug detector picks up on radio signals and electromagnetic fields to reveal the presence of bugging devices.

Cost: Neat

Camera

A standard film camera for taking stills this can be a full-size, fully featured camera or a small one the size of an audio cassette. Gadget advances can be used to enable the camera to take pictures in the infra-red or ultraviolet parts of the spectrum or in low-light conditions.

Cost: Solid

Camouflage

Camouflage gear provides a +1 bonus to hiding, if you have appropriate camouflage for the terrain that you are in.

Cost: Hip

Disguise

This might be a set of false noses, chins and coloured contacts (and the like) or it may be a rubber suit that lets you pretend to be a crocodile. Individual kits are needed for big disguises but a single disguise kit can be used to change your basic appearance.

Cost: Neat

Geiger Counter

A device for picking up radiation it can be used to detect the presence - or recent presence - of radioactive materials and even to track people who have been dusted with radioactive powder. It's about the size of an old-fashioned, large, electric torch.

Cost: Fab

Homing Beacon

Normally about the size of an electric shaver, the homing beacon can be kept on your person or attached to a vehicle and then tracked - within a few miles - by an electronic device.

Cost: Groovy

Jet-Pack

Short range and quite dangerous, this jet-pack doesn't so much fly as make big jumps. It is bulky and obvious but good for a surprising getaway.

Cost: Far out

Lockpick

A device for opening mechanical locks this is a skeleton key or a series of picks that provides a +1 bonus to attempts to pick locks.

Cost: Solid

Motion Sensor

A little box, this device can detect movement within fifty feet and can be used to switch on a light or sound an alarm - or even trip a silent alarm. It could even be used to set off a bomb.

Cost: Neat

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Movie Camera

This is a portable cine camera, capable of recording sound and image for a short period of time - two to three minutes. The camera is about the size of a large pistol and activated with a trigger.

Cost: Neat

Pager

A belt mounted device the pager is capable of receiving alphanumeric messages, short ones. This is normally the number that you need to call but may be a short message.

Cost: Neat

Parachute

A tightly packed backpack filled with a silk canopy, the parachute is used to descend safely from an aeroplane but can also be used from high buildings. With an advance the parachute can be steerable and can be used to glide some distance from the exit point.

Cost: Solid

Phone

A standard telephone with a receiver and dialler. This may be a radio-phone or a standard plug in phone. These devices are ubiquitous and an agent will normally only get one in order to turn it into a gadget.

Cost: Hip

Radar

An electronic device for telling the distance and direction of objects this is typically used in planes to detect other planes or on ships to detect other ships. Agents might have smaller ones on cars for driving at night without headlights or to help map out structures around them. As standard the radar is not man-portable.

Cost: Fab

Radio

A radio transmitter/receiver about the size of a small vanity case, capable of sending and receiving securely or non-securely.

Cost: Solid

Safecracker

This is a specialist kit for breaking into safes. The nature of the kit depends on the technology available, it may be as simple as some magnets and a stethoscope or it might be a high-tech, gadget device. It's unmistakable as a safecracking kit without getting some advances.

Cost: Neat

Silencer

Fitted to a weapon this device reduces the noise of shots from that weapon to a 'chuff' sound. This means you can attack without breaking your stealth, unless your attack is obvious.

Cost: Solid

Tape Recorder

A compact recording device the tape recorder can record sound for a considerable period of time, perhaps ninety minutes on each side of the cassette.

Cost: Hip

Television

This is a television monitor which can receive feed from cameras or other devices the agents have.

Cost: Solid

Television Camera

This is a 'portable' television camera which is heavy and must be carried over the shoulder. It either records to video tape within the camera itself or by cable to an external monitor/recorder.

Cost: Fab

Voice Changer

This is a device that can be attached to a phone or radio in order to shift someone's voice making it sound unnatural and mechanical. For an advance it can change your voice to mimic that of someone else and for another advance it can be attached to the throat to change your speaking voice.

Cost: Fab

X-Ray device

Normally a bulky device the size of a portable television, the X-Ray device can be used to look through walls, inside crates or packaging or to examine people for concealed weapons beneath their clothing. This may or may not be an actual X-ray device, the effect remains the same.

Cost: Fab

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Advances

Bulletproof

The device, whatever it is, reduces any damage done to it by three points of stress. If used to shield yourself it reduces damage coming in by one point of stress and/or can be sacrificed - and destroyed - in place of a minor consequence.

Hidden

The device is disguised or hidden inside something else. It might appear to be a pair of cuff-links, a cigarette lighter or some other innocuous device such as a camera, which disguises its true purpose. The device is not usable as what it is being disguised at unless you also take the 'Working' advance.

Miniaturised

Normally even a disguised device must, credibly, fit into the space being described. No hiding a radar in a wristwatch for example. With the application of SCIENCE! this restriction is partially lifted and devices can be made much smaller than they need to be. The ultimate arbiter of what's allowed is Control.

Secure

The device has a secret technique to its use or some other cunning trickery that means not just anyone can use it. If you take this advance twice the device is booby-trapped and any unauthorised person using it is attacked with Fab (+6) strength.

Self-Destruct

The device can be made to annihilate itself if need be, hiding evidence of the existence of the device or stopping someone from capturing it. For a second advance this can explode impressively with a Fab (+6) attack to anyone in the near vicinity.

Signature

The gadget, device or weapon is an integral part of the character and the two cannot be parted for long. The device or weapon is never destroyed (or at least is quickly replaced) and always finds its way back into their possession with due speed.

Waterproof

The device is proof against wetness and can even be used underwater, it may even be designed specifically to be used underwater.

Well-Made

The device provides an additional +1 to any rolls made when using it.

Working

Coupled with the 'Hidden' advance this allows your disguised weapon to be used as whatever it is disguised as as well as a weapon. This might be a sword umbrella, dart-cufflinks or a bowler hat with a hidden blade.



Quartermaster

Vehicles

What's a spy adventure without a car chase, a plane chase or some interesting helicopter stunts? Vehicles use the same sort of rules as everything else and are described in terms of skills, speed, armour, stress and consequences, as well as advances that give the vehicles extra capabilities. Physical Stress represents how much damage the vehicle can take before being 'taken out', System Stress represents the resistance of its constituent parts and systems to attacks such as EMP or sabotage.

Armoured Car

An armoured car transports soldiers and provides heavy armament support for them.

Cost: Groovy (+5)

Speed: Hip (+2)

Manoeuvre: Bent (-1)

Armour: 4

Physical Stress: 7

System Stress: 5

Consequences: Major/Severe/Severe

Special: The armoured car is typically armed with a machine-gun and comes equipped with a radio. It is off-road capable.

Autogyro

A miniature 'helicopter' of sorts the autogyro is fast, manoeuvrable but fragile.

Cost: Neat (+4)

Speed: Neat (+4)

Manoeuvre: Cool (+1)

Armour: 0

Physical Stress: 3

System Stress: 5

Consequences: Minor/Minor/Minor

Special: None.

Bus

A large passenger vehicle used to transport large numbers of people from 'A' to 'B'. The statistics for a bus can do double duty as a train carriage.

Cost: Neat (+4)

Speed: Cool +1

Manoeuvre: Bent (-1)

Armour: 2

Physical Stress: 7 System Stress: 5

Consequences: Major/Major/Severe

Special: A double-decker bus has an extra point of Physical Stress but it's Manoeuvre is reduced to Crummy (-2).

Family Car

A typical four or five seater family car, such as any family might own.

Cost: Solid (+3)

Speed: Hip (+2)

Manoeuvre: Yawn (+0)

Armour: 1

Physical Stress: 5

System Stress: 5

Consequences: Minor/Major/Severe

Special: None.

Four by Four

A robust, four-wheel drive vehicle such as a Jeep or a Land Rover.

Cost: Groovy (+5)

Speed: Hip (+2)

Manoeuvre: Yawn (+0)

Armour: 2

Physical Stress: 6

System Stress: 6

Consequences: Major/Major/Severe

Special: Off-Road

Helicopter

A normal-sized helicopter as used by police, news agencies, traffic reporters and evil geniuses trying to escape.

Cost: Fab (+6)

Speed: Solid (+3)

Manoeuvre: Cool (+1)

Armour: 1

Physical Stress: 5

System Stress: 5

Consequences: Minor/Major/Severe

Special: None

Limo

A big, luxury car. Not necessarily a classic limousine it might also be a Zil, a Bentley or a Rolls Royce.

Cost: Groovy (+5)

Speed: Hip (+2) **Manoeuvre:** Bent (-1) **Armour:** 2

Physical Stress: 6

System Stress: 5

Consequences: Major/Major/Severe

Special: Comfortable and luxurious these can be equipped with comfort gear - mini-bar, nice stereo and so forth - without any extra cost.

Microlight

A miniature plane the microlight is relatively quiet but slow.

Cost: Solid (+3)

Speed: Solid (+3)

Manoeuvre: Cool (+1)

Armour: 0

Physical Stress: 3

System Stress: 5

Consequences: Minor/Minor/Minor

Special: None.

Quartermaster

Motorbike

A motorbike is a fast and manoeuvrable vehicle but it offers little protection to its rider and passenger.

Cost: Hip (+2)

Speed: Solid (+3)

Manoeuvre: Cool (+1)

Armour: 0

Physical Stress: 2

System Stress: 5

Consequences: Minor/Major

Special: None.

Snowmobile

A speedy vehicle that shoots along on skis over snow.

Cost: Solid (+3)

Speed: Hip (+2)

Manoeuvre: Yawn (+0)

Armour: 0

Physical Stress: 3

System Stress: 5

Consequences: Minor/Minor/Major

Special: All-Terrain (though really it can only travel on snow).

Sports Car

A speedy two-seater sports car with a roaring engine and pleasing lines.

Cost: Groovy (+5)

Speed: Solid (+3)

Manoeuvre: Cool (+1)

Armour: 1

Physical Stress: 4

System Stress: 5

Consequences: Minor/Major/Severe

Special: None.

Tank

A tracked vehicle with heavy armour and armament. The tank is king of the battlefield.

Cost: Fab (+6)

Speed: Cool (+1)

Manoeuvre: Crummy (-2)

Armour: 5

Physical Stress: 8

System Stress: 6

Consequences: Severe/Severe/Extreme

Special: The tank car is typically armed with a machine-gun, a cannon (rocket launcher) and comes equipped with a radio. All-Terrain.

Truck

A heavy haulage vehicle that normally lugs a trailer filled with goods.

Cost: Neat (+4)

Speed: Cool (+1)

Manoeuvre: Bent (-1)

Armour: 2

Physical Stress: 6

System Stress: 5

Consequences: Major/Severe/Extreme

Special: None.

Vehicle Advances

Vehicles can be expanded and made better with the application of Vehicle advances. These can come from gadget advances, be built into mission equipment or can be added to a character's personal vehicle using Stunts.

All-Terrain

An all-terrain vehicle offsets the effects of terrain by one but does not increase the speed of the vehicle on good roads. Normally a vehicle's speed and manoeuvre is penalised for going off roads by the following amounts.

- Urban/Woodland -1
- Forest/Hills -2
- Swamp/Jungle/Rocky -3
- Motorway +1



Quartermaster

Amphibious

The vehicle is able of entering the water and chugging along on it's surface at a speed and manoeuvrability of two less than its normal capability. With an additional advance you can reduce this penalty to -1 or make the vehicle capable of being submersible and operating as a submarine. You can still take another advance for the other effect.

Armoured

Each advance, up to three on a single vehicle, increases it's armour value by one.

Defensive Weapons

Each advance supplies a defensive weapon to the vehicle. Some examples are listed below.

Disguise

The vehicle can appear to be a different vehicle. This might be a sports car that is hidden in the shell of a clapped out old banger or it may be something more complicated like a revolving number plate or colour-changing paint. Whatever the case this makes it possible to hide the same vehicle in plain sight without a chance of it being determined to be the same vehicle.

Ejector Seat

The vehicle is equipped with an ejector seat that can hurl the driver to safety if they decide to abandon the vehicle. Additional advances provide for additional passengers to have the same capability.

Weapon	Effect
Caltrops	Caltrops present a Solid (3) hazard and burst vulnerable tyres doing one physical stress to a vehicle and reducing its manoeuvre and speed by one.
Flares	Reduce the attack rolls of incoming heatseekers by -1.
Mines	Mines present a Solid (3) hazard and explode when hit with the safe effect as an RPG.
Napalm	Napalm presents a Neat (4) hazard and a vehicle that hits it takes 2 physical stress and an additional one each turn thereafter for 1d6 turns.
Oil	Oil presents a Solid (3) hazard and if this is not avoided the vehicle must make a Fab (6) roll or lose control and crash.
Smoke	Rolls to drive, shoot or take other actions that need sight are penalised by -1 within the smoke cloud.

Goes Faster

This advance can be taken once and provides the vehicle with +1 to speed.

Great Steering

This advance can be taken once and provides the vehicle with a +1 bonus to manoeuvre.

Hardened

The vehicle has redundancies and a tough design that mean it can take a hell of a lot more punishment before being disabled. Each advance gives the vehicle two more points of System Stress.

Offensive Weapons

Each advance provides the vehicle with an offensive weapon taken from the normal weapons list. For an additional advance these weapons are hidden within the structure of the vehicle.

Remote Control

The vehicle can be controlled remotely via a device that the driver uses. They can pilot the vehicle with their normal degree of skill at a distance using this device which is about the size of a school satchel.

Secure

The vehicle has a secret technique to its use or some other cunning trickery that means not just anyone can use it. If you take this advance twice the device is booby-trapped and any unauthorised person using it is attacked with Fab (+6) strength.

Signature

The vehicle is an integral part of the character and the two cannot be parted for long. The vehicle is never destroyed (or at least is quickly replaced) and always finds its way back into their possession with due speed.

Stealth

Each advance - up to three - provides the vehicle with a Stealth skill which is used when trying to sneak around in the vehicle.

Tough

The vehicle is extremely resilient, each advance - up to three advances, adds two to its Physical Stress.

Quartermaster

Unstoppable

Each advance gives the vehicle an additional Consequence level of your choice. It can have a maximum of three additional Consequences.

Superscience

The world is in the grips of the 'white heat of science' and there are all sorts of devices, ideas and experiments going on in all sorts of arenas. Superscience is a way of introducing unusual elements to the game and superscience, as opposed to regular science, is usually the providence of an eccentric genius.

Superscience can do just about anything, including replicating supernatural powers and abilities. Superscience is normally limited to plot devices but will be expanded upon in supplementary material. Sections Three, Eight, Nine, Ten and Thirteen - if Section Thirteen existed - might have access to superscientific devices. Superscience devices are not limited by the normal limits on advances for gadgets, vehicles and devices.

Example Superscience

- Advanced laser.
- Antigravity.
- Artificial Intelligence.
- Cloning.
- Force Fields.
- Intelligent Animals.
- Invisibility.
- Mind control.
- Robot soldiers.
- Teleportation.
- Weather control machines.

The Supernatural

Supernatural gadgets can replicate the effects of normal gadgets but are often far more innocuous. A tracking device - for example - might be an enchanted ring, a 'magic wand' might replicate the effects of a gun, albeit with some special effects.

Supernatural devices can replicate any skills, without limit, so long as there is a good rationale for it. They can also provide access to stunts. Supernatural devices will be detailed in supplementary material but some examples will follow. Sections Eight, Nine, Ten and Thirteen - if Section Thirteen existed - might have access to supernatural devices.

Example Supernatural

- Alien crystals that give bonuses to psychic abilities.
- Amulet that provides strength and armour bonuses.
- Enchanted pistol that can hit immaterial targets.
- Familiar, through which the owner can perceive and act.
- Magic Eight-Ball (Genuine).
- Mood ring that reads the mood of others.
- Scrying crystal.



Improvisation

Improvisation is an important capability for agents. You may not always have access to your gadgets and gear but may still need to accomplish something important.

While some Stunts give access to abilities that can help with this the option to improvise should be available to any character from a liberal combination of aspects, skills and FATE points.

This should cover everything from picking a lock with a hairpin to building an improvised potato-firing tank from farm equipment.

Improvised equipment should never be as good as the 'real thing' unless a stunt of even more FATE points makes that possible. Otherwise Control should impose a -1 to -2 penalty when attempting things without the proper gear.

Services

As a large organisation SWING is able to offer a lot of support to its agents much of the time. This shouldn't be a catch-all solution, SWING are a covert organisation after all. Getting support tends to take time and may not be immediately available.

Backup

SWING are able to mobilise small backup and support teams for their agents. These are all Solid +3, trained individuals and fall into a few types. Requesting backup is a matter of using the Leadership skill or is determined by the state of the story, as considered by Control. Typically getting hold of backup is a Solid (3) difficulty. Getting over the target can result in additional support or specialist/heavier equipment.

- **Security Detail** - Five men, dressed discretely and armed with handguns.
- **Guard Detail** - Five men in body armour and helmets, armed with submachineguns.
- **Pilots** - Two men and an appropriate aircraft, typically a helicopter.

Experts

SWING has access to experts in all manner of fields of knowledge. These experts aren't, typically, available for field work but are available to be consulted or to examine evidence and information sent back to SWING. Experts are of Solid (+3) capability, typically, and will return the information that they can glean within twenty-four hours.

Medical Aid

SWING's doctors are top quality and have access to the best equipment. SWING maintains a series of secure, private hospitals around the world and the doctors there have Neat (+4) capability and are able to perform seeming miracles in order to get agents back into the field. They're also skilled plastic surgeons.

Companions

Companions are more complex and defined assistants and are typically acquired through stunts. Companions should be more rounded and defined characters than those covered above.

A basic companion is of Cool (+1) quality and can take an amount of stress equal to their quality. Advances can be spent to make these companions more useful and they also provide the character to whom they're attached with a +1 bonus to Physical, Social or Mental conflicts. Most cannot act independently. Companions can be people, animals, or even something more exotic such as a robot or something magical, if Control is willing. The companion is also considered to have a single skill at their quality level.



Quartermaster

Companion Advances

- Aspect - Give the companion an aspect.
- Communication - The companion has a means - perhaps a radio watch - of getting in touch with the character.
- Fate - Give the companion a FATE point.
- Independent - The companion can go off and attempt something on their own.
- Keeping Up - The companion is capable of keeping pace with the character, no matter what.
- Quality - Each advance increases the quality of the companion by one.
- Scope - Each advance allows the companion to assist in another arena of conflict (Physical, Social, Mental).
- Skilled - Each advance gives the companion an additional skill at one level less than their basic, starting skill, or Cool (+1), whichever is higher.
- Stunt - Give the companion a stunt.

Minions & Companions

Minions, such as the SWING backup groups, can only take one stress per member of the group and they can also act as a team, becoming much more effective when they do.

- *A group of 2-3 Minions gets a +1 bonus.*
- *A group of 4-6 Minions gets a +2 bonus.*
- *A group of 7-9 Minions gets a +3 bonus.*
- *A group of 10+ Minions gets a +4 bonus.*

Companions can take an amount of stress equal to their quality and by working with a character can give them a +1 bonus in an appropriate arena of conflict - Physical, Social or Mental.





Chapter 7:
Running
the Game

The Game

The FATE system, as implemented in SWING particularly, is a simple, flexible, adaptable system with few complications which means a lot of the rules stress is taken away from the person taking the role of Control.

This tends to just throw more focus onto other skills, ones that are harder to learn from a book and rely on something a little more than the dice.

Running a game is a big responsibility for Control and while the players should also be interested in making sure that it's a good experience for everyone much of that responsibility and involvement is laid heavily at the feet of Control.

There are some important skills you need to master - or at least bluff - to be a good or a great Control and some tips and strategies that can help you to make a great game.

Control Skills

Acting

A player only has to play one character - and perhaps an ally or two - at any given time.

Control has to play absolutely everyone else from the incidental encounters with drivers, soldiers, reporters and doormen to the villains and arch-villains who are orchestrating the plots and schemes.

Acting Well: Read a lot, think about simple schticks for incidental characters and learn a few stereotypical accents so that you can have them in your arsenal.

Read a lot, learn the ways that characteristics are implied or described.

If you can't put on the voice or the gestures, describe them. Being Control is, in many ways, closer to being a writer than an actor.

Bluffing it: You can probably skip over detail on most of the incidental characters that players run into and minimise their scenes.

You can let the players lead the roleplay and talk amongst themselves and if you really can't act just say 'This guy has a deep country accent' and describe him and, that'll do. With published villains and adventures you can use the pre-written text to set expectations and the scene and let a player's imagination do the rest.

Adaptability

As Control you need to be able to think on your feet. If you painstakingly lay out a plot and adventure you can just about guarantee that the players will stray off the rails or try something that you haven't thought of.

You can't afford to fumble and bumble and um and ah while you try to work out what to do next, the game needs to stay pacey and fast. Improvisation is probably the most important skill that Control can develop.

Adapting Well: This is really something that can only come with time, experience and skill.

Knowing the system well will make it easier to come up with villains and events on the fly but pulling people back onto the plot without forcing them takes a light touch.

With a good imagination and a good grasp of the game you should make out alright, but this is one of the most difficult things in role-playing games.

Bluffing it: It's tedious and you may end up not using half of it but the more preparation you do the more situations you can prepare for and the more 'ammunition' you have to adapt to what the players are doing.

The more encounters and scenes you have thought out the easier it is to use one of them - with or without changes - to deal with the player's surprise that they pull on you.

The Game

Arbitration

Players disagree.

Players and Control disagree.

Characters disagree.

Get any group of people together and they're going to disagree on things and one of Control's many caps is that of referee and 'player group counsellor'.

Don't let that put you off, really bad problems are rare.

Good Arbitration: The trick to dealing with all these problems is being fair, watching yourself for favouritism and biting the bullet, where necessary, and making the right decision for the group as a whole.

Bluffing it: Listen intently to all sides, let them say their piece and then go with your own decision regardless what anyone else wants or proposes, relying on the innate authority of Control to carry it through.

Fairness

Control's authority and respect comes partially from willingness to run the game, partially from knowing the rules and partially from their fairness. Fairness isn't just about arbitration it's also about making sure that everyone gets something out of the game that engages with their character and lets them shine. Something that suits the way each player likes to play.

Being Fair: It takes time to learn your players and to learn their characters. Make note - or ask - what they enjoy, examine their characters, make notes on the backgrounds, stunts, aspects and so on that they have chosen. Try not to pick on anyone and try to give each character their turn in the spotlight and each player something that they enjoy - even if one of those players is difficult and doesn't like to be in the spotlight.

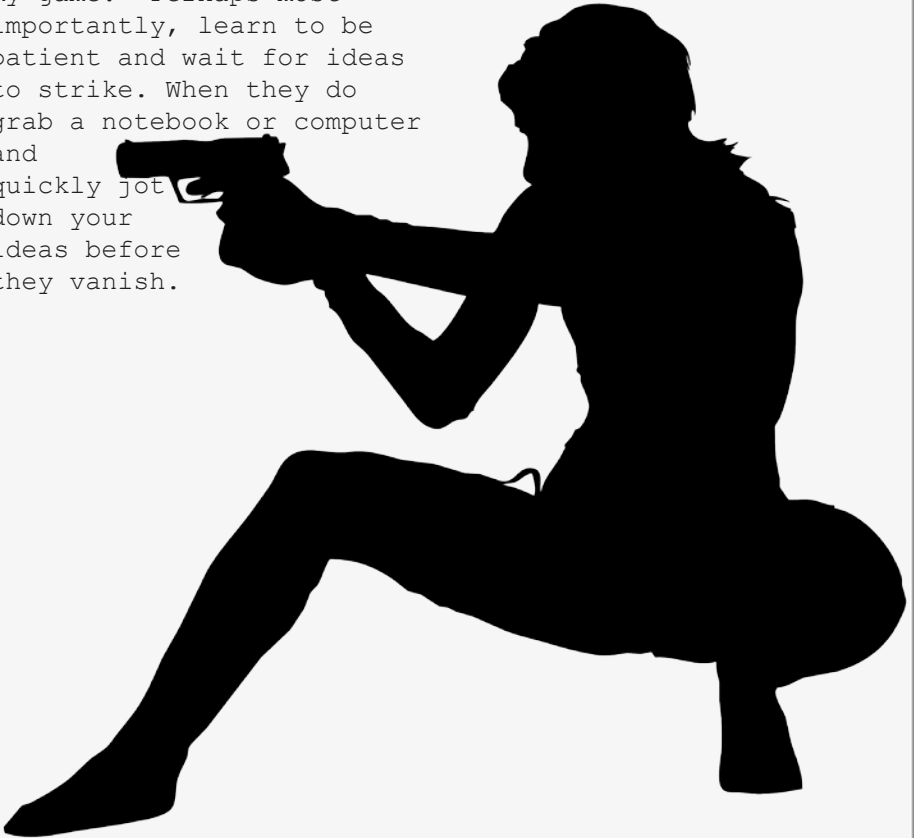
Bluffing it: Pick one character and player per game to focus upon and change each session. Just pay a bit more attention to them and adapt the game to fit their plans and what they want to do.

Inspiration

Any person taking on being Control needs inspiration in order to come up with new plots, villains, schemes and so on. Inspiration is another tricky one that can't be learned or controlled. It comes along or it doesn't.

Being Inspired: Read, watch, soak yourself in TV, books, comics and history. Consider everything as 'how could I use this in my game?' Perhaps most importantly, learn to be patient and wait for ideas to strike. When they do grab a notebook or computer and quickly jot down your ideas before they vanish.

Bluffing it: Model your plots on existing films, TV episodes or something else that you've read. For better effect blend a few things together. This is often what genuine creative people as part of the creative process and if you mix enough elements, something 'new' can come out of the mix. In a game like SWING the familiarity of, for example, James Bond can make a game all the more enjoyable, if relatively unoriginal.



The Game

Multitasking

As Control you need to wear many hats and do many things, all at once. You need to be able to change from actor to referee to negotiator from moment to moment and keep on top of things. The risk is that when you shift focus you forget something else and are left floundering when you move back.

Good Multitasking:

Stereotypically, be a woman. More helpfully this is something that becomes easier with practice. You just have to keep at it and keep learning. Meanwhile, you can bluff it.

Bluffing it: Keep scratchpaper on hand and keep notes. Appoint one of the players to be note-keeper for the group, they've got more time and are often more motivated to keep notes than you are. Make things easier for yourself by bookmarking your reference book or copying/printing off rules sheets for easy reference. Get your players to help you, recap sessions, look up rules for you. Outsource whatever you can so you can reduce your distractions.

Control Tips

The 'bluffs' above are a great way of saving some time, even if you are good at all these things. There's some other, general tips that are good for everyone though and can help make a better game for everyone. Ideas and help never hurt and can often help a great deal.

Preparation

Unless you're a master improviser then you're going to benefit from having things prepared. Enemies, goons, challenges, puzzles, hand-outs, maps and anything else you can think of to do ahead of time - especially trying to predict which alternate paths the players might take through the plot that you have prepared.

FATE is a pretty easy system to improvise with, simple to come up with incidental characters and goons as and when you need them. Still, preparation will save a little time and help you think of alternatives which will help in writing plots in the future.

Not too much

Preparation

Odds are if you spend too much preparing a hell of a lot of that is going to go to waste as the players follow one line and not the other. Unless you're going to publish that plot and adventure for others to play it's just going to be frustrating and you're more likely to try and force the players to follow your plotline exactly if you've put a lot of effort in. You need to strike a balance that's right for you and right for your group and you'll have to let yourselves find that naturally.

Listen to the Players

As Control you're not there to tell a story, you're there to facilitate the creation of one between yourself and the other players. You get to create the context in which the story takes place but the end result, the fun of it, comes from everyone.

Without you the players have no game, without them you have no game so it's well worth poring over the character sheets and talking to the players to work out exactly what sort of game they're interested in playing. Encourage people to talk to you about their characters and to talk to you between sessions about what they liked and didn't like in each session. The more fun they have, the more fun you have.

Let the Players Guide the Game

While you're playing the players, through their characters, will give you hints and tips to their expectations and desires from the game in how they attempt to deal with the challenges and chase down the plots.

If they go in hell-for-leather, kicking down doors and shooting people, then odds are they want a more action oriented game. Similarly other play styles will be hinted at.

The Game

Another way that the players can guide the game is in coming up with ideas that you hadn't thought of.

Sometimes these are much better than the ideas you have come up with and you should be absolutely shameless in seizing upon their alternative explanations and ideas and using them in the game. The players will feel very clever and you will look even more cunning and capable than you already did.

Learn the Rules

It seems like a no brainer but referring to the rules isn't the same thing as learning the rules. If you've got them stored in your brain that's much better than flipping through this book to find what you need.

You won't learn the rules quickly of course, but making the effort to do so speeds up the game and enhances Control's authority as 'keeper of the rules'.

Props & Handouts

Props and handouts help to lift a game up to a higher level. These can be maps, forms, papers, puzzles, briefing files. Any of these sorts of things are great for drawing the players into the game, can act as 'souvenirs', show that you're making an effort and, more importantly for Control, can give you a little bit of a mid-game break while the players pore over the notes, argue over the puzzles or otherwise occupy themselves.

The Rewards of being Control

The preceding sections may have done a lot to put you off being Control for the game. Make no bones about it, it can be a lot of work and it can be difficult but it's also very rewarding and a great deal of fun. I want to address some of that, worried that you won't want to be Control, by telling you about some of the good things that come from running games and taking on this role.

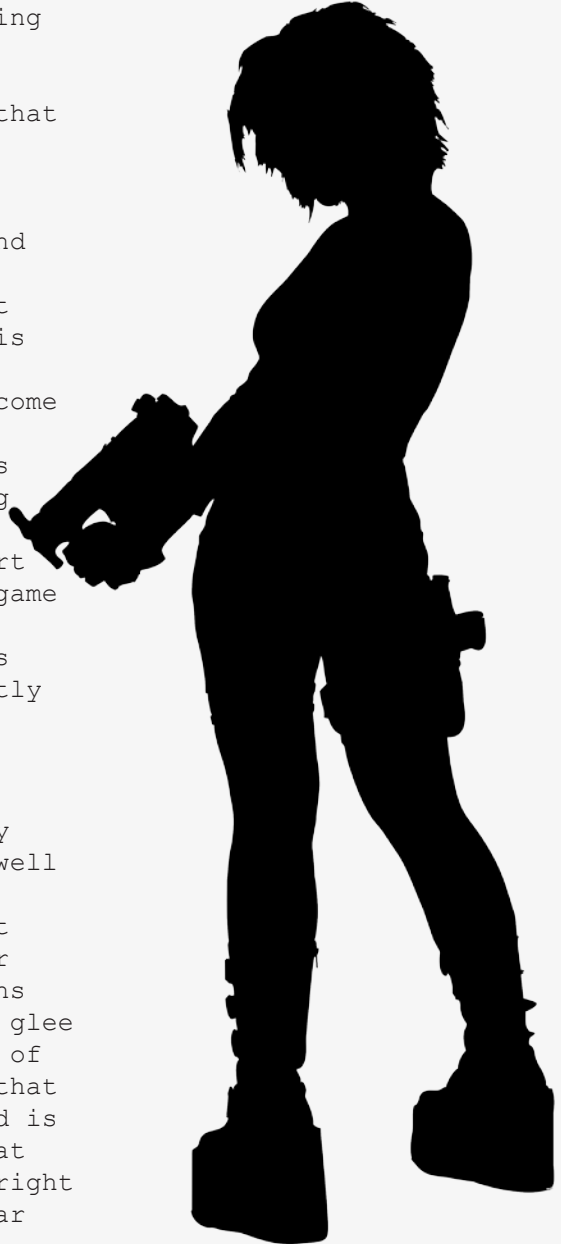
Creative

Satisfaction

Absolutely the best thing about taking on the role of Control is the creative satisfaction that it gives you. Guiding everyone through an adventure successfully is an accomplishment and everyone having a good time - in no small part due to your efforts - is an immensely rewarding feeling. When moments come together, when a whole game come together it's a high akin to finishing a novel or article, completing a work of art or beating a computer game together. Perhaps even more satisfying as it's something you do directly with your friends.

The Penny Drops

There is a particularly delicious moment in a well plotted game where the players finally work out what's going on in your schemes and their mouths drop open. The look of glee or horror on the faces of your playing group in that moment is priceless and is often the indicator that you've done something right and that this particular game is going to be remembered for some time.



The Game

Appreciation

It's possible that you'll be taken for granted a bit but it's far more likely that the players will greatly appreciate what you do in being Control. This can manifest in simple thanks, which is great in and of itself, but it is also more concretely expressed in some gaming groups by not having to put in for pizza, having your travel costs covered by your group, getting snacks, getting the best chair in the play area or other rewards. These are all indicators of a group's appreciation and the value the place on whoever is willing to take on the role of Control.

War Stories

Good games become woven into the private mythology of your gaming groups and friends. They become in-jokes, shortcuts, things that make you laugh, points of reference for other experiences. It's a great, personal thing that tends to bond you together as friends and can even be shared, successfully, with other gaming groups - just try not to bore non-gamers or people who don't know the game with your tales!

Forming a Plot

All these great rules and funky characters aren't much use without some plots and stories to put them through.

You are free to run adventures in any way that you want, of course, but SWING is designed with a particular technique and means of running adventures in mind, along with mechanics that can make arranging and running a game a little easier.

Rather than having a linear adventure where one thing necessarily follow another the idea with SWING is that an adventure is divided into sections, clusters of possible scenes that can be encountered and dealt with to build up clues or 'plot stress' in order to trigger access to the next segment. In this way SWING combines a linear plot track for the overall story with the ability to be more flexible and let players move freely within the confines of each section.

Plot Stress

Plot Stress is a way of measuring the normally abstract progress that the players make through a story. Points of plot stress represent important clues, interrogations, thwarted sub-plots, villainous rants and anything else that progresses the plot. Each section is divided by a number of plot stress points and crossing off all the plot stress allows access to the next part of the plot.

Of course, sometimes players will piece together the plot faster than you account for with your plots and clues. If this happens you can just skip the plot forward to the next segment, filling in all the remaining plot stress points. If the players get completely stuck you can allow the expenditure of FATE points to fill in remaining plot stress by having something fortuitous drop into the character's laps.

In adventures the plot sections are divided by plot stress tracks, like this...

OOOOO

Ideally the sections of the plot should be divided by a minimum number of plot stress points equal to the number of players that you normally have and should not stray below half that number or more than double that number, save in extraordinary circumstances.

This should optimise the adventure for the different approaches and techniques that the characters have access to to solve the problem.

When a sub-scene, encounter or clue is uncovered it should be represented by an amount, 1-3, of plot stress that it provides.

Normally only one point is incurred for a particular clue or piece of information but a particularly successful coup or outstanding bit of sleuthing might uncover two or three points of plot stress.



The Game

Advancing the Plot

The plot is advanced to the next section when the plot stress accrued is enough to remove all the plot stress for that section.

The remaining scenes can still be played out - if they haven't been investigated already - but filling out the plot stress essentially 'unlocks' access to the next set of scenes.

When this triggers advancement it's down to Control to feed through the information or trigger the advancing scene in order to take the players through to the next section.

You can also improvise and come up with new scenes to do this, if necessary but typically the clues fed back to SWING by the agents will be put together by researchers or the characters themselves will put together the string of clues to reach the next section.

As an example the agents might uncover a series of geographical clues such as the range of an aircraft that the villains use, the presence of a rare lichen and data from an ice core sample to work out that the deadly bacterium that the LOATHING organisation is using is derived from antarctic core samples taken in a particular area of that frozen continent, enabling them to head there, track down and assault the base.

Typical Plot

A typical model for a plot is that of the archetypical spy movie. This gives everyone a 'hook' for their imagination and an appropriate set of expectations.

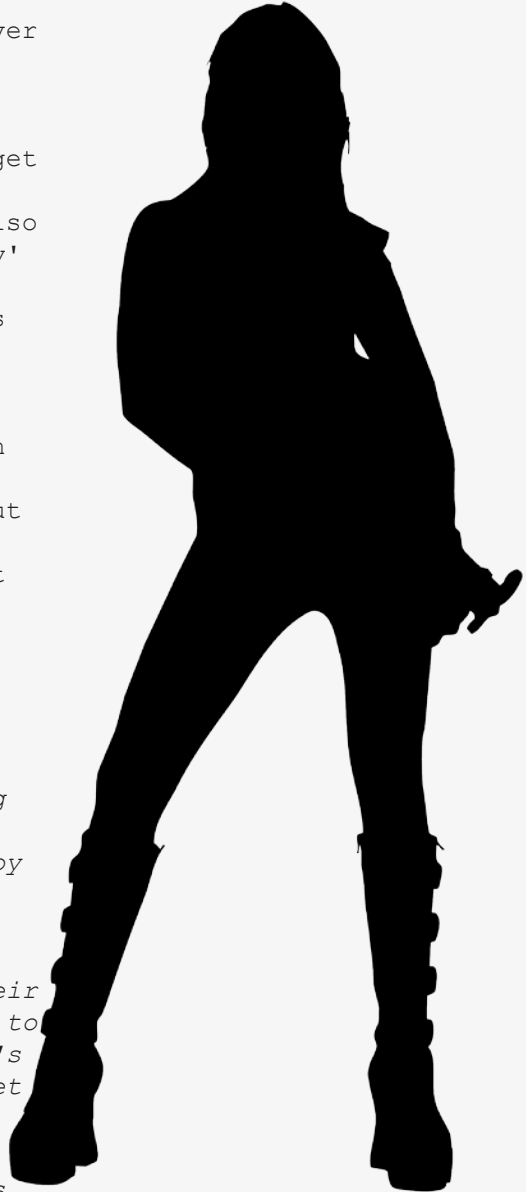
In the following few sections I'm going to describe a plot that would follow this model, in sketchy terms, both generally and with reference to a specific example plot: The Deadly Double.

Tie up the Old

You can open a game 'in media res', in the middle of some action, wrapping up a previous case with some or all of the characters that has nothing whatsoever to do with the plotline that's coming. This is a good way to start with a set-piece action scene, get everyone's blood-up and ready for the game and also replaces the 'explanatory' scene that often occurs in many films and TV shows that demonstrates what the baddies are up to, something that would probably utterly spoil an RPG where so much of the fun comes from working out what the baddies are up to, rather than having it explained to you.

The Deadly Double:

The game opens with a mountaintop escape in Hawaii. The KAOS organisation was planning to detonate a volcanic device in order to destroy the islands, the United States having refused to pay their ransom. The characters infiltrated their organisation and managed to steal the device. Now it's a race against time to get the device down from the mountaintop and into the ocean before it detonates.



The Game

Brief for the New

The real game begins with the briefing for the new mission.

This might typically mean meeting Auntie at a SWING headquarters, getting a brief on what the mission is and visiting Uncle for gadgets that will prove useful in the forthcoming mission.

This is the first instance in which the characters encounter the plot and can make some headway from their briefing information, using their own knowledge and research capability to get them going, though this is included in the Investigation phase.

The Deadly Double:

A British diplomat went crazy during a trade meeting, attempting to kill his Japanese counterpart. Fortunately he was stopped but, unfortunately, he was killed in being stopped. There are peculiar things about the body, the blood type is wrong, fingertips don't match and so forth.

Investigation

The investigation phase is when the bulk of the plot disentangling takes place. It is through these investigations and scenes that the characters uncover the evil scheme that the opposition are up to and learn how to counter it. This is the leg work, interrogation and minor skirmishes that take place in the lead up to that revelation.

The Deadly Double:

Completing the Investigation phase will take six (000000) plot stress points. The ways in which the characters might gather that information include:

- *Examining the diplomat's body: 00*
- *The diplomat's itinerary: 00*
- *The Japanese diplomat's background: 00*
- *Interference from agents of Mandate, a Red Chinese spy organisation once they realise that they're being investigated: 00*
- *Retracing the diplomat's movements: 0*
- *Visiting the scene of his kidnap and replacement... with a clone!: 0*

Downbeat

While the characters have secured a victory of sorts there is typically a turnabout at this point. Hostages, overwhelming force, a deadly trap, something that brings the characters back down to Earth and establishes the baddies 'evil credentials'. This scene places the characters in peril, from which they must escape, and turns things back against them, upping the ante. It should also provide the clues necessary to get to the final climax of the plot.

The Deadly Double:

The investigation phase gives the characters enough information to track down the regional Mandate headquarters. They can then attempt an assault or infiltration upon it. When they do make their attack Mandate springs a trap upon them, sealing them within the building and unleashing clones of themselves upon them within the building! Cue a big fight.

The Downbeat itself has no plot stress and no clues, but it's aftermath, the Resurgence section, does.

Resurgence

Having overcome the death trap, ambush or other cunning device that has been used against them the characters are then free to advance their investigation again.

Furthermore, thinking that they are going to have been dealt with, the enemy organisation will have been 'sloppy', allowing the characters to advance more rapidly to the next section. This is like a faster, smaller, more rapid version of the Investigation section.

The Deadly Double:

A mere three plot stress (OOO) is needed to track down Mandate's secret lab location from this scene, the place where their clones are actually being produced. These clues can be got by...

- *Decoding Mandate computer tapes: OO*
- *Going through Mandate's files: O*
- *Examining/interviewing the clones: O*
- *Tracking the goons/henchman who sprang the trap: O/O/O*

The Game

Climax

The Climax is the dramatic finale of the plot, the showdown, the exploding volcano, the dismantling of the enemy plot, the pitched battle, the arrest or the death of the villain. This is what everything has been building towards throughout the whole plot and it deserves to be suitably exciting. This is where you pull out all the stops and go hell for leather with hundreds of ninjas, explosions, rockets, nuclear meltdowns, atom bombs and whatever else you want to throw into the mix. This isn't the end of the adventure per se, but it does wrap up the main plot.

The Deadly Double:

The climax sees our heroes tracking Mandate and their science-leader, Tsang Wu-Chen, to an archaeological excavation deep within China.

SWING is international, but even so getting there may be problematic.

The place is filled with Mandate soldiers and scientists and appears to be the tomb of a great alchemist who once served a Chinese Emperor.

Their cloning science derives from things he knew.

They have cloned powerful warriors from within their ranks, not many yet, but some.

The agents must destroy the laboratory and/or the cloning secret and the whole dig may well collapse at the end of the battle.



Aftermath

A debriefing and a job well done, back to SWING headquarters for tea and medals. There may be some other things to throw in here. As the characters escape a surviving henchman or two might come to the attack, they might finally get to bed the beautiful Russian spy, but otherwise it's a debrief and an explanation of what has happened. The enemy may well have been damaged as well, their organisation losing some of its power, reach and resources.

The Deadly Double:

With the lab destroyed the characters are firmly escorted from China by the Chinese army. Some of the clones may survive - at least the clone warriors - the infiltrator clones are rooted out and destroyed and many of the people who had been cloned are recovered and freed, though some are dead. Some hints are dropped about the next plot that Mandate might be involved in, trying to start a violent counter-revolution in China that could destabilise the whole area.



The Game

Campaigns

A campaign is when you string together several adventures into an overarching plot.

SWING play is normally episodic, facing different threats from different organisations or enemies from game to game.

Campaign play would see the characters facing the same villains and henchmen, the same evil organisation again and again, attempting to thwart their plans.

This is a war of attrition that will - hopefully - grind down and destroy the enemy organisation. There's more information on this aspect in Chapter 8: Organisations.

One thing you can do, if you have the time, is to put together a plot map of all the schemes that the evil organisation map has and apply plot stress across various schemes, letting the players work against their unholy machinations at their own pace, according to what they know, from session to session.

Setting Difficulties

Before you call for a dice roll you need to consider what will happen when the player succeeds and what will happen when they fail.

Both outcomes need to be interesting and have an effect, which isn't to say that they need to be good. Even if a roll fails it should progress the story in some way, eliminating a possibility even if it offers no particularly useful new information.

A single roll shouldn't, usually, make the difference between life and death, complete success or complete failure. There should also be other options or a way to save oneself from the consequences.

A good example might be falling from a cliff, the roll that sends them tumbling over the edge should not be the last one, there should be a chance to grab hold of the edge and hold on.

Most difficulties should be set fairly low, from Yawn +0 to Solid +3.

Higher difficulties should be saved for key moments and truly difficult challenges.

At these lower difficulties how successful a character is can be more important than the fact of them being successful in and of itself. Shifts of success can be interpreted thus:

Shifts

0: Minimal Success - The character succeeds, but just barely.

1: Notable Success - The character gains a clear-cut success, solid, reliable and workmanlike.

3: Significant Success - The character succeeds significantly well, faster, more reliable or better. The character also gains a SWING dice.

5: Potent Success - The character succeeds exceedingly well, so well that they may get some additional benefits such as extra plot stress or a crafted item with an aspect. The character also gains a SWING dice.

Timekeeping

A 'turn' is a fluid period of time that remains largely undefined.

Outside of combat exchanges the 'turn' isn't really used but time may still need to be kept track of.

An action may take any amount of time but it should have a standard amount of time.

Rolling higher may shorten that amount of time, rolling lower may be either a failure or, simply cause something to take a longer amount of time.

The list that follows this section shows time increments, shifts (above or below) make the task take a longer or shorter amount of time.

At a task at which extra time and care can be taken, a character can choose to take longer in order to increase their degree of success retroactively.

Shifting the task up in the amount of time taken supplies an extra +1 per shift up to a maximum of +4.

The Game

Time

- *Instant*
- *A few moments*
- *Half a minute*
- *A minute*
- *A few minutes*
- *A quarter of an hour*
- *Half an hour*
- *An hour*
- *A few hours*
- *An afternoon*
- *A day*
- *A few days*
- *A week*
- *A few weeks*
- *A month*
- *A few months*
- *A season*
- *Half a year*
- *A year*
- *A few years*
- *A decade*
- *A lifetime*



Breaking & Lifting Things

Might, weapons and equipment can all be used to break or shatter things. With the right gear anything can be broken (or broken into) given time and this should be a roll to determine whether the breaking takes a longer or shorter amount of time than expected.

Breaking something more quickly is more challenging and requires a roll using Might or the strength of a weapon. Using a tool - like an axe or a crowbar - will provide a +1 or +2 bonus. The difficulties of breaking various substances are as follows:

Yawn: Paper or normal glass.

Cool: Flimsy wood.

Hip: Cheap wood, bamboo, plastic.

Solid: Wooden board, interior door.

Neat: Strong wood, hardwood board, exterior door, toughened glass.

Groovy: Reinforced wood, heavy door.

Fab: Security door.

Far Out: Prison bars.

Out of Sight: Bank vault, safe, airlock.

Might can also be used to determine how much someone can lift or carry and still act. This is described in the following table. If purely lifting then their capacity is doubled.

Might/Power	Weight Lbs/Kg
Each +1	+100/45
+8	600/270
+7	500/225
+6	450/205
+5	400/180
+4	350/160
+3	300/135
+2	250/115
+1	200/90
+0	150/70
-1	100/45
-2	50/20
-3	10/5



The Game

Poisons & Diseases

Poisons

Poisons are rated by potency, subtlety and effect.

Potency is how hard the effect is to resist with an Endurance roll.

Subtlety is how hard they poison is to detect using Alertness, Investigation, Science or other methods.

Effect is what the poison does.

The effect of a poison can be any of the following.

- **Damage** - the poison makes an attack at its potency against the target, causing physical stress. This carries on each turn until the end of the scene or until the character receives some treatment or has the poison removed from their system.
- **Slow Damage** - The poison either has a dramatic effect 'You will die in 24 hours if you do not get the antidote' or works more slowly, causing a consequence (starting at the lower end of the scale) each scene that it beats the character's Endurance roll against the potency.
- **Mental Debilitation** - These poisons and drugs cause mental, rather than physical stress. A truth toxin, for example, might break down a character's resistance over time while they're under interrogation.
- **Exotic effect** - The poison confers an aspect upon the character, such as 'hallucinations' or 'truthful'. Perhaps something even more exotic. This would also cover paralysis poisons and others. Generally speaking, the more debilitating the effect, the weaker the potency should be, to give characters a fair chance.

- **Story effect** - As under Slow Damage, some poisons or drugs have a pure story effect, such as putting someone into a coma or allowing them to see auras. These poisons aren't really governed by rules but are worked by Control fiat.

Drugs use the same rules as poisons to determine their effects, or at least whether they do take effect.

This can be the same for drugs with a positive effect as well as a negative one.

If your constitution is strong, you're likely to need bigger doses of painkillers and other useful drugs as well as being able to resist the bad ones.

Example:

Curare is a heart-stopping poison. It has the following characteristics.

Potency: Solid (+3)

Subtlety: Cool (+1)

Effect: Damaging, Exotic
(Aspect: Short of breath).

Diseases

Diseases are rated in a similar way with Potency, Symptoms and Effect.

Potency is how hard the disease is to resist with an Endurance roll. Symptoms are how hard the disease is to detect with Alertness, Science or other rolls.

Effect is what effect the disease has. Effect also describes how the disease is spread.

When a character is attacked by a disease they continue to accrue effects from it, so the effect is described in general terms which should then be reflected by damage, consequences and aspects assigned by control. If a disease attacks a character and succeeds by up to two shifts, that character becomes a carrier, not having the disease themselves but able to spread it to other people.

They will continue to roll against the disease themselves, so long as they're a carrier. If the disease fails its attack by three or more, the character is effectively immune to that disease.

The Game

Possible effects include:

- **Damage** - Each day the disease makes its attack and each time the character takes points of physical stress. This is typically coupled with something else which is the cause of the damage, such as haemorrhaging.
- **Consequences** - Each week the disease makes its attack and applies a consequence, starting at the lower consequences and working up. This is best for serious, but slow, diseases and, like damage, is typically coupled with something else that explains the damage.
- **Respiratory problems** - Each time the disease succeeds the character gains a new aspect relating to breathing issues. 'Winded', 'Short of breath', 'Weak', 'Dizzy' and others are good choices.
- **Nervous problems** - The disease causes tremors, loss of feeling, loss of mentality and concentration or other impairment. Each time it makes its attack it should provide an aspect relating to this such as 'clumsy', 'trembling', 'weak', 'distracted' or similar.
- **Psychological problems** - The disease causes psychological problems such as paranoia, phobia or rage. This should be role-played and is not represented by any specific rules.
- **Muscle problems** - The disease wastes or weakens muscles, or causes them to spasm. This can be painful and severely debilitating. Aspects related to this might include 'weak', 'feeble', 'pained gasps' or 'twitching'.

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The Game

- **Cosmetic problems** -
The disease causes the person to break out into a rash, pustules, boils, to become palid or otherwise to have appearance issues. Aspects given by this disease might include 'scarred', 'pocked', 'ugly', 'deathly pallor' or similar.
- **Digestive problems** -
The disease attacks the digestive system causing great distress and interfering with the intake of food. Aspects given by this disease might include 'I really need the toilet', 'breaking wind', 'loss of bladder control', 'stomach cramps', 'vomiting' or other, similar effects.
- **Circulatory problems**
- The disease attacks the circulatory system causing issues with the circulation of the blood or its effect. Aspects given by this disease might include 'bleeding gums', 'haemorrhaging', 'anaemia' or similar effects.

- **Exotic effect** - The disease does something outside the bounds of normal rules. Perhaps it is a zombie plague or a mind-controlling virus or bacterium. Whatever it does, its effects are moderated by Control.

Example:

The common cold is a common by sturdy disease, one we're all exposed to time and time again.

Potency: Cool (+1)

Symptoms: Cool (+1) - Can be mistaken for flu and other respiratory diseases.

Effect: Spread by physical contact and through the air. Respiratory disease, starting with the aspects 'Running nose' and 'sneezing'.



The Game

Fire

Fire is rated by its intensity, every turn the fire inflicts physical stress, equal to its intensity, to every vulnerable person within its effect.

Intensity

0: Patchy fire that can be avoided. 1 physical damage if bad rolls cause you to come into contact with it.

1: Fire surrounds you with waves of heat, nowhere is completely safe.

2: Everything is on fire and the flames threaten to engulf you.

3: An inferno. There's nowhere to run. You are on fire.

If someone is set on fire, they are subject to an intensity 3 fire until they put it out or have it put out. That intensity is the difficulty of smothering the flames and the 'stress' the fire can take until it is put out.

Electricity

Exposure to electricity is rated by intensity but, unlike fire, makes an attack at that intensity causing physical stress damage on that basis.

If you take damage from an electric shock you must also make an Endurance roll against the intensity or be rendered temporarily unconscious. Continued exposure to electricity does damage equal to the intensity every turn, precluding the need for further rolls.

Intensity

1: Powerful battery, a painful shock but unlikely to be much more.

2: Domestic mains supply.

3: Industrial supply.

4: Lightning bolt.

Falling

Every ten feet of falling distance creates a point of physical stress damage and means an automatic consequence. Stress can be reduced by taking an additional consequence but it must scale up. If you're already taking an extreme consequence then you have to be 'Taken Out'.

Characters can make Athletics checks against the difficulty of the fall to reduce the total - and the correlating consequence - on a one-for-one basis.

Distance Fallen	Stress/Difficulty	Consequence
10 ft	1	None
20 ft	2	Minor
30 ft	3	Minor
40 ft	4	Minor
50 ft	5	Moderate
60 ft	6	Moderate
70 ft	7	Moderate
80 ft	8	Severe
90 ft	9	Severe
100 ft	10	Extreme

Traps, Security, Henchmen & Goons

Some of the more common hazards that an agent is likely to run into include traps, security systems, henchmen and goons. These are the chief things that stand in an agent's way besides the normal difficulties of an investigation.

Traps

Traps come in two chief types, hazards and plot traps.

A hazard trap is the sort of thing where an agent is placed in immediate peril. It might be a trapdoor to a shark tank, a swinging blade, a pit, perhaps a row of dart guns or an automated pistol hidden in a scarecrow.

Whatever it is, the threat is immediate and dangerous.

A plot trap is the sort of thing that the villain straps you into while making his exposition about his schemes.

Perhaps the agents are handcuffed to an atom bomb or slowly lowered into a pit of snakes. Perhaps they are sealed into a tank in which water is slowly introduced.

A plot trap should always have a way out of it through use of gadgets or clever ideas on the part of the players. They're there to delay the characters, not to actually kill them.

Hazard traps should be measured in strength, stealth and effect.

The Game

- Strength describes the strength of the attack that they make or the difficulty to avoid them.
- Stealth describes how difficult the trap is to spot.
- Effect describes what the trap does, usually this is just damage of some sort though it may be modified upwards from the result of the attack by strength.
- Complexity - The difficulty of getting through it without the necessary code or key or of avoiding the alarm triggers.
- Skill - The skill or skills necessary to bypass it.

Example:

A spiked pit trap is a ten-foot deep pit, covered in sharp, pointy spikes at the bottom.

Strength: 1

Stealth: 3

Effect: +1 damage - due to the spikes. This also means you cannot roll to reduce the damage, as you would in a normal fall.

Security

Security systems are locks and alarms. Things that either prevent access to an area or alert people to the fact that you have entered an area. Some alarms are loud, some alarms are silent. Some locks are physical, some are electronic.

Locks and alarms are defined by two statistics.

Some locks are also alarmed. The type of alarm - if there is one - should also be noted on the security device. If a lock is alarmed, success with only a shift of one means that the lock is bypassed, but the alarm still goes off.

Example lock:

A contemporary house lock of the 'yale' type.

Complexity: 2

Skill: Burglary, Engineering.

Example Security:

A laser 'tripwire' connected to a silent alarm that will bring the museum guards.

Complexity: 3

Skill: Burglary, Sleight of Hand, Science (disarm), Athletics (avoid).

Villains

A villain is the main 'baddy' in any given adventure and, typically, there is only one of these. He may not be the head of the whole organisation but he's certainly an important figure within it and is in charge of whatever plot or scheme is being concocted.

Villains are created using the same rules as characters, including FATE points. As Control you are not constrained by points or limitations however and can give your villains however many characteristics you want, just strive to keep it roughly balanced with the agents in your game.

Henchmen

Henchmen are tougher lieutenants of the main villain of the piece. They are characters in their own right but are not fully defined.

Typically placed in charge of goons or acting as the villain's bodyguard, Henchmen are more of a challenge and typically start with a single FATE point.

A henchman is defined by a rating in physical, social and mental arenas.

You decide on their quality level - typically between one and five - and this is their capability in their main arena (physical, social or mental).

You then place their remaining values at one lower and two lower - though you can decrease these further if you want.

Henchmen have a stress track equal to their quality and can have stunts or additional FATE points equal to half their quality level, rounded down. They also have a number of skills equal to their quality level.

These aren't increased but they help define specific areas of capability for the henchman that they might not otherwise be able to roll for.



The Game

Example:

Hans Gerichte is the teutonic bodyguard and lover of Zenobia Zubriggen, sister of Zoltan Zubriggen, all three are agents of PAIN.

Physical: +4

Social: +3

Mental: +2

Skills: *Might, Athletics, Drive, Unarmed Combat*

Stunts: None

Stress: 0000

FATE: 000

Goons

Goons are disposable, throwaway troops or agents that belong to the villainous organisation.

These are the faceless hordes that get mown down and they use the minion rules found in the earlier section.

Goons are rated only by their quality (typically between +1 and +3) and act as a mob.

They are typically only good at one sort of confrontation though they may be given skills - equal to their rating - or a stunt (singular) to represent higher training.

- A group of 2-3 Minions gets a +1 bonus.
- A group of 4-6 Minions gets a +2 bonus.
- A group of 7-9 Minions gets a +3 bonus.
- A group of 10+ Minions gets a +4 bonus.

Example:

A far-reaching Yakuza group from Japan has links to an ancestral ninja clan that provides their footsoldiers.

Quality: +3

Skills: *Athletics, Stealth, Weaponry.*

Stress: 0 (each)

Stunt: *Hide in Plain Sight*

Equipment: *Black pyjamas (+1 Stealth), swords, throwing stars.*



Chase Scenes

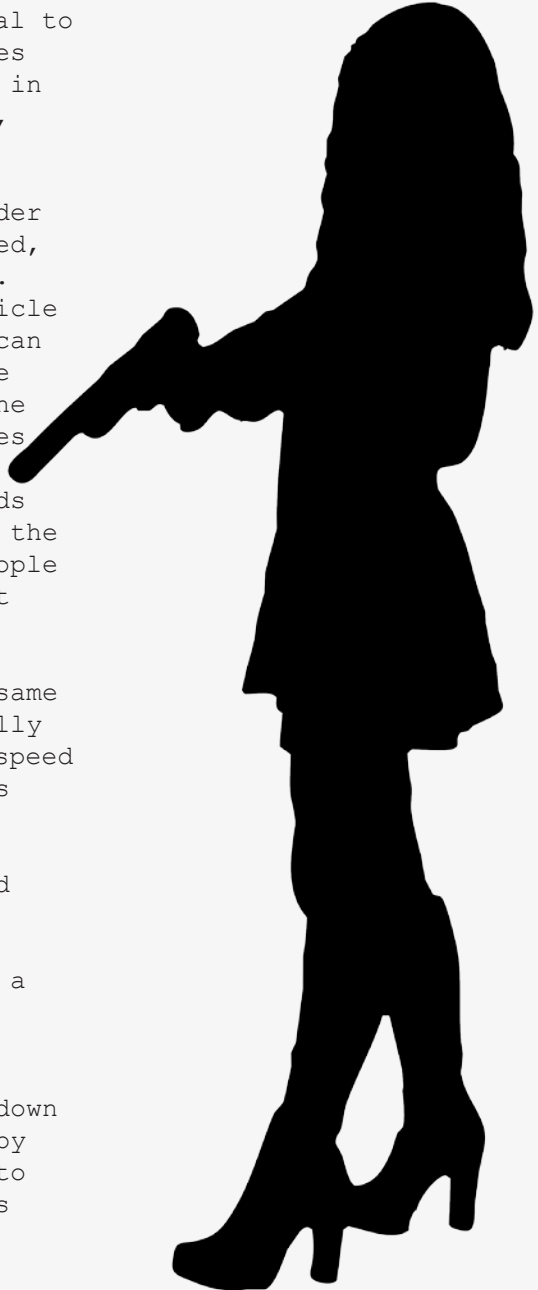
Chase scenes are integral to these sorts of adventures whether they take place in cars, tanks, speedboats, aeroplanes or on foot.

The key things to consider in chase scenes are speed, manoeuvres and distance. The Speed roll of a vehicle determines how fast it can go and opens up distance between the vehicles, the Manoeuvre roll determines how well the driver (or pilot) deals with hazards and distance determines the distance between the people involved, in an abstract fashion.

Chases on foot use the same rules, but there's usually no bonuses involved to speed or manoeuvre as there is with vehicles.

Chase scenes are divided into turns in the same way as normal conflicts but they're resolved in a particular way.

The goal of a chase is either to catch or run down an enemy, or to escape by extending the distance to 8 (Out of Sight). Chases normally start with a distance of 1-3.



The Game

Chases should be resolved in the following order:

- The target being chased makes a speed roll and increases the distance by an amount equal to their shifts. The difficulty for driving on a normal, flat road is zero.
- The target being chased may choose to make a manoeuvre. They describe what they're doing to Control who sets a difficulty and decides on the consequences of failure. If they succeed then they make things more difficult for their pursuer and increase the distance by one.
- The pursuer makes a speed roll and decreases the distance by an amount equal to their shifts.
- If the target being chased made a manoeuvre successfully, the pursuer must make the same roll, otherwise they fall back one distance, in addition to any other effects. This may take them completely out of the pursuit.
- If the pursuer so chooses they can make their own manoeuvre which, if successful, allows them to decrease the distance by one. The difficulty must be at least as high as any other manoeuvres made in the turn.
- Once both sides have had a turn, compare the distance. If the distance score is eight or more, the target has gotten away.

Example:

Agent Zero is being chased by a gang of goons along the streets of Eastern Germany. Zero has a Drive skill of +2, his car has a speed of +1 and a manoeuvre of +1. The goons are driving a clapped out government car with speed +0 and manoeuvre +0, their quality is +2. The chase starts with a distance of 3.

Zero puts his foot down and rolls 2 for his speed, increasing the distance to 5. He decides he needs to make a manoeuvre to try and shake this turkeys and so decides to plough through a schnitzel stand in his card, leaving the wreckage to slow down the goons'

car. He rolls a 4 for his manoeuvre, though Control rules that his car takes one stress from smashing through. Control had set the difficult at 2.

The goons roll for Speed, scoring 1, closing the distance to 4. When it comes to avoiding the broken halves of the schnitzel stand they do not fare so well, scoring 0. Control has their car take a point of stress and describes how they weave all over the road, schnitzel covering their windscreen so that they can't see. The distance increases to 5. The goons don't push their luck by making their own manoeuvre.

Agent Zero is well ahead now and should be able to slip away - if he pushes his luck - next turn.

Combat

There are some special considerations that need to be made in combat situations.

Special peculiarities that need to be addressed and considered with some weapons and effects.

Autofire

An automatic weapon can have the trigger held down, rapidly emptying its magazine. If a weapon is used on autofire it depletes its magazine (if a hand-held weapon) and attacks with a -2 penalty, though it scores an additional +4 physical stress if it succeeds against a single target.

Autofire can also be used to block out an area.

A single attack is made at a -2 penalty and anyone moving through that area must defend themselves against the result to avoid taking a single hit from the weapon.

The weapon must be reloaded before it can be used again.



The Game

Burst Fire

Burst fire is a lesser form of autofire. If a weapon is capable of automatic fire it can also fire in a burst. A burst attacks with a -1 penalty but does +2 physical stress on a successful hit. A burst can only be fired against a single target.

Knock Out Blows

An attempt to knock out a target, say with a double-overhead fist blow, does a maximum of one physical stress damage. However, the target must also make an Endurance roll against a difficulty equal to the damage that would have been done, or be rendered unconscious. A FATE point can avoid this.

TOP SECRET



Chapter 18:
Organisations

Organisations

The world of SWING is replete with organisations. There are the conventional spy and law enforcement organisations, criminal gangs and Mafia and - of course - the evil organisations that represent the very kind of world-spanning threat that SWING is designed to counter. SWING itself can be seen either as one monolithic organisation or with each division as its own organisation working in an alliance with each other.

Constructing Organisations

Organisations have Aspects and Skills the same way that characters do.

These come from different lists and describe different factors than when a character is defined but work in broadly the same way.

There are also some unique descriptors that define organisations in new ways and allow them to be compared with one another.

Scale, Scope, Skills & Aspects

The size of a group is fixed by its scale, this also defines how many skill points and aspects it has. Organisations scale from Tiny (1) to Enormous (6). They get aspects equal to their scale & skill points equal to scale times four.

Scale: Tiny

(100 people or less)

Aspects: 1

Skills: 4

Scale: Small

(A few hundred)

Aspects: 2

Skills: 8

Scale: Medium

(A few thousand)

Aspects: 3

Skills: 12

Scale: Large

(Tens/hundreds of thousands)

Aspects: 4

Skills: 16

Scale: Huge

(Million)

Aspects: 5

Skills: 20

Scale: Enormous

(Millions)

Aspects: 6

Skills: 24

Scope describes the range in which the organisation can exert its influence.

This is different to scale and the two need not be related in any way.

As a rough guide an organisation may have influence over a number of different arenas of society within two of its scope and will suffer a -3 penalty when trying to exert control beyond those arenas.

- **Scope: Tiny** - village, city quarter).
- **Scope: Local** - Half of a city, rural region.
- **Scope: Regional** - City, county.
- **Scope: National** - Country.
- **Scope: Continental** - A continent.
- **Scope: Global** - The whole world.

An organisation might have influence over areas in the following list, but these are simply examples, almost any arena of influence could be described.

Arenas

These are just a few examples of possibilities:

Academia, art world, banking, computing, construction, criminal, education, government, insurance, law enforcement, libraries, manufacturing, medicine, military, mining, newspaper, publishing, radio, railways, research, science, shipping, television, unions, united nations, universities.

Organisation Skills

These skills don't describe the capabilities of the agents of the organisation - they should be individually written up and have their own capabilities - rather these represent the skills and abilities of the organisation as a whole.

'Skills' is a catch all term for resources, forces, abilities, infrastructure and bases of operations.

If the organisation does not have a skill that it needs to use, that defaults to -3.

Organisations

Administration

The Administration skill determines how organised the organisation is.

How well it's records are kept, how efficiently information can be accessed and how capable those in charge are.

Arms

This represents the organisation's strength of their combat forces - rather than their security forces - though the one can substitute for the other at a -3 penalty.

This skill can be taken multiple times to represent ground, air and sea forces. Low arms represents basic equipment and small troop numbers. A higher number provides access to more powerful equipment and larger forces.

Communication

Communication determines how well the organisation is set up in transmitting information from one wing or rank to another.

With a low Communication rank the left hand may not know what the right hand is doing.

Control

Control is a measure of how much direct control the organisation has over a particular given area. This is typically accomplished through institutionalised rule.

Diplomacy

Does the organisation have charismatic leaders? Capable ambassadors? Canny negotiators? Or does it prefer explosions to a silver tongue.

Influence

Influence is secret control that the organisation can wield, perhaps via blackmail, extortion, mind control or other methods that are hard to detect.

Influence is slower than Control to take effect, but can accomplish many of the same things. While a use of control is blatant, a roll may be required to detect the use of Influence.

Information

How good is the organisation's information gathering wing? Are they tapped into local and world events? Do they know what's going on?

Loyalty

Is the organisation loyal or is it full of disloyal members and lieutenants looking to take a step up to command? At low loyalty the organisation is full of double agents and its members are out for themselves. At high loyalty the members are ideologically loyal, well compensated or perhaps even brainwashed.

Resources

How wealthy is the organisation? How much money can it throw around when it needs to? Does it have a lot of powerful investments? Money can substitute for a lot of other things... if you spend it freely. Sacrificing a point of resources provides the organisation with a temporary +2 bonus to any other skill.

Security

Security represents how careful the organisation is about taking care of its facilities and people. It covers the general competence of security staff, internal police forces, guards, passwords, locks, alarms and the care taken to hide facilities from view.



Organisations

Sway

Sway is a means of applying non-institutional power, perhaps via media, terror threats or other means, to get someone else to act as you want. Sway is as obvious as Control, but means acting indirectly.

This means the organisation is not put directly under threat but it also means that time is taken up applying Sway before the subject being swayed does what's asked.

Technology

This determines the organisation's access to conventional technology. It also helps determine what equipment Security and Arms forces have access to. This does not grant access to superscience, though it can give access to experimental equipment that, in the real timeline of the world, might not be available for a decade or so.

Trade

Does the organisation produce or trade anything? Perhaps as a cover for its other activities? How good is it at this and can it readily convert what it trades into resources?

Special Skills

Special skills go beyond the normal capabilities of everyday skills and should only, really, be available to specialist organisations, whereas the earlier skills are available to just about any organisation.

These are where SWING and its evil opponents really come into their own.

Assassination

The organisation has the ability to quietly - or not so quietly - make people disappear.

Secrecy

This group is capable of masking everything it does with secrecy. They are obscure, hidden away or beneath normal notice.

This can make them very hard to operate against as their secrecy must be overcome before anything can be done to them.

Reputation

The opposite of secrecy, reputation measures how well known and liked an organisation is. Of course, this may be a completely false representation but nonetheless, it measures how well they are regarded in the public eye. Something that may cause problems for agents investigating their more nefarious dealings.

Fringe (Specific)

The organisation has access to some sort of fringe or esoteric knowledge. This might be alien technology, magic, psychic powers or some other extra-normal capability. This should be defined and described in each instance.

SCIENCE!

The organisation has access to SCIENCE! The capability to create devices and weapons far beyond the norm. Normally this is limited to one particular super-device at a time from a giant laser to a teleportation machine to a rocket that catches other rockets. There's always another scheme coming along should one of these devices be disabled though.

Holdings

Holdings are also bought using the organisation's 'skill' points.

While they may have other establishments and bases these are key facilities. They can be 'cashed in' and the points recovered to put into new holdings.

Destroyed facilities just have their points lost, and must be regained by other means.

Size can be bought in levels, the other qualities for the holdings are bought once for one point.

Ancient

The holding is ancient and mysterious, perhaps full of secrets. Perhaps it is a buried pyramid, the lost city of Atlantis or ancient catacombs beneath a city.

The location has a bonus aspect relating to its ancient and mysterious nature.

Fortified

The holding is armoured or protected in some way. It provides a +2 bonus to its defenders.

Organisations

Hidden

The holding is hidden or concealed somehow and locating it is at a -2 penalty.

Isolated

The holding is far away from anywhere civilised, lost in the desert, deep in the ocean or simply far off the beaten track. There is a -2 penalty to find it and it provides a +2 bonus to secrecy checks.

Mobile

The holding is an airship, cruise liner or some other 'place' that is able to move and thus is hard to track down and find and can be moved where it is needed.

Ornate

The holding is impressively decorated and designed and those leaders of the organisation within its confines gain a +2 bonus to social skill checks while within it.

Secure

The holding has heavy security systems to protect it from intruders. Attempts to infiltrate or break into the structure are made at a -2 penalty.

Size

The holding is bigger than normal, depending how many points are pumped into it. The holding may be a smaller part of a larger whole, the aspects, skills etc only refer to the area actually used at the holding.

Size Description

0	Hideout
1	Safe house
2	Warehouse/Mansion
3	Office block
4	Fortress
5	Island/City
6	State/Country

Organisation Stress

Organisations can take stress during battles with each other and along with stress can take consequences, one of each, just the same as characters.

When an organisation is 'taken out' that doesn't necessarily mean that you will never see it again, it simply means that it has been broken up and defeated in its current form.

- Organisations have physical stress equal to 5+ (Security or Arms).
- Organisations have composure stress equal to 5 + (Sway or Control).
- Organisations have social stress equal to 5 + Reputation

Losing all of its physical stress means that its leaders are imprisoned or scattered to the four winds and that people within the organisation are imprisoned or have left.

Losing all composure stress means that the organisation has fallen apart. It has no internal communication left and each wing of the organisation has gone its own way, perhaps subdividing into a half dozen smaller groups.

Losing all social stress means that the organisation's reputation is mud and nobody will take it seriously or treat it with any respect. It is only temporarily 'taken out' in this manner until it can complete a 're-branding' or restore its reputation.



Organisations

Organisation Conflicts

If you wanted to you could organise a campaign around SWING - and its sections - against a particular organisation with the two fighting until one is crushed or defeated.

SWING obviously has the inherent advantage in such an instance, given the competence of the characters.

Org Vs Org

A conflict roll between two organisations takes approximately a week.

Each side in turn describes what it is trying to do to the other and the appropriate rolls are made doing Stress to the appropriate column.

An attack will, also, typically, damage an organisations skill in a particular area by one.

- Each 'turn' each organisation can do the following:
- Heal one stress in one category.
- Make an attack on another organisation as described above.
- Attempt to repair/expand a skill. Choose an appropriate skill to use and roll against a target of the current skill level +2. This can also be used to try and fix more Stress than 'heals' naturally.

Player Missions

Player missions replace the attacks section of the above and the amount of stress or skill damage that they do is arbitrary.

Missions can also represent their success or failure in repulsing the attacks of the enemy organisation meaning that you can get two adventures out of each 'round' or conflict between the two sides.

TOP SECRET

Meta Groups

Meta Organisations are those like SWING or some 'League of Evil' where various groups come together to mutual benefit.

These become one big organisation and the skills and abilities of any particular member group can be used with bonuses the same as those for Minions with each assisting organisation that shares the skill.

Meta organisations are fragile things however and each participant - as well as the alliance as a whole - gains a new Stress track called 'Cohesion'.

Cohesion = 5 + Loyalty (for the individual groups use their own loyalty ratings, for the meta group use the highest loyalty rating).

Alliances lose one Cohesion Stress to their overall and individual Cohesion (for involved groups) each time one of their plots is foiled or rebuffed.

This cannot be healed or regained though a new alliance may be formed once the old one breaks up completely.

Organisations that run out of Cohesion leave the Meta organisation and return to doing their own thing, when the Meta organisation runs out of Cohesion the whole thing falls apart.





Chapter 9 :
SWINGers

Aunty

Concept: Lynchpin of SWING.

Section: Command (Section One)

Section: *The buck stops here*

Past: *Whitehall mandarin*

Cover: *Retired Gentleman of leisure*

"Tea and cake cure all ills"

Impressive bulk

Used to getting my own way

"Well? Jump to it man!"

"Why move if you don't need to?"

Disarmingly harmless looking

The spider in the web

+6: Fab: Academics, Leadership.

+5: Groovy: Contacts, Resolve, Social Standing.

+3: Solid: Deceit, Rapport.

+2: Hip: Intimidation, Mysteries.

+1: Cool: Fists, Guns, Weaponry.

Applomb - Ignore the first point of Composure Stress dealt to you.

Blather - You can pile lie upon lie, spend a FATE point to re-roll a lie with a +1 bonus.

Born Leader - If you're in charge you can add +1 to an organisation's roll.

Cool Customer - An additional point of composure stress.

Dizzying Intellect - When lying you can use a skill you're lying about to boost the lie.

Honest Lie - +2 bonus to lie when you mix in a little truth.

Old School Tie - Eliminate the first point of social stress done.

Unflappable - +2 bonus to resist fear/intimidation.

Holdout Pistol +1 Stress.

Physical Stress: 00000

Composure Stress: 0000000000

Social Stress: 00000000

FATE: 0000

Refresh: 4



A corpulent man of unmatched girth and equally weighty personality, 'Aunty' is appreciative of the finer things in life and sees no reason to live without the comforts to which he has become accustomed. Aunty has been involved in espionage since before he was born, his father and mother both having been agents of the crown. He speaks little about his past but speaks with the natural authority of a gentleman of good breeding who is used to being obeyed.

Affable and friendly for the most part, Aunty can turn in an instant into a much more businesslike individual who can get things done. Rarely found standing, Aunty is usually found reclining in a suitable comfortable chair with a slice of cake and a cup of tea.

SWINGers

Uncle

Aunty's trusted second in command, Uncle is head of all technical and scientific development, archiving and research throughout SWING. A singular genius Uncle has no formal training but, rather, has an intuitive grasp of science and technology that provides him with intuitive leaps of understanding.

Something like an irascible, grumpy, but nonetheless kind grandfather, Uncle often has words of advice for agents and likes to dispense his gadgets personally. Not terribly fond of travelling, Uncle prefers to stay in his workshop, tinkering with things and blowing things up - though he can be persuaded to come outside if something 'fun' is going to be tested or used for the first time.



Concept: Tame Mad Scientist
Section: Section 3 (Quartermaster)

Section: *Tools always to hand*
Past: *Eccentric genius*
Cover: *Crazy grandfather figure*
The very image of a mad scientist
"If it's science, I know it."
Oily fingers
Flashes of inspiration
"I love machines, very much."
"A pipe of tobacco relaxes me"

+7: Far out: Science.
+5: Groovy: Academics
+3: Solid: Drive, Pilot
+2: Hip: Endurance, Fists, Leadership, Mysteries
+1: Cool: Alertness, Artillery, Guns, Weaponry

Computer Specialist - +2 bonus working with computers.

Dizzying Intellect - You can use a skill to boost the lie about that skill.

Eye for Detail - You can spend a FATE point to re-roll a previous investigation check.

Jury Rig - A wrecked device can be kept going for one more turn.

Mental Blueprint - You can offset penalties from lack of info by 2.

Mister Fix-It - Reduce the time to fix something by two shifts.

SCIENCE! - You can spend a FATE point to use your science skill in place of any other skill.

Scientific Genius - +2 bonus in a specific field of science. (Physics).

Thump of Restoration - Get a machine working again for a FATE point for turns equal to appropriate skill.

Toolkit, many sets of glasses, goggles.

Physical Stress: 000000
Composure Stress: 00000
Social Stress: 00000
FATE: 00
Refresh: 2

Concept: Ultimate Secretary
Section: Section 2
 (Administration)

Section: "I've read your file."
Past: "I've assisted the great and the good around the world."
Cover: Personal assistant with great discretion
 "I can account for every staple in this office."
 "You can look, but you can't touch."
 Dark mistress of the index cards
 Type like the wind
 "Keep it in your pants agent."
 "I have the ear of the high and mighty."

+5: Groovy: Academics, Alertness, Investigation, Resolve
+3: Solid: Contacts
+2: Hip: Fists, Guns, Leadership, Weaponry

Aplomb - Ignore the first point of Composure Stress dealt to you.

Cool Customer - You have an additional point of composure stress.

Danger Sense - React to surprise attacks with +2 defensive action.

Instant Functionary - Use leadership in place of/support of infiltration skills in organisations.

Network of Contacts - Spend a FATE point to create a contact when you need one.

Unruffled - No penalties for clothing, always look composed.

Sharpened chopsticks: +1 physical stress.

Physical Stress: 00000
Composure Stress: 000000000
Social Stress: 00000
FATE: 000000
Refresh: 4



Miss Deeds

The very embodiment of the brisk and efficient secretary, Miss Emmeline Deeds is the chief assistant and administrator to Aunty and Uncle and commands a formidable array of administrators, secretaries and typists who form the backbone of SWING's informational army. Severe and crisp she is well used to rebuffing the amorous advances of the suaver, womanising agents that proliferate amongst SWING's ranks, something that has lead the uncharitable to speculate that she 'bats for the other team'. Whatever the truth, she's not letting on and her professional demeanour is the social equivalent of a battleship hull, impenetrable.



Andrew Bowie

Bowie served as a paratrooper for some time in the British military before being hand picked to serve in the SAS. Bowie served with distinction but his innate distrust of authority eventually led to him clashing with the brass and leaving to become a mercenary. Ruthless, brutish and violent, Bowie is - nonetheless - possessed of a great personal sense of justice and morality, even if he has little respect for the law, which he sees as protecting criminals rather than punishing them. Fiercely loyal to his partner, Foyle and to SWING as a whole, Bowie can be trusted to get the job done, by any means necessary.

Concept: Hard Man

Section: Section 5 (Crime)

Section: "I'll beat a confession out of him."

Past: I can put a bullet in your eye at fifty paces.

Cover: Rough diamond.

Who dares wins

I follow my own orders

Explosively violent

I hate criminal scum

I'll get it done

+3: Solid: Alertness, Athletics, Guns

+2: Hip: Drive, Fists, Intimidation

+1: Cool: Endurance, Might, Resolve, Survival, Weaponry

Brawler - +1 attack/damage when outnumbered.

Danger Sense - React to surprise attacks with +2 defensive action.

Demolitions - +2 bonus with explosives.

Unstoppable - You can use Might instead of Athletics for regular movement.

Pistol +2 Stress, Ford Capri

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 00000

FATE: 000000

Refresh: 000000

Dustin Bradshaw

Concept: Deductive
Criminologist

Section: Section 9 (Specialist)

Section: *Frighteningly good
deductive skills*

Past: *"I still have a lot of
good chums in The MoD."*

Cover: *"I am unknown to the
public, or indeed many people
at all."*

With age comes experience

"I've seen it all in my time."

*"There really is no need to go
outside."*

"I never miss a detail."

"I talk, you listen."

+4: Neat: Academics, Alertness,
Investigation

+2: Hip: Contacts, Empathy,
Rapport, Social Standing

Cold Read - You can try and
determine someone's aspects the
moment you meet them.

Criminal Mind - Use burglary/
investigation interchangeably
for crimes, +1 if you've done
it before.

Dizzying Intellect - When
you're lying you can use a
skill in the arena you're lying
about to boost the lie.

Uncanny Hunch - Make a guess
about the game plot, if
correct, gain a FATE point.

Comfortable chair, telephone,
files.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 000000

Refresh: 6

Dustin Bradshaw was a star performer in the Special Operations Executive during World War Two. He saw all the action he wanted to during the war and ever since has concentrated on criminology, using his analytical skills and deductive instincts to solve crimes and puzzles without ever having to leave his office. He mixes his time between working for the police and working for SWING, acting as backup and analysis for field teams, able to provide them with many insights by picking through the information that they have gathered.





Doctor Kate Breeze

A trainee anthropologist who got a little too close to her work in Africa, Doctor Breeze ended up marrying a farmer and learning the ways of his tribe. A capable and handy woman, when her husband died she continued to work on the farm until the political situation in the country made it impossible to continue. Returning to London she finished her education, earning her Ph.D. in Anthropology and becoming the successful curator of a museum until her independent spirit and physical capability caught the attention of SWING - along with her intellectual prowess. Self-assured and tough, Doctor Breeze is a feminist who prefers to show, rather than tell, that a woman is as capable as any man.

Concept: Hands-on
Anthropologist
Section: Section 6
(Information)

Section: *A mile in their shoes*
Past: *Fiercely independent*
Cover: *"If it's in a museum, I know about it."*
In love with the dark continent
Not afraid to get my hands dirty
Indomitable confidence
As good as any man
Show, don't tell

+3: Solid: Fists, Science
+2: Hip: Athletics
+1: Cool: Academics, Alertness, Drive, Empathy, Endurance, Guns, Investigation, Might, Rapport, Resolve, Stealth, Survival

Army of One - Massed attackers gain no advantage.

Blow for Blow - Counter-attack a failed attack at -2.

Furious Blows - All out defence doesn't apply.

Judo Chop - FATE point to knock someone out.

Pistol, leather jumpsuit (Armour 1).

Physical Stress: 000000
Composure Stress: 000000
Social Stress: 00000
FATE: 000000
Refresh: 6

Agent Zero:

John Chain

Concept: Blunt Instrument
Section: Section 7 (Deadly Force)

Section: *License to kill*
Past: *Decorated officer*
Cover: *International salesman*
Brutal in the extreme
Luck of the devil
Animal magnetism
Wickedly sardonic wit
Unbreakable

+3: Solid: Fists, Guns
+1: Cool: Alertness, Athletics, Burglary, Drive, Endurance, Gambling, Investigation, Pilot, Resolve, Resources, Social Standing, Stealth, Survival, Weaponry

Additional Gadgets - +1 gadget/+1 gadget advance.

Brawler - +1 attack/damage when outnumbered.

Danger Sense - React to surprise attacks with +2 defensive action.

Shaken Not Stirred - Indulge a vice to heal a point of stress.

Pistol (+2 Stress), Aston Martin, Dinner Jacket.

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 000000

FATE: 000000

Refresh: 6

Part Scots, part Swiss, all British, Chain spend much of his childhood abroad in one country or another developing a facility for languages which has served him well since. His parents killed when he was eleven his raising was completed by his aunt who, despite his frequent girl trouble and clashes with authority, managed to keep him in private education in Eton and in a Scottish school. Leaving school Chain took service in the navy and rose to the rank of Commander before being poached by British intelligence as an operative. Serving with distinction but again, having issues with authority, he frequently butted heads with the establishment, setting the path for his recruitment by SWING. Rugged and take-charge, Chain is popular with the ladies but is more than a little bit of a bastard, an epicurean and a pleasure seeker, in his personal life - if not his service - he is quite selfish.



SWINGers

The Angel:

Jack Chevalier

A former thief and confidence trickster Jack Chevalier now uses those finely honed skills against criminals and other dangerous individuals around the world who offend his sense of morality. Coming to the attention of SWING through his actions against former Nazis and other human monsters, Chevalier's sense of style and liking for handing out poetic justice made him a 'must have' for the organisation. While he prefers to operate without killing he is willing to make exceptions for particularly horrible people. An accomplished thief, conman and skilled at disguise Chevalier can turn up almost anywhere, whenever he feels he is needed.



Concept: 'Robin Hood'

Section: Section 10
(Acquisitions)

Section: *The Legendary Thief*

Past: *Honour amongst thieves*

Cover: *Shiftless dilettante
Customisable moral compass*

"I love poetic justice."

*"We can do this the easy way
or the hard way..."*

"...hard way it is."

I turn up where I'm needed

+3: Solid: Burglary

+2: Hip: Alertness,
Art, Athletics, Deceit,
Investigation, Stealth

+1: Cool: Academics, Fists,
Gambling, Guns, Resources

Acrobatic - +2 bonus to
acrobatic moves.

Big Heist - Add two aspects
to a heist scene with one
roll.

Luck - Start with one SWING
dice and hold an extra one
in reserve if you earn it.

Master of Disguise - FATE
point to re-enter play in
disguise.

B&E gear, gloves, white
suit.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

Cobalt

Concept: Unnatural Agent
Section: Section 8 (Unnatural Affairs)

Section: *A bit of an odd duck*

Past: *I'm more than a bit of a mystery*

Cover: *I could be anyone*
Elfen beauty

"A woman's entitled to change her mind."

Cool, calm and collected
Wise beyond my (apparent) years

Me and Iron work together very well indeed

+5: Groovy: Mysteries

+3: Solid: Empathy, Investigation

+2: Hip: Academics, Alertness, Resolve, Science

+1: Cool: Psychic

Psychic Clairvoyance - Project your senses.

Psychic Telepathy - Read/project thoughts, FATE point for stronger effects.

Sixth Sense - Mysteries roll to tell good/bad or get a +1 bonus.

Walking Library - No roll if skill is equal to difficulty, -1 time shift for research.

Immaculately dressed

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 00000

FATE: 000000

Refresh: 6



Strange, odd, even 'fey', Cobalt is a strikingly beautiful woman but extremely changeable, capable of great emotional empathy one minute and practical coldness in the next. Composed and calm virtually all the time Cobalt can be flirtatious but her oddness and her wisdom mark her as something strange and other to most. Cobalt manifests some unusual capabilities and even SWING isn't entirely sure who - or what - she is. So long as she helps them with their stranger mysteries they don't much care. Partnered with Iron, Cobalt is hardly ever seen apart from him.



Ryan Colt

A skillful codebreaker, Ryan was one of three agents, part of a United Nations organised crime taskforce, who crashed while crossing the Himalayas and were brought back to health in the lost city of Shangri-La. More than healed the three agents, recognised as people of integrity and champions of justice, were 'perfected' by the monks of the lost city, granted supernormal capabilities that have enhanced their existing skills. Neat, stylish and understated, Ryan has a gift for sardonic one-liners and a sly and cunning turn of mind that often allows him to think laterally.

Concept: Supernatural Codebreaker

Section: Section 8 (Uncanny affairs)

Section: *The best of humanity*

Past: *Slippery mind*

Cover: *International diplomat*

I am a person of integrity

Champion of justice

Neat & tidy

Sardonic wit

Cunning as a fox

Super Strong

Super Tough

+4: Neat: Academics, Investigation

+2: Hip: Alertness, Deceit, Endurance, Fists, Might, Psychic

Psychic Telepathy - Read/project thoughts, FATE point for stronger effects.

Psychic Clairvoyance - Project your senses.

Super Strength - +1 bonus to Might, +1 physical stress damage in close combat.

Super Toughness - FATE point to ignore incoming damage from one attack.

Suit, blue passport.

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 00000

FATE: 000000

Refresh: 6

Gordon Cooper

Concept: Good Cop

Section: Section 5 (Crime)

Section: *Wired into the criminal underworld*

Past: *'andy with me fists*

Cover: *"I'm still with the Old Bill."*

Down with the kids

Friendly demeanour

Snitch wrangler

Takes a crook to catch a crook

Some villains are worse than others

+4: Neat: Fists

+3: Solid: Drive

+2: Hip: Alertness, Athletics, Gun, Investigation

+1: Cool: Burglary, Contacts, Endurance, Intimidation, Might

Blow for Blow - Counter-attack a failed attack at -2.

Brawler - +1 attack/damage when outnumbered.

Criminal Mind - Use burglary/investigation interchangeably for crimes, +1 if you've done it before.

Dirty Fighter - +1 extra bonus when using someone else's/scene's aspect for bonus in a fight.

Pistol (+2 Stress), car, cosh.

Physical Stress: 000000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

A former member of the Metropolitan police's Flying Squad, Cooper left when his wife was killed by a criminal gang he had been investigating. For a time he worked as a boxing instructor, helping street kids find some purpose and direction in life (he had almost turned pro himself before joining the police). Handy with his fists he, nonetheless, can come over friendly, even matey, even when dealing with criminals and he keeps 'grey' contacts, who aren't quite on the right side of the law as a means of getting to the ones who really are on the bad side. SWING has given him a second chance, a second crack at dealing with the criminal underworld and in a much looser structure than before.



SWINGers

Darling

A ballet dancer - let go from the Royal Ballet for growing too tall - Darling is a martial arts expert, using her dancer's grace as a compliment to her fighting ability. Darling has also trained herself to be an expert marksman. These martial skills are complimented by powerful femininity and an excellent education, all of which combines to make her a powerful and independent agent. In many ways Darling is the ultimate expression of the female secret agent.



Concept: Kung-Fu/Ballet Spy
Section: Section 12
(Espionage)

Section: *I operate well independently*

Past: *Poise of a ballet dancer*

Cover: *A model's elegance
Balletic martial arts
I can shoot the cork off a wine bottle
Aura of femininity
The best education money can buy
Stunning good looks*

+4: Neat: Fists, Guns, Art

+2: Hip: Alertness, Athletics, Investigation

+1: Cool: Academics, Social Standing

Acrobatic - +2 bonus to acrobatic moves.

Martial Arts - Spend a turn studying an opponent to suss their style, an aspect which can be tapped for +3.

Judo Chop - FATE point to knock someone out.

Virtuoso - +2 bonus for a particular form of art. (Ballet).

Pistol, high fashion outfits.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 000000

Refresh: 6

Marchesa Coraline di Napoli

Concept: Art Detective

Section: Section 10

(Acquisitions)

Section: I can afford to have excellent taste

Past: I inherited my husband's estate

Cover: Footloose and fancy free Merry widow

I can turn my hand to anything

Intensely single-minded

Easily bored

Adrenalin junkie

+3: Solid: Resources, Social Standing

+2: Hip: Art, Contacts, Drive, Investigation

+1: Cool: Academics, Athletics, Deceit, Guns, Leadership, Weaponry

Do you know who I am? - +1 bonus to social rolls where your name carries weight.

Equestrian - Athletics/survival are interchangeable and supporting for riding.

Eye for Detail - You can spend a FATE point to 'flashback' and re-roll a previous investigation check.

Personal Conspiracy - You can call upon conspirators, but this creates an obligation, a temporary aspect.

Sports cars and fine clothes

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 0000000

FATE: 000000

Refresh: 6

A wealthy woman, widowed from her husband at a relatively young age, she has turned her wealth to a great number of pursuits in an attempt to keep from being bored. She fences, hunts, drives, rides and lives the fine life, pursuing pleasure and distraction with a single-minded intensity. As a means of suspending her boredom even further she founded her own detective agency, specialising in dealing with stolen art and other cultural items that have gone missing. The puzzles that are brought to the agency - and the puzzles that confront SWING - excite and interest her as little else does.





Rick Fallon

An assassin who was in the employ of the government, Fallon was an effective and deadly killer. After a time he began to find the killing difficult - at least in cold blood - and would expose his presence and provoke the people he was supposed to kill, it being easy to cope with killing when it was in the heat of the moment or he had no choice. Bitter and cynical following years of being a hard-bitten killer, Fallon began to ask questions about who he was being asked to kill and this flash of conscience saw him targeted by his old organisation and protected by SWING who see an independently minded agent as being far more useful and trustworthy than one that merely follows orders without question.

Concept: Professional Killer
Section: Section 7 (Deadly Force)

Section: *Hot-blooded killer*
Past: *Bitter and cynical*
Cover: *Nothing and nobody*
"Do they deserve to die?"
I ask too many questions
Flashes of conscience
I always question my orders
"When I decide you're going to die, you die"

+4: Neat: Guns
+2: Hip: Alertness, Burglary, Fists, Intimidation, Investigation, Weaponry
+1: Cool: Athletics, Drive, Endurance, Resolve

Army of One - Massed attackers gain no advantage.

Aura of Fear - Spend a FATE point to make an intimidation check against a whole crowd.

Danger Sense - React to surprise attacks with +2 defensive action.

Face the Pain - Spend FATE points to reduce incoming physical stress 1/1.

Pistol (+2 physical stress).

Physical Stress: 000000
Composure Stress: 000000
Social Stress: 00000
FATE: 000000
Refresh: 6

Richard Foyle

Foyle worked as a police detective for some years, handling issues with gang crime, vice and drugs in the seedier parts of London. Foyle was hand picked to work with Bowie in a special police unit and the two forged an effective partnership, despite frequently clashing heads. Foyle is impulsive and hotheaded, but also more likely to be compassionate than Bowie, who is much more forceful and tends to violence. A much more sensitive and empathic 'new man', Foyle also practices art and martial arts as a means of centring himself and dealing with the day to day difficulties of his job. When the unit was wound up SWING picked up both men to allow them to continue their great work on behalf of the organisation.



Concept: Sensitive Tough Guy

Section: Section 5 (Crime)

Section: *Streetwise copper*

Past: *The detective the villains respect*

Cover: *I teach the kids martial arts to keep them out of trouble*

I know the seedy underbelly of the city

Hotheaded risk-taker

"I understand your situation"

Renaissance man

+3: Solid: Fists, Guns

+2: Hip: Alertness, Athletics, Contacts, Investigation, Drive, Empathy

+1: Cool: Art, Burglary

Brawler - +1 attack/damage when outnumbered.

Defensive Driving - Reduce hazard difficulty by -1.

Martial Arts - Spend a turn studying an opponent to suss their style, an aspect which can be tapped for +3.

Virtuoso - +2 bonus for a particular form of art. (Painting).

Pistol (+2 physical stress), leather jacket (1 armour).

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6



Johnny Free

An American living in Europe, Mr Free grew up in the rough and tumble streets of New York, finding a way out of that situation by taking service with the US Navy and travelling the world. A combination of street smarts and military discipline saw him making a great deal of money from investment in the oil industry, allowing him to become independently wealthy and to completely cast aside that military discipline and to enjoy life. Partnering with Baron Drew St John the pair have worked together to right miscarriages of justice, some of them quite high profile, which is how they came to the attention of SWING. Their 'controller', one of the Law Lords was all too happy to pass them and their services onto the organisation.

Concept: Rough Diamond
Section: Section 5 (Crime)

Section: Reluctant
crimefighter

Past: I pulled myself up by my bootstraps

Cover: Crude, rude, American nouveau-riche

I grew up on the streets
I know my way around a ship
I've been all around the world, twice
Fool me once...
Money just seems to pour in

+5: Groovy: Resources

+2: Hip: Athletics, Burglary, Contacts, Deceit, Fists

+1: Cool: Alertness, Artillery, Drive, Gambling, Guns

Brawler - +1 attack/damage when outnumbered.

Con Man - Use deceit in place of other skills to reveal negative aspects of people.

Double or Nothing - Roll again, but if you fail you fail BAD.

Five Minute Friends - Spend a FATE point to make fast friends with someone.

Fast cars, hip suits, wedge of cash.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

Marybelle Horst

Concept: Computing Expert

Section: Section 6
(Information)

Section: *Up on the latest technology*

Past: *Well respected at Interpol*

Cover: *Whizkid computer technician*

I can turn on the glamour when it's needed

If it's on file, I can find it

"The modern way is the best way, no argument"

Analytical marvel

I'm in love with my computer and it loves me back

+5: Groovy: Academics, Alertness, Investigation, Science

Computer Specialist - +2 bonus when working with computers.

Dizzying Intellect - When you're lying you can use a skill in the arena you're lying about to boost the lie.

Eye for Detail - You can spend a FATE point to 'flashback' and re-roll a previous investigation check.

Walking Library - No roll if skill is equal to difficulty, -1 time shift for research.

Access to a powerful computer.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6



A computer expert and an information analyst, Miss Horst has a rare set of skills when it comes to manipulating data, something that was put to great use at the behest of Interpol. She's no slouch when it comes to more conventional investigation either, able to turn on the glamour and make useful observations from the front lines as well as in the offices and libraries of law enforcement. Dedicated to modern techniques she had much to offer Interpol but SWING's resources and technologies were more tempting and more - or at least greater - good could be accomplished there.

SWINGers

Iron

A somewhat awkward and angry 'man', Iron is possessed of supernatural abilities but doesn't really seem quite able to wrap his head around normal people and normal society. Unnaturally strong and confident because of his capabilities he doesn't regard his deficiencies as true weaknesses but rather as strengths compared to more 'normal' people. There's little he can't handle - other than 'normal' situations.



Concept: Unnatural Agent
Section: Section 8 (Unnatural Affairs)

Section: *Normal people are impossible to understand*
Past: *Past, future and present are all one*

Cover: *Nobody knows who or what I am*
Confident to the point of foolhardiness
I work best with Cobalt
I can handle anything, except normality
"I have no flaws, I'm perfect, what are you talking about?"
Scariest scowl in the business
Super Strong
Super Tough

+4: Neat: Fists, Might
+3: Solid: Endurance
+2: Hip: Athletics, Intimidation, Investigation, Mysteries
+1: Cool: Psychic

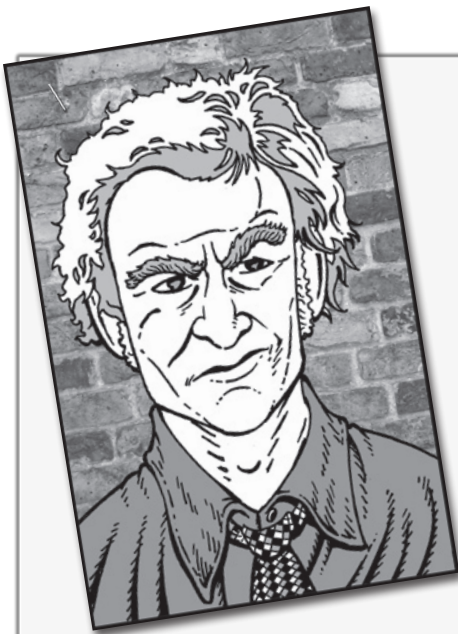
Aura of Fear - Spend a FATE point to make an intimidation check against a whole crowd.

Psychic Telepathy - Read/project thoughts, FATE point for stronger effects.

Super Strength - +1 bonus to Might, +1 physical stress damage in close combat.

Super Toughness - FATE point to ignore incoming damage from one attack.

Physical Stress: 0000000
Composure Stress: 00000
Social Stress: 00000
FATE: 000000
Refresh: 6



John Kerrigan

A tough bastard by anyone's measure, Kerrigan would be a brutal criminal if he wasn't a brutal cop. Wired into the criminal underworld and feared by it, he's a fierce, unscrupulous man who'll do whatever it takes to catch a villain. Previously part of the Metropolitan Police's Flying Squad, Kerrigan found himself butting heads more and more with the political realities and media relations side of going after criminals. A borderline alcoholic and a heavy smoker Kerrigan was all too glad to join SWING where his ready use of his fists and his willingness to do whatever it took to get the job done remained an asset, rather than a liability. Loud, brash, violent and crude he doesn't do anything by halves, it's all or nothing, every time.

Concept: Bad Cop

Section: Section 5 (Crime)

Section: "You're nicked old son."

Past: "Shut it you slag!"

Cover: "Yes guv, whatever you say guv."

Feared by the criminal underworld.

I know plenty of villains.

"Christ I need a drink."

"I'll 'ave you you wanker!"

+3: Solid: Drive, Fists

+2: Hip: Alertness, Athletics, Contacts, Guns, Intimidation, Investigation

+1: Cool: Endurance, Resolve

Brawler - +1 attack/damage when outnumbered.

Defensive Driving - Reduce hazard difficulty by -1.

I Know a Guy who Knows a Guy - +2 bonus to Contacts skill.

Now I'm Mad - Spend a FATE point to turn a consequence penalty into an attack bonus.

Pistol (+2 Stress), Ford Granada

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 00000

FATE: 000000

Refresh: 6

SWINGers

Barry Law

Concept: Team Leader

Section: Section 1 (Command)

Section: *Organisational genius*

Past: *I was the head of a global PI concern*

Cover: *Jet set traveller*

I move beyond and above the law

The right person for the right job

Lone Wolf

Sometimes you need a little help and it makes all the difference

"Let's have an inspiring chat."

+4: Neat: Investigation, Leadership

+3: Solid: Contacts, Resources

+2: Hip: Alertness

+1: Cool: Academics, Deceit, Fists, Guns

Blather - You can pile lie upon lie, spend a FATE point to re-roll a lie with a +1 bonus.

Born Leader - If you're in charge you can add +1 to an organisation's roll.

Con Man - Use deceit in place of other skills to reveal negative aspects of people.

Funding - Spend a FATE point to add +2 to a resources/ leadership roll.

Sharp suit

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

An organisational genius, Barry Law used to head up a private investigation group that also included Coraline di Napoli and Peter Pale. Operating outside the normal bounds and restrictions of the law they were able to right a lot of wrongs using their wealth and expertise but there were limits to the freedom that they could enjoy and what they could accomplish with this set-up. Law's role has been diminished somewhat by them joining SWING but he still makes a very effective unit commander and organiser on missions. A bit of a lone wolf this is, oddly, what makes him effective as a leader, used to dealing with things by himself the extra resources available from working with others push him over the edge into much greater chances of success.



Doctor Tracy McCleod

A widowed scientist and doctor, Mrs McCleod was one of a small group of UN agents who crashed near Shangri-La and were helped - and improved - by the mystical monks there. Capable, intelligent and resourceful Doctor McCleod is as capable as anyone else in their group, indeed more capable than most people of any kind. Strong willed, tough and street smart she's good at reading people and working out how to get at them or around them.



Concept: Scientist/Doctor
Section: Section 8
 (Unnatural Affairs)

Section: "I'm trying to understand my own abilities."

Past: World renown doctor

Cover: Blonde bombshell
 Men's chivalry is easy to take advantage of
 Strong-willed and headstrong
 Quick on the uptake
 Surprisingly street smart
 Much more than a pretty face
 Super Strong

+6: Fab: Science

+4: Neat: Academics

+3: Solid: Alertness, Investigation

+2: Hip: Mysteries

+1: Cool: Endurance, Psychic

Doctor - +2 bonus to using science to heal.

Psychic Telepathy - Read/project thoughts, FATE point for stronger effects.

Super Strength - +1 bonus to Might, +1 physical stress damage in close combat.

Surgeon - You can treat consequences at +2, reducing the time to heal for one shift.

Smart clothing, doctor's bag.

Physical Stress: 000000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6



Jay McCready

The adopted son of Professor McCready, Jay is only nine years old and yet, despite this fact, has become one of SWING's most effective agents. His father has invented a machine which allows expert skills to be transferred to Jay by computer tape. Using this machine Jay is able to become an expert in whatever is needed to accomplish a mission while still retaining the appearance of a schoolboy, beneath the notice or concern of enemy organisations - after all, he's just a child. The technology only works upon a more malleable child's brain and cannot be used to program adults, something which is a great source of frustration to many. Jay, thus, leads a double life as a young, geeky schoolboy with huge glasses and as a powerful and important secret agent, able to adapt to any task.

Concept: Schoolboy Spy
Section: Section 3
 (Quartermaster)

Section: *A child is beneath suspicion*

Past: *All my school lessons are still fresh in my mind*

Cover: *"Who, me? I'm just a schoolboy."*

*Precocious as all hell
 My mind is an empty bucket for information
 My father's a bona-fide genius
 Children are resilient
 Nobody wants to hurt a child*

+3: Solid: Academics, Alertness, Guns, Investigation
+2: Hip: Athletics, Deceit, Science, Stealth

Blather - You can pile lie upon lie, spend a FATE point to re-roll a lie with a +1 bonus.

Eye for Detail - You can spend a FATE point to 'flashback' and re-roll a previous investigation check.

Programmable Skill - (Unique stunt, Jay can be 'programmed' with a single skill at +3 for the duration of a mission).

Personal Gadget - Personal gadget with three improvements.

Pistol (+2 Stress), radio receiver - hidden in a schoolboy briefcase.

Physical Stress: 00000
Composure Stress: 00000
Social Stress: 00000
FATE: 000000
Refresh: 6

McFly

A former US agent, McFly was forced to leave in disgrace after his diligence as an agent almost ballsed up an operation to place a double agent in the USSR. McFly thought he was defecting when, in fact, the defection was a fake, a means to place that agent within Russia. Made a scapegoat to ensure the completion of the mission McFly was forced out of the intelligence service. Now he is a useful deniable asset and an 'agent for hire', working for those who are still willing to use his capabilities including his old 'masters' when they need something especially clandestine done. SWING has been happy to take him under their wing and to give him some of the security and respect he was missing as an independent agent.



Concept: Agent for Hire
Section: Section 12
 (Espionage)

Section: *Spy without portfolio*
Past: *Encyclopaedic knowledge of US intelligence services*
Cover: *Rootless wandering do-gooder*
Scapegoat for US Intelligence
The very definition of deniable asset
I operate below radar
So far as anyone knows I'm still a mercenary
"I've got everything I need in this case."

+3: Solid: Investigation, Deceit

+2: Hip: Burglary, Contacts, Fists, Guns, Stealth

+1: Cool: Alertness, Athletics, Drive, Resolve

Clever Façade - When someone reads one or more of your aspects, you read one of theirs.

Danger Sense - React to surprise attacks with +2 defensive action.

Eye for Detail - You can spend a FATE point to 'flashback' and re-roll a previous investigation check.

I'm on Top of it - Spend a FATE point to go first.

Pistol (+2 physical stress), suitcase of clothes, money and tools of the trade.

Physical Stress: 00000
Composure Stress: 000000
Social Stress: 00000
FATE: 000000
Refresh: 6

SWINGers

Agent Crimson

Saul Metford

Concept: Counter ET Agent

Section: Section 8 (Unnatural affairs)

Section: *I'll do anything to protect the Earth*

Past: *Death holds no fear for me*

Cover: *Classified as a military secret*

Extraterrestrial expert

Uncorruptable

Daredevil risk taker

"There's no point over-thinking things."

I make people more than a little uncomfortable

Super tough

+3: Solid: Mysteries

+2: Hip: Alertness, Athletics, Drive, Fists, Guns, Investigation

+1: Cool: Endurance, Gambling, Might, Pilot, Resolve

Backmatter - Unique stunt, even when 'taken out' he can spend a FATE point to return to life in the following scene, no matter what is done to him.

Cool Customer - You have an additional point of composure stress.

Luck - Start with one SWING dice and hold an extra one in reserve if you earn it.

Super Toughness - Spend one FATE point to ignore damage from one attack.

Pistol (+2 physical stress).

Physical Stress: 000000

Composure Stress: 0000000

Social Stress: 00000

FATE: 000000

Refresh: 6

Metford was part of a specialist unit assigned to deal with the unfortunate incursion of a group of extraterrestrial intelligences against the Earth, following an unfortunate encounter between human astronauts and these aliens a few years ago. Metford was killed in one of the conspiracies enacted by the aliens and was re-made in 'Backmatter', a strange material that the aliens have access to that can make exact duplicates of anyone - or anything - that they want to. Killed a second time in the foiling of the alien plot, Metford returned to life but this time with his original consciousness. Since then he was worked tirelessly against alien threats, using his - apparent - immortality to take huge risks in the execution of his missions. Metford is a bit of a gambler and a drinker, but he takes his work very seriously and tries not to consider - too much - his changed nature.



Number 8

Number 8 has little understanding of who he is himself any more. He was once an agent for British Intelligence but, when he tried to leave, he was imprisoned within a secret facility - whose he is not quite sure - because of something he knows, or that they think he knows. Subjected to constant bombardment of interrogation, drugging and confusion his mind is a whirl of uncertainty, caught between reality and fantasy. He retains his expertise however and SWING has managed to work out a deal with those who have imprisoned him whereby he can be 'released' for a short time to work for them. In this time he also works to try and determine who those who have imprisoned him are and what it is that he's supposed to know. Something of a renaissance man, Number 8 is an accomplished fencer, driver, boxer, marksman, linguist, mathematician and astronomer.



Concept: Imprisoned Agent
Section: Section 12
 (Espionage)

Section: *I am driven to find the truth*

Past: *If I'm not sure who I am, how can anyone else be?*

Cover: *A prisoner, I'm well out of sight*

"You won't break me."

"I am a free man!"

"I'll never tell you anything."

Tough of mind and body

Dogged determination

+4: Neat: Investigation

+3: Solid: Resolve, Weaponry

+2: Hip: Academics, Drive, Fists, Guns, Science

+1: Cool: Athletics

Danger Sense - React to surprise attacks with +2 defensive action.

Infuriate - +2 bonus to rile people up.

Inner Strength - Always on full defence against attempts to read or control, +1 extra bonus if you actively resist.

Unyielding - Spend a FATE point to shift physical stress to composure stress.

Lotus 7, when not imprisoned.

Physical Stress: 00000

Composure Stress: 0000000

Social Stress: 00000

FATE: 000000

Refresh: 6

SWINGers

Peter Pale

Concept: Gadget Technician

Section: Section 5 (Crime)

Section: *Wired up, turned on and tuned in*

Past: *Globetrotting investigator for hire*

Cover: *High-tech tinker Parisian chic*

Confounding the introvert stereotype

Smooth as silk

"I know something you don't know."

If it has wires, I know how to make it work

+6: Fab: Science

+4: Neat: Investigation

+3: Solid: Rapport

+2: Hip: Academics, Deceit, Resources

+1: Cool: Social Standing

Alarm Sensibilities - +2 bonus Vs alarms/traps.

Computer Specialist - +2 bonus when working with computers.

Jury Rig - A wrecked device/vehicle can be kept going for one more turn with a FATE point.

Mental Blueprint - You can offset penalties from lack of information about a device/ alarm by 2.

Electronics kit-cases, bugs and monitoring gear.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 000000

Refresh: 6



Pale worked with Barry Law and Coraline di Napoli as the groups' researcher and technician and operates out of Paris when he's not on a mission. French, despite his name, Peter is somewhat stereotypically French in his suave smoothness. Stylish, like the other members of his group he fulfils that stereotype by confounding the stereotype of the bookish technician. Well connected and always in the know he loves to play up the fact that he knows things that others don't and is the 'font of all wisdom'.

SWINGers



Joanna Pare

A deadly and feminist agent, Joanna is a master of martial arts and an expert fencer as well as a skilled chemist, businesswoman and hobby-artist. Excellent at undercover work she has a disarming smile that can lead many of SWING's enemies astray. Her husband is missing, presumed dead following a plane crash in Africa, though she doesn't know for certain whether he's dead or not. She's flirtatious but it never passes a certain point as she's still hopeful that her husband will be found. Fashionable and striking she makes an arresting figure to anyone's eyes.

Concept: Renaissance Woman
Section: Section 12
(Espionage)

Section: *Jane of all trades*
Past: *I know my way around a Bunsen burner*
Cover: *Hopefully I can uncover something about my husband*
I look damn good in a leather catsuit...
...and it helps me fight more effectively
I have a steady head on my shoulders
Disarming smile
Wickedly flirtatious

+3: Solid: Fists,
Investigation, Resolve,
Science

+2: Hip: Academics,
Alertness, Weaponry

+1: Cool: Art, Guns

Black Widow - +2 bonus to seduction/flirtation.

Body Toss - +1 bonus to throws in close combat, their weight is shifted down by one, if applicable.

Judo Chop - FATE point to knock someone out.

Razor Tongue - Social attacks are made at +1 and art can be used to support them.

Pistol (+2 physical stress),
leather catsuit (1 armour).

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6



Zara Prince

A Ministry girl through and through Zara comes from a good family and attended a proper finishing school for young ladies giving her a poise and elegance that not many other agents can match - along with an appreciation of the older gentlemen to whom her family wished to marry her off. Joining The Ministry and becoming an agent was her way of gaining freedom from those expectations, but they still have their sway over her. More of a brawler than a martial artist, Zara is still effective in a fight, though she seems to have a certain amount of misfortune that tends to lead to her becoming captured, though to her good fortune that's often a way of finding out what the enemy is up to. Transferred from The Ministry to SWING she continues to do good work, particularly alongside James Ryde, whom she is rather fond of.

Concept: Secret Agent
Section: Section 12
 (Espionage)

Section: *A secret agent through and through*

Past: *I graduated from a finishing school for young ladies*

Cover: *Eligible young woman of quality
 Elegant and poised
 Surprisingly brutal
 People tend to confide in me
 I have the worst luck
 "I'm a professional darling."*

+3: Solid: Fists, Investigation

+2: Hip: Alertness, Athletics, Deceit, Guns, Rapport, Stealth

+1: Cool: Burglary, Social Standing

Brawler - +1 attack/damage when outnumbered.

Cold Read - You can try and determine someone's aspects the moment you meet them.

Luck - Start with one SWING dice and hold an extra one in reserve if you earn it.

Resilient Reputation - Take an extra social consequence. (Severe)

Pistol (+2 physical stress)

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 000000

Refresh: 6

The Professor

Concept: Temporal Scientist
Section: Section 8 (Unnatural Affairs)

Section: *From the depths of time to the reaches of space*

Past: *I have lived many different lives*

Cover: *Eccentric science advisor*

Irascible genius

Not entirely human

Tough as old boots

Inspirational presence

I turn up where and when I'm needed



+4: Neat: Mysteries, Science
+3: Solid: Academics
+2: Hip: Fists, Intimidation, Investigation
+1: Cool: Alertness, Endurance, Engineering

Alien Secrets - Familiar with alien technology/existence.

Personal Gadget - Personal gadget with three improvements.

Scientific Genius - +2 bonus in a specific field of science. (Temporal Science).

SCIENCE! - You can spend a FATE point to use your science skill in place of any other skill.

Magnetic Wrench - All purpose +1 bonus tool.

Physical Stress: 000000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

A man who is unstuck in time, The Professor - his real name is unknown - worked with SWING many times in the past and future (or so he claims) on problems with aliens, time disruptions and the 'supernatural'. His time machine is currently broken, stranding him in this place and time and so he's thrown his lot in with his allies. Brilliant and knowledgeable, The Professor is a natural genius who claims to be 'very old indeed' and appears to have the knowledge to back it up. Fey, humorous but also grumpy and impatient, The Professor loathes other people's stupidity and is in a constant state of flux between disappointment at human stupidity and appreciation of the heights of compassion that people are capable of.



Jackson Queen

A rich dilettante and playboy, Queen is part of the burgeoning jet set, independently wealthy he has no need to work but spends his time writing adventure and crime novels, based upon his own adventures. His deductive ability, honed as an author in coming up with his own stories, serves him well as an investigator as does his wealth and his way with the ladies. A dandy and a bon-vivant, Queen is far more interested in fine wine, tobacco and women than he is in adventures but somehow ends up involved in them anyway. He dresses in the height of fashion, which can make him a figure of fun to those who aren't so up on style, but amongst his own 'people' he's a shining gem.

Concept: Crime Fighting Crime Writer

Section: Section 9
(Specialists)

Section: *A writer's insight into the criminal mind*

Past: "I only travel first class."

Cover: *Internationally famous crime writer*

Quite the well-dressed dandy

Independently wealthy

Quite the lady killer

Epicurean

A dedicated follower of fashion

+4: Neat: Art

+3: Solid: Investigation, Rapport, Resources

+2: Hip: Academics

+1: Cool: Alertness, Contacts, Deceit, Drive, Gambling

Aplomb - Ignore the first point of Composure Stress dealt to you.

Blather - You can pile lie upon lie, spend a FATE point to re-roll a lie with a +1 bonus.

Criminal Mind - Use burglary/investigation interchangeably for crimes, +1 if you've done it before.

Lady killer - +2 bonus to seduction/flirtation.

Claret, ruffles.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

James Ryde

Impeccably dressed in the style of a British businessman, Ryde is the very embodiment of the gentleman spy. Calm, relaxed, competent, stylish and unflappable. Ryde has a taste for champagne and a wicked eye for the ladies - though he is usually a gentleman despite his charm. A distinguished veteran with the former rank of Major, Ryde holds the Military Cross for bravery and retains the respect of law enforcement and the military despite having moved across into intelligence.

Concept: Stylish Spy
Section: Section 12
 (Espionage)

Section: *Exceedingly well informed*

Past: *An English gentleman*

Cover: *"Me? Oh I'm here on business."*

*Confidently stylish
 You can rely on me
 Champagne lifestyle
 Eye for the ladies
 I earned my medals*

+2: Hip: Alertness, Athletics, Burglary, Fists, Guns, Investigation, Rapport, Weaponry

+1: Cool: Academics, Deceit, Drive, Social Standing

Danger Sense - React to surprise attacks with +2 defensive action.

Lady killer - +2 bonus to seduction/flirtation.

Personal Gadget - Personal gadget with three improvements.

Resilient Reputation - Take an extra social consequence. (Severe)

Pistol (+2 physical stress), sword-umbrella, armoured bowler (1 armour, +1 defence when used to parry/defend).

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 000000

Refresh: 6



SWINGers

Sir Burt

Selasi

A high ranking African diplomat working in Europe, Selasi his diplomatic immunity and his respect as a negotiator gives him access to a great deal of information and to cut through red tape that would otherwise slow down an investigation. He is an excellent mission coordinator and bureaucrat, best found working in a leadership and organisational role though he is not afraid to get his hands dirty, if necessary.



Concept: International Bureaucrat

Section: Section 5 (Crime)

Section: *Great contacts with Interpol*

Past: *Respected across Africa*

Cover: *High ranking diplomat*

*I always retain my dignity
Red tape falls before me
Cat herder*

*Centre of the web
Stamp of authority*

+4: Neat: Leadership

+3: Solid: Rapport, Social Standing

+2: Hip: Academics, Contacts, Investigation, Resources

+1: Cool: Deceit, Empathy

Born Leader - If you're in charge you can add +1 to an organisation's roll.

Contact (Interpol) - +3 Investigation

Do You Know Who I Am? - +1 bonus to social rolls where your name carries weight.

Funding - Spend a FATE point to add +2 to a resources/leadership roll.

Limo & chauffeur

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 0000000

FATE: 000000

Refresh: 6

Simon Sheldon

Concept: Man of Action

Section: Section 5 (Crime)

Section: *I like going after the big guys*

Past: *"We'll take it from here officer."*

Cover: *Man without borders There's a logical explanation for everything*

Best to take a methodical approach

I can fight when I have to

Discretion is my middle name

I still have federal contacts

+4: Neat: Investigation

+3: Solid: Fists, Resolve

+2: Hip: Academics, Alertness, Athletics, Burglary, Guns

Cold Read - You can try and determine someone's aspects the moment you meet them.

Criminal Mind - Use burglary/investigation interchangeably for crimes, +1 if you've done it before.

Eye for Detail - You can spend a FATE point to 'flashback' and re-roll a previous investigation check.

Scene of the Crime - You can instantly tell if something has changed at a scene you've previously been at.

Pistol (+2 physical stress)

Physical Stress: 00000

Composure Stress: 0000000

Social Stress: 00000

FATE: 000000

Refresh: 6



Once a member of the FBI, Sheldon left the service to join SWING after he saw how much greater of a difference he could make working internationally and hitting the truly big enemies of world peace and security where it hurt them the most. Intelligent and logical to a fault he's also hand with his fists and not too shabby with a gun either, given his FBI training which also makes him a half decent procedural investigator and a dab hand at coping with recalcitrant local authorities.

SWINGers

Greg Silver

A former pilot in the US Air Force, Silver has the combination of arrogance and esprit de corps that characterise that service - the best of the best. Leaving the military he worked for the United Nations intelligence organisations for a while before transferring to SWING. Impulsive and instinctual, he tends to act on his gut feeling, rather than waiting to contemplate and think through the best course of action. A good fighter he's respectful of women - as he was taught to be - and has excellent 'spur of the moment' planning skills. One of the agents remade in Shangri-La, Silver has remained a little more down to Earth than the others and a little more sparing in the use of his new 'powers', preferring to rely more on his own abilities.



Concept: All Action Pilot
Section: Section 8
(Unnatural Affairs)

Section: *Cracks the cases others can't*

Past: *Fly-Fight-Win*

Cover: *International peace-keeper*

Esprit de corps

International politics is my playground

Go with your gut

Gentleman

Quick planning

Super Strong

+5: Groovy: Pilot

+4: Neat: Investigation

+3: Solid: Athletics

+2: Hip: Alertness, Fists, Guns, Psychic

Flying Ace - You can substitute/supplement plane attacks with your pilot skill.

Focussed Senses - Focus a sense to gain +2 with that sense and -2 with all others.

Psychic Telepathy - Read/project thoughts, FATE point for stronger effects.

Super Strength - +1 bonus to Might, +1 physical stress damage in close combat.

Pistol (+2 physical stress)

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6



Baron Drew St. John

St. John was born with a silver spoon in his mouth and never wanted for anything. He attended the best schools, served briefly as an officer in the British army and did a stint as a race car driver - though nothing ever quite seemed to stick. Perpetually bored and used to getting away with anything St. John got into trouble a great deal through one scrape or another until he went too far and was blackmailed into using his talents, wealth and contacts to right miscarriages of justice along with the American playboy Johnny Free. He took to it, eventually, having been initially resentful and through his success came to the attention of SWING who were only too happy to take him and his partner on.

Concept: Old Money Playboy
Section: Section 5 (Crime)

Section: *Reluctant crime fighter*

Past: *Born with a silver spoon in my mouth*

Cover: *Feckless playboy
I went to the best schools
In and out of trouble my
whole life
They call it officer 'class'
for a reason
Fast cars and faster women
"I, sir, am an aristocrat."*

+3: Solid: Drive, Social Standing

+2: Hip: Alertness, Fists, Gambling, Investigation, Rapport, Resources

+1: Cool: Academics, Guns

Best Foot Forward - You can't leave someone with a worse impression than you started with.

Clever Façade - When someone reads one or more of your aspects, you read one of theirs.

Defensive Driving - Reduce hazard difficulty by -1.

Long Term Investment - +2 bonus to Resources once per session.

Fast cars, sharp suits, flash cash

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 0000000

FATE: 000000

Refresh: 6



Doctor David Stern

A respected and capable doctor, Stern's mind was turned to justice following his witnessing of the murder of his fiancé. Humanitarian, earnest and sometimes a little too serious he tends to keep people at a distance from himself - particularly women. His medical knowledge is useful in the execution of his duties but he tends to shy away from deadly violence, preferring to find other, less harmful solutions. While an amateur at his detective and spy work he is accomplished at it, his motivation is simply one that it more about helping people than doing his duty.

Concept: Police Surgeon
Section: Section 12
 (Espionage)

Section: *It's amazing what you can work out from medical knowledge*

Past: "I've seen some terrible things."

Cover: *Great humanitarian
 I keep my distance
 I prefer a non-violent approach
 Gifted amateur detective
 Walking medical encyclopaedia*

+6: Fab: Science
+4: Neat: Investigation
+3: Solid: Academics
+2: Hip: Alertness, Empathy, Resources
+1: Cool: Social Standing

Doctor - +2 bonus to using science to heal.

Forensic Medicine - Substitute or supplement appropriate investigations with your science skill.

Honest Lie - +2 bonus to lie when you mix in a little truth.

Medic - +2 bonus in first aid situations.

Doctor's bag

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 000000

Refresh: 6

John Swan

Concept: Duty-Bound Agent

Section: Section 12

(Espionage)

Section: *Bound to my duty*

Past: *Deep operational knowledge of the Warsaw Pact*

Cover: *Travelling businessman*

Fight fair

Keen internationalist

Straight to the point, no messing around

Total integrity

Right before duty

+3: Solid: Investigation

+2: Hip: Alertness, Athletics, Burglary, Contacts, Endurance, Fists, Guns, Resolve

+1: Cool: Academics

Danger Sense - React to surprise attacks with +2 defensive action.

Demolitions - +2 bonus with explosives.

Inner Strength - Always on full defence against attempts to read or control, +1 extra bonus if you actively resist.

Last Leg - Spend a FATE point to ignore being taken out or the effects of a consequence for one turn.

Revolver (+2 physical stress)

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 00000

FATE: 000000

Refresh: 6



Irish-American but with quite British sensibilities, Swan was an agent for NATO, travelling all over the world to gather intelligence and execute missions for that alliance, particularly against the Warsaw Pact nations and their allies around the world. In his travels it became clear to him that there was more going on, more serious than the Cold War and so he began to get involved with SWING whose existence he had managed to deduce for himself. Debonair and intensely duty-bound, Swan is a reliable agent whose loyalty is beyond question.



Mick Trick

Trick has lead an interesting life. Leaving school he became a member of the parachute regiment, becoming a major before he left. Following a brief stint as a race driver he joined British intelligence, serving with distinction until he was poached by SWING to work for them. Cool, tough, young, armed to the teeth, Trick is a dangerous man to be on the wrong side of. His working class origin has worked against him outside of SWING but within the organisation he's appreciated for his abilities, even if being a thug and a weapon takes its toll on his emotions and he overcompensates with gadgets and female conquests.

Concept: Ex-Para Race Driver
Section: Section 12
(Espionage)

Section: *You don't want to cross Mick Trick*
Past: *My previous career is somewhat classified, so don't ask*
Cover: *Man about town
Pulling rank
Hard as nails
Armed to the teeth
Rough and tough
Terribly working class*

+3: Solid: Fists, Guns
+2: Hip: Athletics, Intimidation, Leadership, Weaponry
+1: Cool: Alertness, Artillery, Drive, Endurance, Might, Survival

Crippling Blow - Spend a FATE point once per fight to force an enemy to take a consequence.

Demolitions - +2 bonus with explosives.

Face the Pain - Spend FATE points to reduce incoming physical stress 1/1.

Snap Shot - Spend a FATE point to take a shot, even out of turn, at any point.

Pistol (+2 physical stress)

Physical Stress: 000000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6



**Chapter 10:
Villainous
Schemers**

Villains

The Huáng Zhǎo Society

"I have tainted your body with the demon chi, you shall be my dark servant... forever."

Description

The Huáng Zhǎo Society, run by the mysterious Huáng zhǎo himself, is a criminal organisation spread throughout the world wherever the Chinese people can be found.

Often operating behind Tong and Triads the Huáng zhǎo society is secretive and deadly, but spread quite thinly around the world. Ambitious and tied to the pre-Communist warring factions.

The society are dedicated to overturning the Maoist regime but are also dedicated to drugs, assassination, criminal enterprise and theft, gathering ancient Chinese artefacts, 'reclaiming' treasures and money from western and eastern Chinese alike.

At the lower levels the organisation is involved in theft, extortion, bribery and corruption, at its deeper levels it is also dedicated to the occult, looking for some ancient, hidden power to tip the balance in their favour as they expand.

Scale: 4 (Large)

Scope: 6 (Global)

Arenas: Criminal, Government, Law Enforcement, Military, Occult, Chinese Communities.

Aspects

Inscrutably obtuse

Dark and terrible

Terrifying

Possessed of far reach

Skills

+5: Groovy: Influence, Loyalty

+4: Neat: Holdings, (Ancient, Hidden, Mansion)

+3: Solid: Information, Fringe: (Magic): +3

+2: Hip: Communication, Resources, Security, Secrecy, Assassination

Holding

The leadership of The Society is based within a buried, hidden temple on the island of Taiwan, from which they investigate the occult secrets of the past and handle the web of influence that they spread throughout the world.

The temple is somewhat bare-bones, a mostly empty chamber which the leadership and its agents are slowly filling with 'recovered' treasures.

Stress

Physical: 0000000

Composure: 00000

Social: 00000



Villains

Huáng Zhǎo

The mysterious head of the society is an unusually tall Chinese man with a long flowing beard and moustache, enormous taloned fingernails, a keen mind and a claim to ancestry from the imperial family and a penchant for dressing in outlandish historical costume. Corruption has always been epidemic in China, whoever is ruling it and the changes in rulership for most Chinese citizens simply amount to a change in set dressing. Huáng Zhǎo was the unspoken master of corruption in the lead up to the war between the nationalists and the Communists and has maintained many of his connections, despite being driven from the mainland.

Huáng Zhǎo plays the long game, a game of subtlety and control. A malicious mastermind he will admit no-one to be his superior and knows how to bear a grudge for a very long time. That said, he has a strange code of criminal honour that he is bound to hold to, something that can - rarely - see him on the side of SWING, or rather its members who have done him favours.

Concept: Inscrutable mastermind and Chinese imperialist.

*Cool as a cucumber
Grandiose style
Always one step ahead
The world shall hear from me again!
My name strikes terror into the sternest heart
Master of the mystic and occult arts
Cruel talons
Born without a conscience*

+3: Solid: Leadership, Mysteries

+2: Hip: Academics, Contacts, Deceit, Intimidation, Resources, Social Standing

+1: Cool: Alertness, Fists

Aura of Fear

Born Leader

Danger Sense

Mesmerist

Impressive robes (+1 social bonus).

Steely nails (+1 physical stress in hand to hand combat).

Fingernail poison (Potency +3, Subtlety +0, sickening poison, aspect - 'weak as a kitten').

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 000000

Refresh: 6

Shen Cheung

Shen is Huáng Zhǎo's bodyguard and concubine and - some say, disturbingly - his daughter as well. A delicate looking woman she shares her master's intellect and keen senses and is anything but helpless. One of his most trusted lieutenants she can be found flitting from task to task within his empire, many of the most important ones that he wishes to have eyes that he can trust upon.

Physical: +4

Social: +3

Mental: +5

Skills: Alertness, Athletics, Weaponry, Investigation, Leadership.

Stunts: Brawler, Dizzying Intellect

Stress: 00000

FATE: 00



The Talons of the Claw

Hidden amongst the general population the footsoldiers of the society are dangerous martial artists who can turn most anything into a weapon.

Quality: +3

Skills: Athletics, Weaponry, Fists.

Stress: 0 (each)

Stunt: Whatever's to Hand
Equipment: Hidden daggers (+1 physical stress)

Villains

218

"Permanent revolution. We cannot sit on our laurels, Stalin showed that Marxism can be corrupted. Nuclear war will not come, no man would be mad enough. We must push the Communist revolution globally and put the USSR back on track."

Description

Trotskyist revolutionaries, 218 is made up of those groups who survived or escaped the Stalinist purges as well as new, ideologically charged blood amongst the youth around the world. They are determined to both continue and restore the revolution within the USSR and to expand and extend it across the world.

They see any means as being acceptable and do not believe either the USSR or the USA would be mad enough to use nuclear weapons, so they have no compunction about pushing either superpower dangerously close to the edge. Terrorism, armed uprisings, double agents, suicide attacks, they will use them all against the agents of the bourgeoisie or those who have perverted the red dream.

Scale: 3 (Medium)

Scope: 5 (Continental - Eurasia)

Arenas: Academia, Education, Universities, Unions.

Aspects

*Revolutionary zeal
Ideologically Committed
Willing to die for the cause*

Skills

+3: Solid: Loyalty

+2: Hip: Arms, Sway, Information

+1: Cool: Communication, Security, Assassination

Stress

Physical: 0000000

Composure: 0000000

Social: 00000



Doctor Ivan

A bull of a man despite being only barely over five feet in height, Ivan has a fierce intellect, an iron will, a bald head and a steely grey beard. Physically and mentally powerful he is the heart and mind of 218, a charismatic demagogue who is unquestionably, but dangerously, devoted to the liberation of the workers around the world - by any means necessary.



Concept: Charismatic revolutionary

Barrel chested
Fierce intellect
Will of iron
Bulging muscles
Hypnotic orator
Death grip hands
Devoted Marxist
Fierily passionate

+4: Neat: Academics, Leadership

+2: Hip: Resolve

+1: Cool: Athletics, Contacts, Drive, Empathy, Endurance, Fists, Guns, Intimidation, Might, Weaponry

Wrestler

Walking Library

Unyielding

Unstoppable

Brass knuckles (+1 physical stress in close combat)

Heavy pistol (+2 physical stress, powerful)

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 00000

FATE: 000000

Refresh: 6

Villains

Zehleza

A hairy, scarred, brute of a man, Zehleza is an enforcer and assassin for 218, not the sneaky kind of assassin but rather the sort who makes an example of people. What he lacks for in subtlety he makes up for in brutal violence. For sake of irony he most often chooses to use an icepick.

Physical: +4

Social: +3

Mental: +3

Skills: Athletics, Burglary, Stealth, Weaponry.

Stunts: None

Stress: 0000

FATE: 000

The August Guard

Committed revolutionaries from around the world The August Guard are guerilla fighters, well used to hit and run tactics.

Quality: +2

Skills: Guns, Stealth.

Stress: 0 (each)

Stunt: Rain of Fire.

Equipment: Assault rifle, grenade.



Silver Eagle

"America is great only so long as it is strong. Our mistake was siding with the soviets in dubya-dubya-two when our natural allies should have been those on the other side who appreciated strength and that the strong must displace the weak. America is strong, for now, but we must ensure that it remains so."

Description

The Silver Eagle group is a neo-nazi movement within the United States of America, hidden amongst its corporate and political elite, hiding its true nature while it subtly promotes its aims and hives off money ready to launch its schemes. With considerable political and economic clout the Silver Eagle group is severely divided between its thuggish and overt footsoldiers and its more measured and careful elites. Both hate Jews, Blacks, Chinese and anyone else you care to mention but the upper echelons at least have the good sense to hide it.

The Silver Eagle group are the inheritors of the Ku Klux Klan, the pro-Nazi business groups from before the war and fascist sympathisers since. They have access to many of the German scientists and fringe researchers that were brought out of Germany at the end of the war and have spirited many others away to sites in South America and Alaska where they can work for the group.

The aim of Silver Eagle is nothing less than world domination by a 'pure', white America.

Scale: 3 (Medium)

Scope: 5 (Continental)

Arenas: Economics, Politics, Banking, racism, NASA.

Aspects

Bitter and undying hatred of the 'other'.

Callous, ruthlessness.

Absolute self-confidence.

Skills

+3: Solid: Holding (Fortified Mansion), Holding (Fortified Warehouse)

+2: Hip: Resources

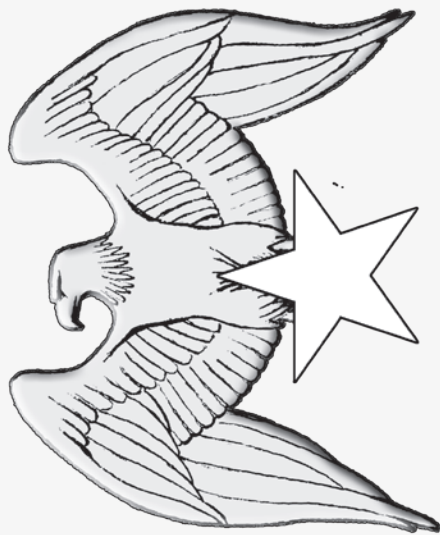
+1: Cool: Arms, Influence, Loyalty, SCIENCE!

Villains

Holdings

Jungle Redoubt: Deep in the jungles of South America in an undisclosed location, Silver Eagle keeps a 'brain trust' of former Nazi scientists and their proteges as well as unscrupulous scientists and thinkers from around the globe. Heavily defended this group comes up with technological ideas and super weapons to assist Silver Eagle in their goals, everything from stealth aircraft and rocket ships to biological plagues. Most of these never make it past the drawing board.

Alaskan Facility: A factory/warehouse in the middle of nowhere, the projects invented by the 'Brain Trust' are constructed and brought to fruition here, far from prying eyes, deep in the frozen north. Despite being a working facility this is also a fortress, well designed to protect against attack of any kind.



Stress

Physical: 000000

Composure: 00000

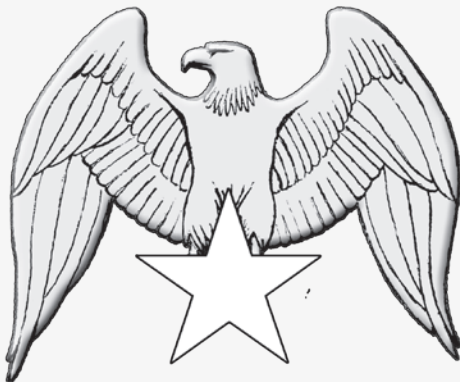
Social: 00000

Dwayne Ridley

De facto head of Silver Eagle, Dwayne Ridley has the public persona of a philanthropist and spokesman for the oil companies, most especially his own company Petronium Ltd. Given to wearing bootlace ties and stetson hats he likes to play up the down-home, 'good ol' boy' despite being a ruthless, amoral, racist psychopath.

All slicked back hair and white teeth he's artificially handsome and has had a string of wives, none of which have lasted longer than three years.

Sadistic and sneering in private, butter wouldn't melt in public and he regards America as being destined to take over the world.



Concept: Corporate force for evil

*Sharp dressed man.
Don't mess with Texas.
Secret brotherhood of racists
Makes Ayn Rand look like Che Guevara
I am a PATRIOT!
Unsettling 'lizard eyes'.
Explosive and incendiary temper
Irresistible authority*

+4: Neat: Resources

+2: Hip: Academics, Guns, Leadership, Resolve, Contacts, Deceit, Social Standing

+1: Cool: Gambling, Intimidation

Aplomb

Blather

Con Man

Do You Know Who I am?

Expensive suit (+1 social bonus)

Heavy pistol (+2 physical stress, powerful)

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 000000

FATE: 000000

Refresh: 6

Villains

Salazar

Chief of Silver Eagle's South American operations, Salazar is half white, half Hispanic but has managed to prove himself to the organisation time and again with his loyalty and attention to detail. An excellent organiser he takes it upon himself to rein in some of the excesses of the organisation and to help it to focus.

Physical: +1

Social: +2

Mental: +3

Skills: Academics, Engineering, Science.

Stunts: Cool Customer, Funding.

Stress: 000

FATE: 0

The Whiteshirts

The more intelligent, white collar of the Silver Eagle, the Whiteshirts exist throughout businesses and government in low positions as a sort of secret guard, waiting for the new order to come about.

Quality: +3

Skills: Academics, Deceit, Guns.

Stress: 0 (each)

Stunt: Respect.

Equipment: Assault rifle, pistol.

The Saxons

The lower class, brutish, thugs that are to be found in the poorest, most resentful areas of the country. The divided country is ripe for these sorts of men to be recruited with the cost only of their hate and very little investment otherwise. They're all too willing to join a 'greater' cause.

Quality: +1

Skills: Guns.

Stress: 0 (each)

Stunt: Reinforcements.

Equipment: Shotguns and rifles.



Council of Non-Democratic Evil Magnates

*"Security gentlemen.
Security and control by
whatever means necessary.
There are those who would
call us evil and so we
take that name but our
aim is nothing more and
nothing less than a safe
and secure society with
only the illusion of
freedom. No-one can be
trusted with the world,
except us."*

Description

CONDEM is an organisations devoted to control. Culled from the educated and ruling classes of the British elite, they consider themselves to have been born to rule either from their bloodline or their intelligence.

They see a world falling to chaos and the light of enlightened British rule being more and more eroded while the brash Americans and the dangerously proletarian Soviets assume the mantle of world rulers.

CONDEM works to subvert the apparatus of democratic governance within the United Kingdom, to counter independence movements throughout what remains of the Empire, to wreak havoc upon those nations that have left the Empire and to undermine both American and Soviet empires as a means to regaining some measure of former British glory.

Patronising in the extreme CONDEM may, infuriatingly, be occasionally right about a few things but their determination to deny anyone true freedom of choice marks them as an enemy, however skillfully hidden. They can be seen to be the last gasp of 'divine right of kings', a self-appointed, inbred, monocultural elite, completely out of touch with the common man.

Scale: 3 (Medium)

Scope: 6 (Global)

Arenas: Politics, business, banking, education, nobility, international politics.

Aspects

Innate authority.

Inherent respectability.

Establishment inertia.

Villains

Skills

+3: Solid: Resources

+2: Hip: Control, Holding
(Mansion)

+1: Cool: Administration,
Communication, Diplomacy,
Information, Reputation

Holding

The Sedbury Academy for Boys is a grand old building out on the moors. An imposing grey building it is a boarding school that caters to the elite, just like Eton and its ilk.

The boys raised here are being groomed for service in CONDEM (only the latest of its many names) and will be brought up to be the secret rulers of the Commonwealth.

Here they are taught the lessons they need to learn and are even, occasionally, put to work running operations for the group, just to test their mettle.

Stress

Physical: 00000

Composure: 0000000

Social: 000000



Johnston

Carstairs-Albright

Perhaps the ultimate expression of the public schoolboy, Johnston could have been pressed out of a mould.

Chinless, arrogant, plummy he comes from good bloodline with links to the royal family, he went to the right schools, attended Oxford and graduated with a first and, since then, has wisely invested his inheritance and made a packet, all while schmoozing his way through the polo set and making friends in Whitehall and Parliament.

Johnston is being set up for election to Parliament and, hopefully for the organisation, a run at becoming Prime Minister, a position from which CONDEM will be able to prosecute their agenda much more effectively.

Concept: Arrogant chap.

Born with a silver spoon in his mouth.

Went to the right schools.

Oxford graduate.

Saville Row, or nothing.

Commands deference.

Friends in high places.

Bloody peasants!

Used to the finer things in life.

+4: Neat: Resources, Social Standing

+3: Solid: Leadership

+2: Hip: Academics, Contacts, Deceit

+1: Cool: Alertness, Guns, Rapport

Old School Tie

Personal Conspiracy

Respect

Shaken not Stirred

Saville Row Suit (+2 social bonus)

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 0000000

FATE: 000000

Refresh: 6

Villains

The Man in Grey

The Man in Grey is never far from Johnston's side. A friendlier face than Johnston he acts to try and blunt some of Johnston's excesses but, ultimately, is on the very same side as him. The Man in Grey is advisor, conscience and bodyguard to Johnston, though he has little voice of his own, little more than a puppet to the organisation.

Physical: +1

Social: +3

Mental: +2

Skills: Empathy, Rapport, Fists.

Stunts: Honest Lie.

Stress: 000

FATE: 00

The Gentlemen

Not everyone who is trained to rule can, of course, there are any number of highly educated and ambitious 'old boys' who are all too eager to prove themselves and move up in the organisation and they're well trained and almost omnipresent throughout the upper echelons of British society.

Quality: +3

Skills: Leadership, Guns, Weaponry.

Stress: 0 (each)

Stunt: Cool Customer

Equipment: Whatever they need.



NAUTILUS

"The Octopus has many tentacles. The squid is ferocious in battle and hides in a cloud of ink. The turtle is hardy beneath his shell. We combine the aspects of all these sea creatures to become a perfect whole. We are NAUTILUS!"

Description

NAUTILUS is a far reaching organisation with parts of itself all around the world. It can reach into anything, anywhere and often does to.

Far beyond mere 'organised crime' Nautilus is the realm of the criminal elite, the geniuses, the men and women who make Moriarty, from the stories of Sir Arthur Conan Doyle, look like a rank amateur.

NAUTILUS seeks to extort nations, to seed chaos and profit from it, to blackmail, corrupt, steal and subvert as much for the 'mere' challenge of it as for their eventual aim - world domination.

It's members identified by the badge of the tentacle or ammonite, NAUTILUS is not to be underestimated for they are able to rival even SWING in their reach and their power.

Scale: 6 Enormous (Millions, knowingly or unknowingly, serve NAUTILUS).

Scope: 6 (Global)

Arenas: Crime, business, banking, transportation, politics, espionage.

Aspects

Their tentacles are everywhere.

Everyone has their price. Nobody crosses us and lives.

Layers upon layers.

Criminal geniuses

There is always a backup plan.

Skills

+4: Neat: Holding (Mansion, mobile, fortified)

+3: Solid: Influence, Loyalty, Assassination, Resources

+2: Hip: Information, Security, Secrecy

+1: Cool: Administration, Communication.

Villains

Holding

The Nom de Plume is a cruise ship, a 'Q-ship', heavily fortified and armed it never strays outside of international waters and is the floating boardroom and retreat for the heads of NAUTILUS. Luxurious beyond the dreams of avarice, it also has enough concealed firepower and armour to see off a frigate.

Stress

Physical: 0000000

Composure: 00000

Social: 00000



Professor Flaubert

Once one of the world's top criminologists and criminal psychiatrists, Professor Jean Flaubert made great study of organised crime and the secret societies of the past.

Holding forth in lectures at grandes écoles across France. Bored with study, the professor began to put what he had learned into practice and soon forged himself one of the largest, most effective and secret organisations in the world, with him at its head.

If he has a drawback it is that he is an academic, rather than a leader. He views everything with the detachment and lack of emotion of a scholar, something that doesn't make him a terribly good leader, relying on fear where inspiration might serve better and expecting people to act according to his orders, unfailingly and accurately.

Concept: The Einstein of Crime

Always one step ahead
Flashes of inspiration
A mind as sharp as a razor
Bred for success
Thousand-yard stare
Gallic indifference
Hard to kill
Intimidating intellect

+4: Neat: Investigation
+3: Solid: Academics, Alertness, Contacts
+2: Hip: Burglary, Leadership, Resources
+1: Cool: Art

Big Heist

Cold Read

Criminal Mind

Eye for Detail

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

Villains

Fleur Bisset

Flaubert's right hand woman and greatest student, Mlle Bisset makes up for some of his lacks with her attention to practical detail. Stern and imposing, she executes his orders - and anyone who doesn't follow them to the letter. Despite being quite beautiful and much desired, she has eyes only for the professor, though he has eyes only for his schemes.

Physical: +2

Social: +4

Mental: +3

Skills: Academics, Alertness, Leadership, Intimidation.

Stunts: Criminal Mind

Stress: 0000

FATE: 00

Executives

So called because they execute the orders of the organisation. The executives are competent footsoldiers, but they are simply footsoldiers. Ambitious enough to work for the best, but smart enough not to risk their position as part of that organisation. Brisk, efficient and quiet, they set to their tasks with a great deal of care, knowing the penalty for failure all too well.

Quality: +3

Skills: Guns, Fists, Alertness.

Stress: 0 (each)

Stunt: I'm On Top of It

Equipment: Pistols, light body armour.





**Chapter 11:
The Years**

Villains

The 1960s

While WWII ended in 1945 it cast a long shadow, particularly in Europe and while the 1950s saw the birth of the teenager and of youth culture as a whole the 50s were still a time of austerity and hardship, of bombed out buildings and no bananas. The 1960s were the true end to that, even though rationing ended in 1954 and the time where recovery, technology, fashion, design and so many other things took off.

1960

- Harold McMillan makes the 'Wind of Change' speech, signalling the beginning of the end for the British owned territories across Africa and the world. The final end of Empire.
- The Treaty of Mutual Cooperation and Security is signed between America and Japan, entangling the two and making them implicit allies in The Cold War.
- The Marianis Trench is explored for the first time in a bathyscaphe.
- There's a revolt in Algiers against French colonial rule.
- Non-violent protests spread across the US against segregation and racism.
- The CERN particle accelerator is inaugurated.
- France tests its first atomic bomb.
- The winter Olympics take place in California.
- The US increases its involvement in the Vietnam war.
- Khrushchev and Charles de Gaulle meet in Paris.
- The US launches the first weather satellite.
- The British Blue Streak missile project is cancelled.
- American spy-plane pilot, Gary Powers, is shot down and captured by the USSR.
- Eisenhower signs the 1960 civil rights act into power.
- The birth control pill is approved and comes into use.
- The USS Triton, a nuclear submarine, circumnavigates the globe underwater.
- Mossad agents abduct Eichmann.
- The first laser is invented.
- Hawaii having become a state, the new 50 star flag of the USA makes its debut.
- The Cuban revolution takes place.

Villains

- The Beatles begin their residency at the Indra club in Germany.
- The Summer Olympics open in Rome.
- Mitchell and Martin, American cryptologists, defect to the USSR.
- Presidential candidates Nixon and Kennedy participate in the first televised debate.
- Khrushchev famously pounds his shoe on his desk at the UN.
- Muhammed Ali (Cassius Clay) wins his first professional boxing bout.
- Penguin Books is found not guilty of obscenity for publishing Lady Chatterley's Lover.
- Kennedy is elected President.
- The Polaris missile is tested.
- The Supreme Court of the US upholds a ruling that Louisiana's segregation laws are unconstitutional.
- The first live Presidential news conference takes place.
- Ham the chimp is rocketed into space.
- The Minuteman missile is tested.
- Venera 1 is launched towards Venus.
- The Beatles perform at the cavern club.
- The Peace Corps are established.
- South Africa withdraws from the Commonwealth.
- Eichmann goes on trial in Jerusalem.
- Yuri Gagarin becomes the first man in space.
- The US sponsored Bay of Pigs counter-revolution/ invasion of Cuba takes place, and fails.
- Alan Shepard becomes the first American astronaut.
- Freedom Rider civil rights activists are arrested in Mississippi.
- The Apollo Programme is announced.
- Kennedy and Charles de Gaulle meet in Paris.
- Kennedy and Khrushchev meet to discuss testing, Germany and disarmament.
- Nureyev, the ballet dancer, claims asylum in France from the USSR.
- The Antarctic Treaty comes into effect, keeping it politically neutral and controlling exploitation.

1961

- The farthing is withdrawn from circulation in the UK.
- The US severs diplomatic relations with Cuba.
- Kennedy takes the oath and becomes President.

Villains

- The Non-Aligned movement, independent of The Cold War, holds its first meeting
- French police attack a demonstration against a curfew on Algerians, killing as many as 240 people.
- The first edition of the satirical magazine - Private Eye - is published.
- The 58 megaton Tsar Bomba nuclear device is detonated by the USSR.
- Fantastic Four #1 is published, launching Marvel's business career.
- Neil Armstrong sets a record in an X-15 rocket plane.
- Catch 22 is published.
- The World Food Programme is instituted.
- Castro announces himself a Marxist.
- The Vietnam War officially begins.
- Eichmann is pronounced guilty in Israel and sentences him to death.
- displayed in the US.
- Ranger 3 is launched to study the moon, but misses it.
- The US introduces a trade embargo against Cuba.
- A 'grand conjunction' of the planets takes place.
- Cuban imports to the US are banned.
- Captured spy-plane pilot Gary Powers is exchanged for a captured Soviet spy.
- John Glenn becomes the first man to orbit the Earth in a Mercury capsule.
- The European Space Agency is formed.
- The Cubans convict over a thousand people involved in the Bay of Pigs.
- Ranger 4 crashes into the moon.
- Twelve East Germans escape to the west by tunnelling under the wall.
- Eichmann is killed by hanging in Israel.

1962

- The Navy SEALs are instituted.
- Fidel Castro is excommunicated from the Catholic Church.
- The first Beatles record is released.
- The Mona Lisa is
- The only men ever to escape Alcatraz do so, but may not have survived.
- The Supreme Court in the US rules that mandatory prayer in schools is unconstitutional and that photos of nude men are not obscene.

Villains

- Kennedy makes his famous 'Ich bin ein Berliner' speech, inadvertently announcing that he is a doughnut.
- The Foreign Legion leave Algeria as it edges into independence.
- Heavy smog covers London.
- Andy Warhol premieres his soup cans exhibit.
- Telstar, the first communications satellite, is launched into orbit.
- The Rolling Stones make their debut.
- Harold McMillan dismisses 1/3rd of his cabinet.
- The first transatlantic broadcast is made via Telstar.
- Oswald Mosley's Union movement (fascists) are assaulted at a rally in London.
- Marilyn Monroe overdoses on pills and dies.
- Nelson Mandela is arrested in South Africa.
- Spiderman makes his comics debut.
- Ringo Starr joins The Beatles.
- A teenager is shot dead by East German guards as he tries to cross to the west.
- A failed assassination attempt is made upon Charles de Gaulle.
- Mariner 2 is launched.
- The USSR sends arms to Cuba.
- China and India clash along their border.
- Silent Spring is published, giving rise to the environmentalist movement.
- Alouette 1, the first non-superpower satellite, is built and launched by Canada.
- The first black student registers at the University of Mississippi.
- Johnny Carson takes over The Tonight Show.
- Dr No, the first Bond film, premieres.
- The Beatles release 'Love me do'.
- The Cuban Missile Crisis begins.
- The term 'Personal Computer' is first used.
- The UN condemns Apartheid in South Africa.
- Nixon loses the California governor's race.
- An agreement to create Concorde, the first and only supersonic airliner, is signed.
- The New York City newspaper strike takes place.

Villains

- The last execution by hanging in Canada takes place.
- The 'Big Freeze' takes place in Britain.
- Cuba trades its bay of pigs prisoners to the US in exchange for food.

1963

- Freak snowfall collapses many roofs in Japan.
- The governor of Alabama in his winning speech affirms his commitment to segregation.
- The Flying Scotsman makes its last run.
- Charles de Gaulle vetoes the UK's entry into the EEC.
- Travel to Cuba along with monetary transactions from America are banned.
- The CIA's domestic operations division is formed.
- The publication of The Feminine Mystique enlivens the women's movement in the US.
- Women gain the vote in Iran.
- Iron Man debuts in Marvel comics.
- Scandal as the Duke and Duchess of Argyll divorce in the UK.
- Six are sentenced to death in France for conspiring to assassinate De Gaulle. Five are pardoned.
- Mount Agung eruption in Bali killing over ten-thousand people.
- The US supreme court decides that the poor must have lawyers.
- Alcatraz closes.
- The Beatles release their first album.
- Dr Beeching's report in the UK recommends the vicious scaling back of the railways.
- The New York City newspaper strike ends.
- Yugoslavia becomes a 'socialist' republic.
- The US nuclear submarine 'Thresher' sinks off cape cod.
- Seventy-thousand demonstrators march in London to protest nuclear weapons.
- MLK Jr issues his 'Letter from Birmingham Jail'.
- Quebecois nationalists bomb a Canadian army recruitment centre.
- Buddy Rogers becomes the first WWF champion.
- The first diet coke - TaB - debuts.
- Dogs and fire hoses are turned on civil rights marches in Birmingham Alabama.

Villains

- The first Bond Movie, Doctor No, is shown in US cinemas.
- The Mercury space programme ends.
- Fidel Castro visits the Soviet Union.
- The Organisation of African Unity is established.
- The Freewheelin' Bob Dylan is released.
- Pope John XXIII dies.
- A Buddhist monk sets fire to himself in Vietnam.
- Kennedy delivers his civil rights address promising a civil rights bill.
- Vostok 6 carries the first woman into space.
- The US supreme court rules that mandatory reading of The Bible in public schools is unconstitutional.
- Pope Paul VI takes the papal throne.
- ZIP codes are introduced in the US.
- The Moors Murders commence.
- Joe Walker in the X-15 makes the first recognised sub-orbital flight.
- NASA launches the first geosynchronous satellite.
- The US, UK and USSR sign a nuclear test ban treaty.
- The Great Train Robbery takes place.
- MLK Jr delivers his 'I have a dream' speech.
- The first X-men comic is published.
- Christine Keeler, the prostitute involved in the Profumo Affair, is arrested for perjury.
- Malaysia is formed.
- A giant wave of water pours over the Vajont dam in Italy, killing thousands.
- From Russia with Love opens in the UK.
- Revolt in Yemen against British rule.
- Alec Douglas-Home succeeds Harold McMillan as Prime Minister.
- Lamborghini is founded.
- The Arecibo radio telescope begins operation.
- A coup in South Vietnam follows the assassination of the president.
- Malcolm X makes his 'Speech to the grass roots.'
- A volcanic eruption near Iceland creates a new island.
- The Dartford tunnel opens in the UK.
- The Beatle's second album 'With the Beatles' is released.
- JFK is assassinated.

Villains

- The first episode of Doctor Who is screened.
- Lee Harvey Oswald is shot dead.
- The Warren Commission is established to investigate JFKs assassination.
- Frank Sinatra Jr is kidnapped.
- The X-20 Spaceplane is cancelled.
- Kenya becomes independent.
- Zanzibar becomes independent.
- The Disney film 'The Sword in the Stone' is released.
- Full scale Beatlemania takes off.
- Plans to build the New York Trade centre are announced.
- France and the People's Republic of China establish diplomatic relations.
- A US training jet strays over East Germany and is shot down.
- The 1964 winter Olympics are held in Austria.
- The Soviet Union launches two satellites from a single launch.
- Ranger 6 is launched at the moon.
- The British invasion kicks off with 'I Want to Hold Your Hand' getting to No.1 in America.

1964

- Representatives of the Roman Catholic and Orthodox churches meet for the first time in centuries in Jerusalem.
- British Leyland announces the sale of buses to Cuba, challenging the US blockade.
- Armed confrontations in the Panama canal zone leave civilians and US troops dead and precipitate an international crisis.
- The US surgeon general admits that cigarettes are bad for your health.
- India declares Kashmir to be an Indian province, starting decades of conflict over the region with Pakistan.
- The Beatles visit the US and appear on the Ed Sullivan show.
- Muhammed Ali is crowned heavyweight champion of the world.
- Italy asks for help to prevent the Tower of Piza from falling over.
- Jimmy Hoffa is convicted of tampering with a federal jury.

Villains

- Malcom X is suspended from the Nation of Islam and announces the formation of a black nationalist party.
- The first Ford Mustang is produced.
- The first UN conference on trade and development takes place.
- The European Space Research Organisation is formed.
- Pirate Radio station, Radio Caroline, starts broadcasting just outside UK territorial waters.
- Jeopardy! Debuts.
- A military coup takes place in Brazil, backed by the US.
- The Beatles hold all five top positions in the US singles chart.
- The Gemini space programme starts.
- The Rolling Stones release their debut album.
- 12 men involved in the Great Train Robbery are sentenced to a total of 306 years.
- Nelson Mandela makes his 'I'm prepared to die' speech.
- BBC2 starts broadcasting in the UK.
- The New York World's Fair takes place.
- Tanzania is formed from Zanzibar and Tanganyika.
- The first program written in BASIC is run.
- The first major student demonstration against the Vietnam war takes place.
- Nelson Mandela and seven others are imprisoned.
- Three civil rights workers are murdered by Klansmen.
- The Vatican condemns the contraceptive pill.
- The Civil Rights act is signed into law, abolishing racial segregation.
- Malawi declares independence from the UK.
- The Harlem race riots take place.
- The US sends five-thousand more 'military advisors' to Vietnam, bringing their numbers there to twenty-one thousand.
- Ranger 7 sends back high quality photos from the surface of the moon.
- The final Loony Tune is made before the cartoon division is shut down.
- The Gulf of Tonkin incident takes place in Vietnam.
- A Rolling Stones gig turns into a riot.
- The last executions take place in the UK.

Villains

- Mary Poppins has its world première.
- Bob Dylan turns the Beatles on to cannabis.
- Philadelphia race riots.
- The Order of Bards, Ovates and Druids is formed in the UK.
- The Sun newspaper begins publication.
- The Bond film Goldfinger has its first showing.
- The TV series 'Bewitched' starts showing.
- The island of Malta becomes independent of the UK.
- The Warren Commission report on JFK's assassination is published.
- Pete Townsend of The Who, smashes his guitar up for the first time.
- High-speed rail rolls out in Japan.
- The Kinks release their first album.
- Nearly sixty people escape to West Berlin in a tunnel under the wall.
- The Summer Olympics are held in Tokyo.
- Voskhod 1, the first multi-person spacecraft without spacesuits, is launched by the USSR.
- MLK Jr is awarded the Nobel Peace Prize.
- Khrushchev is deposed as leader of the USSR and replaced by Brezhnev.
- The Labour Party wins the UK election, Harold Wilson becomes Prime Minister.
- The Chinese detonate an atomic bomb.
- A collection of irreplaceable gemstones is stolen from the American Museum of Natural History.
- Mariner 3 is launched for Mars, but doesn't make it.
- The death penalty is abolished in Britain.
- Mariner 4 is launched and will successfully transmit pictures from Mars.
- Che Guevara addresses the UN.
- Lenny Bruce is imprisoned for obscenity.

1965

- Gemini 2 is launched, unmanned, to test the systems.
- The State Funeral of Sir Winston Churchill takes place.
- The Gambia becomes independent from the UK.
- Ranger 8 crashes into The Moon after after taking pictures of possible Apollo landing sites.
- Malcolm X is assassinated.

Villains

- The Sound of Music shows for the first time.
- The first three-thousand five-hundred official US combat troops arrive in Vietnam.
- Multiple clashes take place in Alabama over civil rights.
- Aleksei Leoniv completes the first space walk.
- India and Pakistan go to war.
- Ranger 9, the last of the series, is launched.
- Gemini 3 launches the first US two person crew into orbit.
- The first nuclear reactor in orbit is launched, SNAP-10A.
- Charlie Brown and Peanuts appear on the front of Time magazine.
- The first draft card burnings take place at Berkeley.
- The first skateboard championship is held.
- Australian troops arrive in South Vietnam.
- Gemini 4 and Edward Higgins makes the first US space walk.
- Mariner 4 flies past Mars sending back pictures of the planet.
- The Mont Blanc tunnel is inaugurated.
- Bob Dylan goes electric.
- Cigarette advertising is banned on UK television.
- The Watts riots take place.
- The Beatles perform the first stadium concert.
- Sixty-six SS personnel are sentenced to life at the Auschwitz trial.
- Gemini 5 makes the first week-long orbit and tests fuel cells for providing power.
- Bob Dylan releases Highway 61 Revisted.
- Lyndon Johnson signs a law making the burning of draft cards a punishable offence.
- Hurricane Betsy smashes into New Orleans causing over a billion dollars of damage.
- Tom and Jerry cartoons make their debut on CBS.
- Thunderbirds debuts on television.
- Che Guevara leaves Cuba.
- Pope Paul VI visits the US.
- The International Olympic Committee allows East Germany to become a member.
- The futuristic Post Office Tower opens in London.
- The first students are arrested for burning their draft cards.
- Ian Brady and Myra Hindley (The Moors Murderers) are arrested.

Villains

- Figueras and Laurent are fined for their comments against Charles de Gaulle.
- The St Louis arch is completed.
- Pope Paul VI announces that the Vatican doesn't consider the Jews collectively responsible for the killing of Christ.
- Quaker Norman Morrison sets himself on fire in front of The Pentagon.
- The Pillsbury Doughboy is created.
- Rhodesia claims independence.
- Venera 3 is launched by the USSR heading for Venus where it becomes the first probe to land on another planet.
- France launches their first satellite.
- Charles de Gaulle is re-elected.
- The Race Relations act addresses racial discrimination in the UK.
- A Charlie Brown Christmas is transmitted for the first time.
- Gemini 6 and 7 rendezvous in orbit.
- Lysenko, darling of Stalin, is condemned by soviet scientists for engaging in pseudoscience.

- A 70mph speed limit is imposed on British roads.

1966

- The first 'Acid Test' is conducted at The Fillmore, San Francisco.
- Pakistani-Indian peace negotiations come to a successful conclusion.
- The first SR-71 Blackbird spy plane goes into service.
- Robert Weaver becomes the first African American cabinet member in the US.
- A B-52 crashes with a tanker plane over Spain, dropping three nuclear bombs into the countryside and water.
- Indira Gandhi is elected Prime Minister of India.
- The UK suspends trade with Rhodesia.
- The Soviet Luna 9 spacecraft makes the first rocket-assisted landing on The Moon.
- Venera 3 crashes into Venus.
- John Lennon describes The Beatles as 'bigger than Jesus'.
- A massive theft of nuclear materials takes place in Brazil.
- The IRA blow up Nelson's Pillar in Dublin.
- Gemini 8 docks with the Agena target vehicle.

Villains

- The World Cup trophy is stolen and later found by a dog named 'Pickles'.
- Demonstrations occur across the US against the Vietnam war.
- Harold Wilson's Labour government take power in the UK.
- Luna 10, the first space probe to orbit the moon, is launched.
- President Johnson signs the Uniform Time Act, dealing with Daylight Saving Time in the US.
- Bobbi Gibb becomes the first woman to run the Boston Marathon.
- The first artificial heart is installed into a human being.
- The opening of the UK Parliament is televised for the first time.
- US Troops in Vietnam reach two-hundred and fifty-thousand.
- A regular hovercraft service commences for crossing the English Channel.
- Anton Lavey forms the Church of Satan.
- Swinging Radio Britain and Britain radio begin transmitting from an offshore pirate radio ship.
- Tens of thousands of war protesters gather at the White House and the Washington Monument.
- The Cultural Revolution commences in China.
- Pet Sounds by The Beach Boys is released.
- Blonde on Blonde by Bob Dylan is released.
- MLK Jr makes his first speech about Vietnam.
- Castro declares martial law in Cuba under threat of imminent US attack.
- The final episode of The Dick Van Dyke show is shown.
- Surveyor 1 soft-lands on the moon, the first US probe to do so.
- Miranda rights are established in the US.
- Charles de Gaulle visits the USSR.
- The US begins bombing Hanoi and Haiphong.
- France leaves NATO.
- The National Organisation for Women is founded in the US.
- The Freedom of Information Act is signed into law in the US.
- The FIFA World Cup begins in England.
- The first Plaid Cymru MP is elected to parliament in the UK.

Villains

- Harold Wilson tries to negotiate a Vietnam peace settlement but the USSR stonewalls him.
- Bob Dylan is injured in a motorcycle accident and not seen for over a year.
- England beats Germany 4-2 to win The FIFA World Cup.
- Charles Whitman shoots forty-four people, killing thirteen of them, from the top Union of Texas tower after previously killing his Wife and Mother.
- MLK Jr leads a civil rights march in Chicago during which he is struck by a thrown rock.
- Caesar's Palace opens in Las Vegas.
- The Beatles release the Revolver album.
- Race riots in Lansing, Michigan.
- Luna Orbiter 1 is launched by the US.
- The House Un-American Activities Committee begins investigations into US citizens who have aided the Viet Cong and the process to make such acts illegal. Protesters disrupt the meeting and fifty are arrested.
- The Doors release their debut LP.
- The Beatles play their last concert.
- Star Trek debuts.
- The Black Panther Party is founded.
- The USSR expels Chinese students.
- France and the USSR sign an agreement to cooperate on nuclear research.
- British spy George Blake escapes from prison and gets to Moscow.
- Lunar Orbiter 2 is launched.
- Ronald Reagan is elected governor of California.
- John Lennon meets Yoko Ono.
- The Beatles begin recording Sergeant Pepper's.
- Barbados achieves independence.
- Walt Disney dies while producing The Jungle Book.

1967

- Charlie Chaplin opens his last film.
- Dr James Bedford becomes the first person to be cryogenically preserved.
- The New York Times reports on secret US Army germ warfare experiments.
- The Human Be-In, in San Francisco, kicks off the Summer of Love.

Villains

- Pre-Human fossils are found in Kenya.
- The UK commences negotiations to enter the EEC.
- Super Bowl I takes place.
- The new town of Milton Keynes is founded in the UK.
- British Steel is nationalised.
- Apollo 1 catches fire on the launchpad, killing three astronauts.
- The US, USSR and UK sign the Outer Space Treaty.
- Respect is recorded by Aretha Franklin.
- The first North Sea gas is pumped ashore in the UK.
- Stalin's daughter defects to the US.
- The Thalidomide controversy breaks with legal implications.
- The first French nuclear submarine is launched.
- Puppet on a String wins the Eurovision Song Contest for Britain.
- Large demonstrations take place against the Vietnam war in New York and San Francisco.
- Surveyor 3 lands on The Moon.
- Greece is taken over by a military dictatorship.
- Soyuz 1's parachute fails to open, killing cosmonaut Vladimir Komarov.
- Muhammed Ali refuses military service.
- Moscow's TV tower is completed.
- Elvis marries Priscilla.
- Dr Zakir Hussain becomes the first Muslim president of India.
- Riots in Hong Kong.
- The Monkees releases Headquarters.
- Sgt. Peppers Lonely Hearts Club Band is released.
- The Six Day War takes place.
- Interracial Marriage restrictions are declared unconstitutional across the US.
- China tests its first atomic bomb.
- The first ATM machine is installed in the UK.
- The first colour television broadcasts take place in the UK.
- Homosexuality is decriminalised in the UK.
- The Detroit Race Riots take place and similar riots spread across the US.
- Pink Floyd release their debut album.
- The first pulsar star is discovered.

Villains

- The Marine Broadcasting Offences Act is passed into law, making participation in pirate radio illegal in the UK.
- Jimi Hendrix's debut album is released.
- The American Nazi Party leader is assassinated.
- Thurgood Marshall is confirmed as the first African American on the Supreme Court in the US.
- The Principality of Sealand is established off the UK coast.
- The Doors defy censors to sing the word 'higher' on the Ed Sullivan show.
- BBC radio 1-4 are launched.
- Che Guevara is captured and killed in Bolivia.
- Jack McVitie is murdered by The Krays, leading to their eventual arrest and downfall.
- President Johnson meets with the 'wise men' to discuss how to get the American people behind the Vietnam war.
- The first BBC local radio station is launched.
- NASA launches the Apollo 4 test craft.
- The UK pound is devalued.
- The world's first heart transplant takes place.
- Magical Mystery Tour is released as a double EP in the UK, having previously been released as a full album in the US.
- The Concorde is unveiled in France.
- The term 'Black Hole' is used for the first time.

1968

- A B-52 carrying four nuclear bombs crashes in Greenland.
- The 1968 Winter Olympics are held in France.
- Student protests spark a crisis in Poland.
- Nerve gas leaks from the Dugway Proving Ground in the appropriately named Skull Valley Utah.
- The My Lai massacre takes place in Vietnam, US soldiers being responsible for the deaths of many civilians.
- A demonstration against the Vietnam war takes place in Grosvenor Square in London and turns to violence.
- The Gold Standard is repealed.
- Student activism almost triggers a revolution in France.
- The film 2001 premieres.
- MLK Jr is assassinated and riots erupt across the US in response.

Villains

- President Johnson signs the Civil Rights act of 1968 into law.
- UK politician Enoch Powell makes his famous and divisive 'Rivers of blood' speech, a rallying point for nationalists and racists ever since.
- The musical 'Hair' opens on Broadway.
- US nuclear submarine 'Scorpion' sinks off the Azores.
- Valerie Solanas shoots and wounds Andy Warhol.
- Robert F Kennedy is shot and killed.
- The Nuclear Non-Proliferation treaty begins to be signed.
- Intel is founded.
- Pope Paul VI condemns contraception.
- Nixon and Agnew are nominated for The Republican party.
- The last steam locomotives go out of service in the UK.
- The Prague Spring of liberalisation in Czechoslovakia ends as the Warsaw Pact rolls into the country and puts it down.
- James Anderson Jr becomes the first African American to be awarded the Medal of Honour - posthumously.
- France detonates its first hydrogen bomb.
- Hot Wheels model cars come into circulation.
- Women's Lib protesters disrupt the Miss America pageant.
- The Troubles begin in Northern Ireland.
- The first manned Apollo mission takes place.
- The Summer Olympics take place in Mexico.
- Led Zeppelin make their first live performance.
- Jackie Kennedy marries Aristotle Onassis.
- Nixon is elected President.
- Yale University admits women.
- The Beatles White Album is released.
- Pan Am 281 is hijacked and flown to Cuba.
- Elvis' 68 comeback special relaunches his career.
- Japan's 300 million yen heist takes place, never solved.
- The Zodiac Killer begins his murders.
- Apollo 8 orbits The Moon.

Villains

1969

- Rupert Murdoch purchases The News of the World.
- The RUC in Northern Ireland damages property and assaults people in Derry, in response locals barricade the streets and declare 'Free Derry'.
- Led Zeppelin's first album is released.
- Soyuz 4 and 5 dock in orbit and transfer cosmonauts.
- The Beatles give their last, famous, rooftop performance.
- Yasser Arafat is elected leader of the PLO.
- The Boeing 747 makes its first flight.
- The first Concorde test flight is conducted.
- Apollo 9 tests the lunar landing module.
- The Harrier jump jet enters service.
- British troops arrive in Ireland to aid the RUC.
- Charles de Gaulle steps down as President of France.
- Venera 5 lands on Venus.
- National Guard helicopters spray stinging powder on war protesters.
- John Lennon and Yoko Ono's famous 'bed-in' takes place.
- Elton John's first album is released.
- Judy Garland dies of a drug overdose.
- The Stonewall Riots mark the beginning of the gay rights movement.
- Prince Charles is invested with his title as The Prince of Wales.
- Apollo 11 lands on The Moon.
- The Nixon Doctrine signals a shift in US policy towards the Vietnam war, expecting US allies in Asia to take care of it.
- The Manson Family kills Sharon Tate.
- British troops are deployed in Northern Ireland.
- The Woodstock festival takes place.
- Butch Cassidy and the Sundance Kid is released.
- The Beatles release Abbey Road.
- The Brady Bunch starts.
- Monty Python's Flying Circus airs.
- The radical Weathermen lead riots in Chicago.
- The first message is sent over ARPANET, the precursor to the Internet.
- A group of Native Americans seizes Alcatraz, signalling a new Native American pride.

- Sesame Street first shows.
- Up to half a million protesters gather in Washington DC to peacefully protest the Vietnam war.
- The first Wendy's opens.
- The SALT 1 negotiations open to limit strategic nuclear weapons.
- Football legend Pele scores his thousandth goal.
- John Lennon returns his MBE in protest at British support of the US war in Vietnam.
- The first draft lottery since WWII is held in the US.
- The Altamont Free Concert is held and erupts into violence.

The 1970s

The Altamont Free Concert and the horrors of The Manson Family marked the end of the Summer of Love and of the optimism of the 1960s. The 70s would be a hard time for people with the hippy movement floundering in drugs and music and losing its way regarding social change, with fuel shortages, industrial action and mass unemployment, not to mention the horrors of disco.

1970

- Diana Ross and The Supremes perform their farewell concert at The Frontier Hotel in Las Vegas.
- The Greater London Council announce their plans for the Thames Barrier (it eventually goes into service in 1981).
- Mick Jagger is fined for possession of Cannabis.
- Japan's first satellite is launched on a Lambda-4 rocket.
- Black Sabbath's debut album is released.
- The iconic Who album 'Live at Leeds' is released.
- Jeffrey MacDonald kills his wife and children and blames 'drugged out hippies'.
- The Nuclear Non-Proliferation Treaty goes into effect.
- Teenagers (18-19) vote for the first time in the UK.
- Nearly a third of the US postal service goes on strike.
- The first Earth Day takes place.
- Concorde makes its first supersonic flight.
- Japan Airlines 351 is hijacked by the Japanese Red Army.

Villains

- Nixon signs the law banning cigarette advertising in the US.
- Paul McCartney announces the break up of The Beatles and the release of his first solo album.
- The Apollo 13 disaster takes place, but the astronauts are safely brought back to Earth.
- China's first satellite is launched on a Long March rocket.
- The US invades Cambodia in pursuit of the Viet Cong.
- Four students are shot dead at Kent State while protesting the expansion of the war into Cambodia.
- Two members of the Irish government are dismissed over involvement in a plot to smuggle arms to the Provisional IRA.
- The final Beatles album 'Let it be' is released.
- A hundred-thousand people protest the Vietnam war in Washington DC.
- More demonstrators are shot and killed, this time at Jackson State university.
- The Kola Superdeep Borehole begins to be dug in the USSR.
- The Tupolev Tu-144 is the first commercial transport aircraft to breach Mach 2.
- Nixon signs a law lowering the US voting age to eighteen, this comes into effect in 1971.
- The Conservative party under Edward Heath wins the UK election.
- US troops withdraw from Cambodia.
- The American Top 40 debuts on five stations hosted by Casey Kasem.
- The Women's Strike for Equality takes place down New York's Fifth Avenue.
- The Isle of Wight festival takes place, it's one of the largest rock festivals of all time.
- The Popular Front for the Liberation of Palestine hijacks four airliners.
- Elvis Presley begins his first concert tour since 1958.
- The first New York City Marathon takes place.
- Jimi Hendrix dies of a drugs overdose. Black Sabbath release 'Paranoid'.
- Luna 16 lands on The Moon and returns to Earth with samples.
- Nixon tours Europe.

Villains

- The Baader-Meinhoff gang rob three banks.
- Janis Joplin dies of a heroin overdose.
- PBS begins broadcasting in the US.
- The Khmer Republic is proclaimed in Cambodia.
- Doonesbury debuts in two-dozen newspapers.
- The worst monsoon in six years virtually brings the Vietnam war to a halt.
- Lunokhod 1 lands on The Moon, the first remote control rover, on The Moon.
- The UN General Assembly supports the isolation of South Africa over apartheid.
- The North Tower of the World Trade Centre is topped out.
- Paul McCartney sues in order to dissolve The Beatles legal partnership.
- Rolls Royce goes bankrupt and is nationalised.
- The Nasdaq stock market index begins running.
- The US, USSR, UK and others sign the Seabed Treaty, banning the testing of nuclear weapons on the ocean floor.
- The UK switches to decimal currency.
- Evel Knievel sets a world record by jumping 19 cars.
- The Weather Underground detonates a bomb at the United States Capitol.
- Bangladesh declares independence from Pakistan.
- The Ed Sullivan Show has its last episode.
- A jury recommends the death penalty for Manson and three of his followers.
- Charles Manson is sentenced to death, this is commuted to life imprisonment for all Death Row prisoners in California in 1972.

1971

- The Open University begins transmission in the UK.
- All in the Family, the US version of Till Death do us Part (1965) begins transmission.
- The Aswan Dam begins operation in Egypt.
- Idi Amin becomes president of Uganda.
- Salyut 1, the first space station, is launched by the USSR.
- Half a million people march against the Vietnam war in Washington DC.
- Amtrak begins intercity services in the US.

Villains

- The Harris Poll now shows 60% of Americans to be against the Vietnam War.
- The US ends its trade embargo of China.
- USSR space scientist Anatoli Fedoseyev defects to the UK.
- The Soyuz 11 crew are killed returning from the space station thanks to an air leak.
- Jim Morrison is found dead.
- UK military presence in Northern Ireland increases to eleven-thousand.
- The South Tower of the World Trade Centre is topped out.
- The UK cancels its Black Arrow programme, opting out of the space race.
- Internment begins in Northern Ireland, triggering riots.
- Australia and New Zealand withdraw from Vietnam.
- The Attica Prison Riots take place.
- Britain expels over a hundred USSR officials.
- The People's Republic of China is admitted to the UN and Taiwan is expelled.
- Britain joins the EEC.
- Despite being cancelled, the UK uses Black Arrow to launch the Prospero satellite into orbit.
- A bomb explodes on the top of The Post Office Tower.
- Mariner 9 becomes the first space probe to successfully orbit Mars.
- Intel releases the first microprocessor.
- The United Arab Emirates are formed.
- India and Pakistan go to war again.
- The Montreux Casino burns down during a Frank Zappa concert.
- The US Libertarian Party is formed.
- The Krasnoyarsk hydroelectric plant, the largest in the world, starts operation.

1972

- The first scientific hand-held calculator is produced.
- Rose Heilbron becomes the first female Judge in the UK.
- Nixon announces the Space Shuttle programme.
- Minerva, an attempt to found an independent micro-state like Sealand, is founded though it is later taken over by Tonga who contest the land claim.

Villains

- Japanese soldier Shoichi Yokoi is found in the jungle of Guam, 28 years after the end of the war.
- Richard Chanfray claims to be the Compte de Saint Germain,
- Bloody Sunday takes place in Northern Ireland.
- Anti-British riots take place across Ireland
The British Embassy in Dublin is burned to the ground.
- The 1972 Winter Olympics are held in Sapporo, Japan.
- The British declare a state of emergency over a miner's strike.
- The Volkswagen Beetle outsells the previous record holder, the Model T Ford.
- Nixon makes an unprecedented trip to China and meets Mao Zedong.
- Pioneer 10, destined to be the first man-made object to leave the Solar System, is launched.
- The Godfather (part one) is released.
- The last trolleybus in the UK ceases operation.
- The US, USSR and seventy other nations sign a ban on biological weapon development.
- The Lockheed Tri-Star enters service.
- The Magnavox Odyssey ushers in the age of the video game.
- The Red Army Faction detonates bombs in Berlin.
- Wernher Von Braun retires from NASA.
- The Watergate scandal breaks.
- Fulman Vs. Georgia rules the death penalty unconstitutional in the US until 1976.
- Jane Fonda tours North Vietnam for which she gains the nickname 'Hanoi Jane'.
- The Bureau of Alcohol, Tobacco and Firearms becomes separate from the IRS.
- Bloody Friday, twenty-two bombs are set off by the IRA across Belfast.
- George Carlin is arrested for obscenity.
- British troops bring an end to Free Derry.
- Idi Amin expels Asians in Uganda with British passports.
- A huge solar flare knocks out cable lines in the US.
- The last US ground troops are withdrawn from Vietnam.
- The Summer Olympics are held in Munich.

Villains

- Eleven Israeli Athletes are murdered at the Olympics by Arab terrorists.
- Norway rejects membership of the EEC.
- The first female FBI agents are hired.
- Recombinant DNA is cracked, opening up genetic modification as a theoretical and practical possibility.
- Nixon wins a second term.
- The leader of the Provisional IRA is arrested in Dublin following an interview.
- Atari releases 'Pong'.
- The Cod War takes place between Britain and Iceland.
- Apollo 17, the last manned Moon mission, takes place.
- Australia brings in equal pay for women.
- The Swedish Prime Minister calls US bombings in Vietnam as bad as Nazi massacres and the US breaks off relations in retaliation.
- Martin Bormann's remains are identified.
- The US bans the use of DDT in light of evidence of its ill effects.

1973

- The first episode of *Last of the Summer Wine*, the longest running comedy in British history, airs.
- Elvis' concert in Hawaii is telecast worldwide gaining more viewers than the moon landing.
- The US suspends offensive actions in Vietnam.
- The US supreme court overturns state bans on abortion in *Roe Vs. Wade*.
- George Foreman becomes heavyweight champion.
- The first American prisoners of war are released from Vietnam.
- The American Indian Movement occupies Wounded Knee.
- *Gravity's Rainbow* is published.
- Northern Ireland votes to remain part of the union, many nationalists boycott the vote.
- Queen Elizabeth opens the modern London Bridge.
- Pink Floyd's *Dark Side of the Moon* is released.
- The first cellphone call is made in New York.
- The World Trade Centre opens.
- Pioneer 11 is launched.

Villains

- Israeli commandos raid Beirut and kill several members of the PLO.
- The House of Commons in the UK votes against the restoration of capital punishment.
- The Watergate scandal forces the resignation of several top White House aides.
- Over one and a half-million people go on strike in the UK in protest against the government's anti-inflation policy,
- The Sears Tower is completed and becomes the world's tallest building.
- Secretariat wins The Kentucky Derby.
- Skylab, the first US space station, is launched.
- Televised hearings over Watergate begin.
- 'Deep Throat' retires from the FBI. (The film was released the previous year).
- The Drug Enforcement Agency is founded.
- The film American Graffiti is released.
- US bombing of Cambodia comes to an end.
- A US backed coup in Chile places Pinochet as dictator.
- Henry Kissinger becomes US Secretary of State.
- Agnew resigns as Vice President over income tax evasion.
- Calls for Nixon's impeachment rise as he tries to fire the investigator of the Watergate scandal.
- Mariner 10, the first craft to reach Mercury, is launched.
- Nixon utters the immortal phrase "I am not a crook."
- Gerald Ford is confirmed as the new Vice President of the US.
- Pioneer 10 sends back images of Jupiter.
- The American Psychiatric Association removes homosexuality from its definition as a mental illness.
- In the UK, strike action and coal shortages lead to the bringing in of the 'three day week' to conserve power.

1974

- After a record eighty-four days in orbit the Skylab crew returns to Earth.
- Charles de Gaulle airport opens in France.
- Stephen King publishes his first novel (Carrie) under his own name.
- India detonates its first nuclear weapon.

Villains

- Nixon announces his resignation over the Watergate scandal.
- Ceefax starts on the BBC, one of the first public service information systems).
- The Rumble in the Jungle takes place and Mohammed Ali regains the World Heavyweight title.
- The Arecibo telescope beams a SETI message into space.
- In Birmingham in the UK two pubs are bombed and the investigation leads to the wrongful imprisonment of The Birmingham Six.
- The hominid skeleton known as 'Lucy' is discovered.
- The Rocky Horror Show opens on Broadway.
- Bill Gates founds Microsoft.
- The Vietnam War ends as Communist forces take Saigon.
- The Suez Canal opens for the first time since the six-day war.
- An Apollo and a Soyuz capsule dock in orbit.
- Jimmy Hoffa is reported missing.
- The Banqiao damn fails in China, killing over two-hundred-thousand people.
- Viking 1 is launched towards Mars.
- Officers responsible for the 1967 coup in Greece are sentenced to death but this is commuted to life imprisonment.

1975

- The Altair 8800 is released heralding the era of the microcomputer.
- The Volkswagen Golf (Rabbit) is released.
- The Weather Underground bombs the US State Department.
- Margaret Thatcher becomes leader of The Conservative party.
- In response to the Energy Crisis, Daylight Saving Time comes in early in the US.
- Charlie Chaplin is knighted.
- A member of the Manson family tries to assassinate the US president. This is followed quickly by another assassination attempt.
- Ali defeats Frazier at the 'Thrilla in Manilla'.
- Saturday Night Live first airs in the US.
- The Yorkshire Ripper commits his first murder.
- The UN approves a resolution equating zionism with racism.

- The G-6 group of industrialised nations is formed.
- Franco dies and Spain transitions to democracy.
- The IRA is outlawed in the UK.
- Six people, including the famous Carlos The Jackal, kidnap members of OPEC.
- A Maori march in New Zealand takes place to try and reclaim Maori land.
- Some members of the Jehovah's Witnesses - believing the world will end in 1975 - sell up their homes and prepare for heaven on Earth.
- Howard Hughes dies aged seventy.
- The Ramones release their first album.
- Ulrike Meinhoff of the Red Army Faction commits suicide in prison.
- UK and Iceland end the Cod War.
- Denis Healy secures a five billion dollar loan for Britain from the IMF.
- The G-6 becomes the G-7.
- North and South Vietnam unite.
- The US re-legalises the death penalty.
- A great heatwave strikes the UK.
- The US celebrates its bicentennial.
- Jimmy Carter is nominated for US president.

1976

- The Cray-1 Supercomputer comes into service.
- The first commercial Concorde flight takes off.
- The US vetoes a UN call for a separate Palestinian state.
- Twelve IRA bombs explode in London.
- Northern Ireland is placed under direct British rule.
- Harold Wilson resigns as Prime Minister.
- Apple is founded.
- James Callaghan becomes Prime Minister.
- Viking 1 successfully lands on Mars.
- NASA releases the famous 'face on Mars' picture.
- The Great Clock of Westminster (known as Big Ben) ceases functioning for nine months.
- Viking 2 enters orbit around Mars.
- Viking 2 lands and takes the first close pictures of the surface of Mars.
- Chairman Mao dies.
- The first space shuttle, Enterprise, is rolled out.

Villains

- The 100 Club Punk Festival takes place.
- U2 is formed.
- The Intercity 125 High Speed Train is brought into service in the UK.
- The Chimpanzee is recognised as an endangered species.
- Jimmy Carter wins the US presidential election.
- The Sex Pistols swear up a blue streak on Bill Grundy's TV show.
- Bob Marley and his manager are shot in an assassination attempt.
- Hotel California by The Eagles is released.
- Queen Elizabeth's Silver Jubilee takes place.
- Star Wars opens in cinemas.
- The first Apple II computers go on sale.
- The Supremes disband.
- Wernher Von Braun dies.
- The fake documentary Alternative 3 is broadcast, feeding the rise of the conspiracy theory.
- Elvis performs his last concert.
- Two-hundred-thousand protesters march for gay rights.
- The New York Blackout takes place for 25 hours.

1977

- The Commodore PET personal computer debuts.
- Snow falls in Miami Florida for the only time in its history.
- Jimmy Carter pardons Vietnam draft dodgers.
- Fleetwood Mac's 'Rumours' is released.
- The British SF comic 2000AD is launched.
- Focus on the Family is founded.
- Red Rum wins a record third Grand National.
- The Clash release their debut album.
- Optical fibre is first used.
- US hearings on project MKULTRA are held.
- The Department of Energy is formed in the US.
- David Berkowitz - Son of Sam - is captured.
- The Space Shuttle Enterprise makes its first free flight.
- The 'Wow' signal is received from space.
- Elvis dies.
- Groucho Marx dies.
- Voyager 2 is launched.

1978

- The Copyright Act comes in making huge changes to US copyright law.
- The European Court of Human Rights finds the UK guilty of mistreatment of Northern Irish prisoners.
- Blizzards in the US kill nearly 100 people.
- Roman Polanski skips bail and flees to Europe to avoid charges of having sex with an underage girl.
- Serial Killer Ted Bundy is captured.
- The first Computer Bulletin Board goes into operation.
- Larry Flynt is shot and paralysed.
- New Left activists occupy parts of Tokyo Airport.
- The US turns the Panama Canal over to the Panamanian government.
- Mercenaries oust Ali Soilih in the Comoros.
- The Mormon Church admits blacks.
- The comic strip Garfield makes its debut.
- Charon, moon of Pluto is discovered.
- Pope Paul VI dies.
- Pope John Paul I succeeds the papal throne.
- A poison pellet, injected by umbrella, is used to assassinate a Bulgarian defector.
- Pope John Paul 1 dies after only thirty-three days as Pope.
- The Susan B Anthony coin is minted.
- Rioters sack the British Embassy in Tehran.
- California voters defeat a proposed ban on gay teachers.
- The Mayor and City Supervisor of San Francisco are killed by the former supervisor.
- The Times ceases publication until 1979 due to labour disputes.
- Two million people demonstrate against The Shah in Iran.
- Serial killer John Wayne Gacy is arrested.
- Vietnam goes to war with Cambodia.

1979

- The United States and China normalise relations as China begins economic reform.
- Pol Pot is deposed in Cambodia.
- Brenda Ann Spender opens fire on her school in San Diego killing or wounding ten people because 'I don't like Mondays'.

Villains

- Ayatollah Khomeini returns to Iran and creates the Council of the Islamic Revolution.
- The Iranian Army mutinies and joins The Islamic Revolution.
- Khomeini seizes power in Iran.
- China invades Vietnam.
- Mardi Gras in New Orleans is cancelled due to a police strike.
- Voyager 1 passes Jupiter.
- The Compact Disc is demonstrated.
- The Columbia space shuttle, the first fully operational shuttle, is wheeled out and prepared for launch.
- In Britain Jim Callaghan's government loses a vote of no confidence and a general election is forced.
- The Three Mile Island nuclear accident takes place.
- Iran officially becomes an Islamic republic.
- Pinwheel changes its name to Nickelodeon and expands to cable.
- A soviet biowarfare facility accidentally releases anthrax spores.
- Schoolchildren in the Central African Republic are arrested - and a hundred are killed - for protesting school uniforms.
- The Anti-Nazi league and the Special Patrol Group clash in London and a protester is killed.
- Greenland gets home rule.
- The Conservatives under Margaret Thatcher become the government of the UK.
- Pope John Paul II becomes the first Pope to visit a Communist country.
- Carter and Brezhnev sign the SALT II treaty.
- Skylab begins its fall to Earth.
- A Disco Demolition event gets out of control.
- The first British nudist beach is established.
- Lord Mountbatten and several others are assassinated by the Provisional IRA.
- Pioneer 11 passes Saturn.
- Two families flee East Germany by balloon.
- Pope John Paul II visits the US.
- Tens of thousands of people march for gay rights in Washington DC.

Villains

- Five members of the Communist Workers Party are shot dead by members of the far right at a rally.
- A massive false alarm takes place at NORAD, thinking that the Russians are launching a nuclear strike.
- Star Trek the Motion Picture is shown.
- Smallpox is certified as having been eradicated.
- The USSR invades Afghanistan.

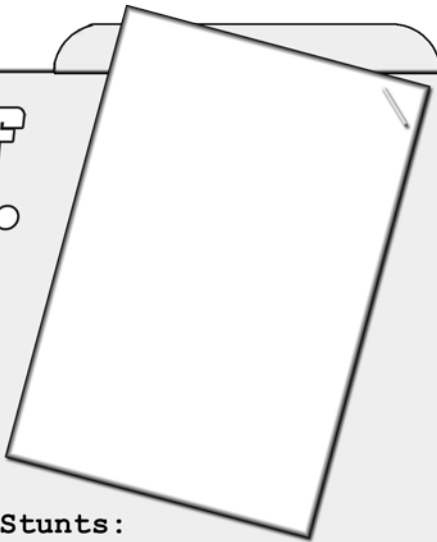




Chapter 12:
Handouts



AGENTS OF S.W.I.N.G.



Name :

Concept:

Section:

Aspects:

Section:

Past:

Cover:

Stunts :

Skills:

+8: Out of sight: _____

+7: Far out: _____

+6: Fab: _____

+5: Groovy: _____

+4: Neat: _____

+3: Solid: _____

+2: Hip: _____

+1: Cool: _____

Gear:

FATE: 000000000 Refresh:

Physical: 000000000

Composure: 000000000

Social: 000000000

Minor: 000

Major: 000

Severe: 000

Extreme: 000



Character Checklist

1. Come up with a concept for your character.
2. Come up with a suitable name for your character.
3. Select your aspects, one for your section, one for your past, one for your cover identity and five free choices to round out your character.
4. Select twenty points of skills.
5. Select four stunts.
6. Finish off any details such as equipment carried by your character, their appearance, their clothing, vehicles and any other points you want to specify for the character.

Sections

1. **Command:** Strategy, command and control.
2. **Administration:** Research, reports and analysis.
3. **Quartermaster:** Research and development, weapons creation, special equipment
4. **Finance:** Accounting, budgeting, money-raising and investment.
5. **Crime:** International criminal and terrorism investigation and punishment.
6. **Information:** Intelligence gathering and deep analysis.
7. **Deadly Force:** Combat troops, assassins and specialists.
8. **Uncanny Affairs:** Psionics, magic, ghosts and other strangeness.
9. **Specialists:** Eclectic special skills, scientific knowledge and other capabilities
10. **Acquisitions:** Procurement, recruitment, artefact recovery and storage.
11. **Internal Affairs:** Internal investigation and loyalty tests.
12. **Espionage:** Deep cover agents within other organisations and groups.
13. **?:** There is no section 13.

Skills

Academics
Alertness
Art
Artillery
Athletics
Burglary
Contacts
Deceit
Drive
Empathy
Endurance
Engineering
Fists
Gambling
Guns
Intimidation
Investigation
Leadership
Might
Mysteries
Pilot
Rapport
Resolve
Resources
Science
Sleight-of-Hand
Social Standing
Stealth
Survival
Weaponry

Stress Track

Physical Stress 5 + Endurance Bonus
Composure Stress 5 + Resolve Bonus
Social Stress 5 + Social Standing Bonus

Consequences

- A minor consequence takes the place of two stress.
- A major consequence takes the place of four stress.
- A severe consequence takes the place of six stress.
- An extreme consequence takes the place of eight stress.

FATE & Refresh

10 - Stunts

Stress

Skill	Stress Bonus
Cool to Hip	+1
Solid to Neat	+2
Groovy to Fab	+3
Far out to Out of Sight	+4
Each additional +2	+Another one.

Stunts

Acrobat.	Do You Know Who I am?	Linguist.	Respect.
Additional	Doctor.	Lip Reading.	Ricochet.
Gadgets.	Double or Nothing.	Lock Master.	Right Place,
Alarm	Enhanced Sense.	Long Shot.	Right Time.
Sensibilities.	Equestrian.	Long Term	Riposte.
Alien Secrets.	Eye for Detail.	Investment.	Safe Fall.
All the World's a Stage.	Face the Pain.	Luck.	Scene of the Crime.
Aplomb.	Fast.	Made of Steel.	SCIENCE!
Architect of Death.	Feel the Burn.	Marathon	Scientific Genius.
Army of One.	Five Minute Friends.	Training.	Scientific Invention.
Astral Travel.	Flawless Navigation.	Martial Arts.	Shadowed Strike.
Aura of Fear.	Flawless Parry.	Master of Disguise.	Shaken not Stirred.
Best Foot Forward.	Fly by Instruments.	Master of Shadows.	Shot on the Run.
Big Heist.	Flying Ace.	Medic.	Signature Strike.
Blather.	Focussed Senses.	Mental Blueprint.	Sixth Sense.
Blow for Blow.	Forensic Medicine.	Mesmerist.	Sceptic's Ear.
Body Armour.	Funding.	Mighty Leap.	Slippery.
Body Toss.	Furious Blows.	Mimicry.	Smooth Over.
Born Leader.	Gambling Buddy.	Minions.	Smooth Recovery.
Bounce Back.	Grease Monkey.	Mister Fix-it.	Snap Shot.
Brawler.	Grease the Wheels.	More Power!	Stage Presence
Bump and Grab.	Gun-Crazy.	Mystic Artefact.	Stay on Target.
Cantrips.	Hammerlock.	Mystic Fortune Teller.	Subtle Menace.
Catch.	Headquarters.	Mystic Sight.	Sucker Punch.
Clever Disguise.	Heart's Secret.	Network of Contacts.	Super Speed.
Clever Façade.	Hell Bent.	Never Bluff a Bluffer.	Super Strength
Cold Read.	Herculean Strength.	Now I'm Mad.	Super Toughness.
Commissions.	Hide in Plain Sight.	Old School Tie.	Surgeon.
Computer Specialist.	Hit them Where it Hurts.	One Shot Left.	Swinger.
Con Man.	Honest Lie.	Peek Inside.	Take it All In.
Contact.	Human Spider.	Personal Conspiracy.	Takes one to Know one.
Contortionist.	Hush.	Personal Gadget.	Thump of Restoration.
Cool Customer.	I Know a Guy who Knows a Guy.	Photographic Memory.	Tireless.
Cool Hand.	I'm On Top of It.	Piledriver.	Track the Soul.
Creature Companion.	Infuriate.	Promise of Pain.	Tracker.
Criminal Mind.	Inner Strength.	Prototype Vehicle.	Trick Shot.
Crippling Blow.	Insider.	Psychic Clairvoyance.	Turn on a Dime.
Custom Firearm.	Instant Functionary.	Psychic Heat Control.	Two Gun Fury.
Custom Vehicle.	Judo Chop.	Psychic Telepathy.	Unapproachable.
Danger Sense.	Jury Rig,	Psychokinesis.	Unbound.
Death from Above.	Ladykiller/Black Widow.	Quick Draw.	Uncanny hunch.
Defensive	Last Leg.	Quick Eye.	Unflappable.
Driving.	Legal Eagle.	Rain of Fire.	Unruffled.
Demolitions.	Lethal Weapon.	Razor Tongue.	Unstoppable.
Demoralising Stance.	Lieutenant.	Ready for Anything.	Unyielding.
Developed Immunities.	Lightfoot.	Reinforcements.	Vanish.
Dirty Fighter.	Lightning Hands.	Resilient Reputation.	Vanishing.
Dizzying			Vehicle Mechanic.
Intellect.			Virtuoso.
			Walk the Walk.
			Walking Library.
			Whatever's to Hand.
			Winnings.
			Wrestler

Skill Points

- One is awarded at the beginning of the session, one at the end.
- Increasing your skills costs a number of points equal to the numerical value of the new level.
- A skill point can also be used to change or develop one aspect into another.
- A new Aspect can be added - up to a maximum of Refresh plus Stunts for a cost of five skill points.
- A new Stunt can be added, which reduces the character's Refresh by one, at a cost of ten skill points.
- The character's Refresh can be increased by one at a cost of five skill points.

Doing Things

Roll the appropriate skill against a difficulty set against The Ladder or against the roll of someone or something opposing you.

Conflicts

- **Frame the Scene:** Describe it.
- **Establish Initiative:** Alertness/Empathy/Academics, players go first on ties, decide amongst themselves if tied.
- **Take Action:** Use a skill, Attack, Manoeuvre, Full Defence, Defending, Moving, Combining Skills, Defer Action.
- **Resolve Action:** Determine what happened.
- **Conclude or Continue the Conflict:** End it, or cycle around again.

Excess Success

- If you get more shifts than you need you can...
- Do additional damage.
- Gain an aspect/do the task better.
- Each number over the target lets you speed up your task, moving it down the time scale - within reason.
- If you get enough success to defeat an enemy or complete your action and still have more success left over than you need, you can perform another simple action for free.

The Ladder

+8: Out of sight
+7: Far out
+6: Fab
+5: Groovy
+4: Neat
+3: Solid
+2: Hip
+1: Cool
+0: Yawn
-1: Bent
-2: Crummy
-3: Bummer

SWING Dice

SWING dice are gained when a difficulty is beaten by 3 or more and they can be 'spent' to substitute for either other rolled dice.

Road Modifiers

Urban/Woodland	-1
Forest/Hills	-2
Swamp/Jungle/Mountains	-3
Motorway	+1

Shifts

Description

+5	Amazing Success: You've done well, so well you may even gain a temporary positive aspect - SWING dice.
+3	Significant Success: Noticably well done, pulled off with style and aplomb - SWING dice.
+1	Notable Success: You pull off the task solidly and effectively.
0	Minimal Success: You succeed, but only just.
-1	Failure: You mess up, but only just.
-3	Significant Failure: You don't just fail, you fail noticably.
-5	Disaster: Total failure. You screw up badly and may even gain a temporary negative aspect.

FATE Points

You can use FATE points in a number of ways...

- **Activating an Aspect:** +2 to your effort or re-roll all the dice that you've rolled on the task.
- **Story Effects:** You can spend a point to make a dramatic declaration.
- **Activating Someone Else's Aspect:** You can activate someone else's aspect - or one attached to the scene, location or anything else - to gain advantage for yourself, this has the same effect as activating one of your own.
- **Activating Negative Aspects:** To regain Fate points you need to activate your aspects in a negative way.
- **Bonus:** Whether you have an appropriate aspect or not, to add +1.
- **Power a Stunt:** Many stunts require a FATE point to be spent to take effect.
-
- **FATE points are refreshed** after a long rest or between sessions.
- **A FATE point is gained** when an aspect is activated in a negative fashion.
- **A FATE point is gained** when you create an aspect in a scene or upon an enemy.

Companion Bonus

- 2-3 Minions get a +1 bonus.
- 4-6 Minions get a +2 bonus.
- 7-9 Minions get a +3 bonus.
- 10+ Minions get a +4 bonus.

Time Table

Instant
A few moments
Half a minute
A minute
A few minutes
A quarter of an hour
Half an hour
An hour
A few hours
An afternoon
A day
A few days
A week
A few weeks
A month
A few months
A season
Half a year
A year
A few years
A decade
A lifetime

Breaking Things

Yawn: Paper or normal glass.

Cool: Flimsy wood.

Hip: Cheap wood, bamboo, plastic.

Solid: Wooden board, interior door.

Neat: Strong wood, hardwood board, exterior door, toughened glass.

Groovy: Reinforced wood, heavy door.

Fab: Security door.

Far Out: Prison bars.

Out of Sight: Bank vault, safe, airlock.

Lifting Things

Might/Power	Weight Lbs/Kilos
Each +1	+100/45
+8: Out of sight	600/270
+7: Far out	500/225
+6: Fab	450/205
+5: Groovy	400/180
+4: Neat	350/160
+3: Solid	300/135
+2: Hip	250/115
+1: Cool	200/90
+0: Yawn	150/70
-1: Bent	100/45
-2: Crummy	50/20
-3: Bummer	10/5

Consequences

- A minor consequence takes the place of two stress.
- A major consequence takes the place of four stress.
- A severe consequence takes the place of six stress.
- An extreme consequence takes the place of eight stress.

Healing

Stress heals at one point per day. Consequences heal at the following rate:

- Minor: One day.
- Major: A few days.
- Severe: A week.
- Extreme: A few weeks.

Security

- Complexity - The difficulty of getting through it without the necessary note or key or of avoiding the alarm triggers.
- Skill - The skill or skills necessary to bypass it.

Chase Scenes

- The target being chased makes a speed roll and increases the distance by an amount equal to their shifts. The difficulty for driving on a normal, flat road is zero.
- The target being chased may choose to make a manoeuvre. They describe what they're doing to Control who sets a difficulty and decides on the consequences of failure. If they succeed then they make things more difficult for their pursuer.
- The pursuer makes a speed roll and decreases the distance by an amount equal to their shifts.
- If the target being chased made a manoeuvre successfully, the pursuer must make the same roll, otherwise they fall back one distance, in addition to any other effects. This may take them completely out of the pursuit.
- If the pursuer so chooses they can make their own manoeuvre which, if successful, allows them to decrease the distance by one.
- Once both sides have had a turn, compare the distance. If the distance score is eight or more, the target has gotten away.

Autofire Single Target

Deplete magazine.

- -2 to hit.
- +4 Stress.

Autofire Spray

Deplete magazine.

- Designate area/zone.
- -2 chance to hit on anyone moving through the area.

Burst Fire

- -1 to hit.
- +2 Stress.
- Single target only.

Knock Out Blow

- Maximum one damage.
- Endurance roll against 'damage' or be knocked out.
- FATE point negates effect.

Poisons

- Potency is how hard the effect is to resist with an Endurance roll.
- Subtlety is how hard they poison is to detect using Alertness, Investigation, Science or other methods.
- Effect is what the poison does.

Diseases

- Potency is how hard the disease is to resist with an Endurance roll.
- Symptoms are how hard the disease is to detect with Alertness, Science or other rolls.
- Effect is what effect the disease has. Effect also describes how the disease is spread.

Fire

Intensity

0 - Patchy fire that can be avoided. 1 physical damage if bad rolls cause you to come into contact with it.

1 - Fire surrounds you with waves of heat, nowhere is completely safe. 1 stress per turn.

2 - Everything is on fire and the flames threaten to engulf you. 2 stress per turn.

3 - An inferno. There's nowhere to run. You are on fire. 3 stress per turn.

Electricity

Intensity

1 - Powerful battery, a painful shock but unlikely to be much more. 1 stress.

2 - Domestic mains supply. 2 stress.

3 - Industrial supply. 3 stress.

4 - Lightning bolt. 4 stress.

Standard Issue

- A handgun of their choice.
- An 'average' motor vehicle (car or motorbike) of their choice.
- A 'safe house' flat or house in Britain, of average quality.
- Three different sets of identification documents, including passports.
- SWING ID badge.
- Secure radio, non-portable.
- Accurate watch.
- Discretionary allowance (expenses).

Falling

Distance Fallen	Stress/Difficulty	Consequence
10 ft	1	None
20 ft	2	Minor
30 ft	3	Minor
40 ft	4	Minor
50 ft	5	Moderate
60 ft	6	Moderate
70 ft	7	Moderate
80 ft	8	Severe
90 ft	9	Severe
100 ft	10	Extreme

Weapons

Bonus adds extra stress to damage.

Assault Rifle: Bonus +3, Cost: Neat, Special: autofire.

Club: Bonus +1, Cost: Cool.

Cosh: Bonus +1, Cost: Hip, Special: Aspect 'Knock out'.

Dart Gun: Bonus +0, Cost: Neat, Special: 'Neat' difficulty knock-out toxin, or custom poisons or other drugs.

Fists: Bonus +0, Cost: N/A.

Holdout Pistol: Bonus +1, Cost: Solid.

Hand Gun: Bonus +2, Cost: Solid.

Heavy Hand Gun: Bonus +2, Cost: Neat, Special: Aspect - 'Powerful'.

Heavy Machinegun: Bonus +5, Cost: Fab, Special: Capable of autofire.

Knife: Bonus +1, Cost: Yawn.

Rifle: Bonus +3, Cost: Solid.

Rocket Launcher: Bonus +5, Cost: Far out, Special: Explosive radius.

Shotgun: Bonus +2, Cost: Solid, Special: Aspect - 'Spread shot'.

Sniper rifle: Bonus +4, Cost: Groovy.

Submachinegun: Bonus +3, Cost: Neat, Special: Capable of autofire.

Sword: Bonus +2, Cost: Hip.

Grenades & Explosives

Explosive Grenade: Bonus: +6, Cost: Fab, Special: Area explosion.

Gas Grenade: Bonus: N/A, Cost: Fab, Special: +6 (Fab) gas effect (poison or knock-out).

Improvised Explosive: Bonus +4, Cost: Solid, Special: Area explosion.

Mining Explosives: Bonus: +6, Cost: Neat, Special: Area explosion.

Plastique Block: Bonus +8, Cost: Out of Sight, Special: Area explosion.

Smoke Grenade: Bonus: N/A, Cost: Solid, Special: Fills an area with smoke creating the temporary aspect 'Blinded by smoke' throughout that area.

Stun Grenade: Bonus: N/A, Cost: Solid, Special: Makes a +6 (Fab) attack on everyone in the area, stunning them for a turn and making them unable to act.

Armour

Bonus takes away from incoming damage.

Light Armour: Bonus: -1, Cost: Neat, Special: Does not protect against projectile weapons.

Medium Armour: Bonus: -2, Cost: Groovy, Special: Does not protect against bullets. Can take 1 minor consequence.
Negative Aspects: Heavy.

Heavy Armour: Bonus: -3, Cost: Fab, Special: Only provides -1 protection against bullets. Can take 1 minor and 1 major consequence. Negative Aspects: Heavy, Noisy.

Military Armour: Bonus: -2, Cost, Groovy: Special: Protects against all attacks, can take 1 minor consequence.

Special Weapons

Bolas: Bonus: +0 Cost: Solid, Special: Bolas do physical stress damage and the effort also determines the difficulty to avoid being tripped.

Crossbow: Bonus: +2, Cost: Neat, Special: Aspect - 'Slow'. Armour piercing, crossbows ignore one point of armour protection.

Cutting Watch: Bonus: +0, Cost: Fab, Special: The watch can be used as a weapon or to provide a +2 bonus to escape from bonds and ties.

Flamethrower: Bonus +3, Cost: Far out, Special: Anyone hit with the flamethrower gains the aspect 'on fire' and takes one extra physical stress per turn until the flames are put out. The flamethrower can attack as though it has autofire.

Flaregun: Bonus +1, Cost: Neat, Special: A flaregun can be used to signal or to give a scene the 'illuminated' aspect.

Grapple Gun: Bonus +1, Cost: Groovy, Special: Grapple guns can be used as a - poor - weapon or to provide a +2 bonus to climb, provided the grapple can shoot high enough.

Garotte: Bonus -1, Cost: Hip, Special: A garotte gains an additional +1 bonus each turn that it successfully attacks.

Hypno Disc: Bonus +0, Cost: Groovy, Special: Hypno Discs do mental rather than physical stress damage. If they take someone out then that person is transfixed and hypnotised.

Piton Gun: Bonus +1, Cost: Groovy, Special Grapple guns can be used as a - poor - weapon in close combat, or to provide a +1 bonus to climbing on a surface into which pitons may be fired.

Portable Laser: Bonus +2, Cost: Out of Sight, Special: Lasers can be used in space and have the aspect 'accurate'.

Shark Gun: Bonus +2, Cost: Groovy, Special: Shark guns fire an expanding gas pellet which causes another two points of physical stress on the turn following the one the target is hit.

Sonic: Bonus +0, Cost: Far Out, Special: Sonic weapons that cause at least one physical stress give the target the aspect 'deafened'. They can also be used without a roll to shatter glass.

Speargun: Bonus +1, Cost: Solid, Special: Spearguns can be used underwater and have the aspect 'slow'.

Stun Gun: Bonus +0, Cost: Groovy, Special: The attack roll determines the difficulty of a roll not to be rendered stunned and helpless.

Weapon Advances

Accurate
Acidic
Explosive
Gyrojet
Hidden
Miniaturised
Poisoned
Powerful
Secure
Signature
Working

Device Advances

Bulletproof
Hidden
Miniaturised
Secure
Self-Destruct
Signature
Waterproof
Well-Made
Working

Devices

Aqualung Cost: Neat
Attaché Case Cost: Hip.
Bug Cost: Groovy
Bug Detector Cost: Neat
Camera Cost: Solid
Camouflage Cost: Hip
Disguise Cost: Neat
Geiger Counter Cost: Fab
Homing Beacon Cost: Groovy
Jet-Pack Cost: Far out
Lockpick Cost: Solid
Motion Sensor Cost: Neat
Movie Camera Cost: Neat
Pager Cost: Neat
Parachute Cost: Solid
Phone Cost: Hip
Radar Cost: Fab
Radio Cost: Solid
Safecracker Cost: Neat
Silencer Cost: Solid
Tape Recorder Cost: Hip
Television Cost: Solid
Television Camera Cost: Fab
Voice Changer Cost: Fab
X-Ray device Cost: Fab

Vehicles

Armoured Car: Cost: Groovy (+5) Speed: Hip (+2) Manoeuvre: Bent (-1) Armour: 4 Physical Stress: 7 System Stress: 5 Consequences: Major/Severe/Severe

Autogyro: Cost: Neat (+4) Speed: Neat (+4) Manoeuvre: Cool (+1) Armour: 0 Physical Stress: 3, System Stress: 5 Consequences: Minor/Minor/Minor

Bus: Cost: Neat (+4) Speed: Cool +1 Manoeuvre: Bent (-1) Armour: 2 Physical Stress: 7 System Stress: 5 Consequences: Major/Major/Severe.

Family Car: Cost: Solid (+3) Speed: Hip (+2) Manoeuvre: Yawn (+0) Armour: 1 Physical Stress: 5 System Stress: 5 Consequences: Minor/Major/Severe.

Four by Four: Cost: Groovy (+5) Speed: Hip (+2) Manoeuvre: Yawn (+0) Armour: 2 Physical Stress: 6 System Stress: 6 Consequences: Major/Major/Severe.

Helicopter: Cost: Fab (+6) Speed: Solid (+3) Manoeuvre: Cool (+1) Armour: 1 Physical Stress: 5, System Stress: 5 Consequences: Minor/Major/Severe.

Limo: Cost: Groovy (+5) Speed: Hip (+2) Manoeuvre: Bent (-1) Armour: 2 Physical Stress: 6 System Stress: 5 Consequences: Major/Major/Severe.

Microlight: Cost: Solid (+3) Speed: Solid (+3) Manoeuvre: Cool (+1) Armour: 0 Physical Stress: 3, System Stress: 5 Consequences: Minor/Minor/Minor.

Motorbike: Cost: Hip (+2) Speed: Solid (+3) Manoeuvre: Cool (+1) Armour: 0 Physical Stress: 2 System Stress: 5 Consequences: Minor/Major.

Snowmobile: Cost: Solid (+3) Speed: Hip (+2) Manoeuvre: Yawn (+0) Armour: 0 Physical Stress: 3 System Stress: 5 Consequences: Minor/Minor/Major.

Sports Car: Cost: Groovy (+5) Speed: Solid (+3) Manoeuvre: Cool (+1) Armour: 1 Physical Stress: 4 System Stress: 5 Consequences: Minor/Major/Severe.

Tank: Cost: Fab (+6) Speed: Cool (+1) Manoeuvre: Crummy (-2) Armour: 5 Physical Stress: 8 System Stress: 6 Consequences: Severe/Severe/Extreme.

Truck: Cost: Neat (+4) Speed: Cool (+1) Manoeuvre: Bent (-1) Armour: 2 Physical Stress: 6 System Stress: 5 Consequences: Major/Severe/Extreme.

Defensive Weapon	Effect
Caltrops	Caltrops present a Solid (3) hazard and burst vulnerable tyres doing one physical stress to a vehicle and reducing its manoeuvre and speed by one.
Flares	Reduce the attack rolls of incoming heatseekers by -1.
Mines	Mines present a Solid (3) hazard and explode when hit with the safe effect as an RPG.
Napalm	Napalm presents a Neat (4) hazard and a vehicle that hits it takes 2 physical stress and an additional one each turn thereafter for 1d6 turns.
Oil	Oil presents a Solid (3) hazard and if this is not avoided the vehicle must make a Fab (6) roll or lose control and crash.
Smoke	Rolls to drive, shoot or take other actions that need sight are penalised by -1 within the smoke cloud.

Vehicle Advances

All-Terrain

Amphibious

Armoured

Defensive Weapons

Disguise

Ejector Seat

Goes Faster

Great Steering

Hardened

Offensive Weapons

Remote Control

Secure

Signature

Stealth

Tough

Unstoppable

Traps

Strength describes the strength of the attack that they make or the difficulty to avoid them.

- Stealth describes how difficult the trap is to spot.
- Effect describes what the trap does, usually this is just damage of some sort though it may be modified upwards from the result of the attack by strength.

Companions

- Base of Cool +1 Quality, modified by advances:
- Aspect - Give the companion an aspect.
- Communication - The companion has a means - perhaps a radio watch - of getting in touch with the character.
- Fate - Give the companion a FATE point.
- Independent - The companion can go off and attempt something on their own.
- Keeping Up - The companion is capable of keeping pace with the character, no matter what.
- Quality - Each advance increases the quality of the companion by one.
- Scope - Each advance allows the companion to assist in another arena of conflict (Physical, Social, Mental).
- Skilled - Each advance gives the companion an additional skill at one level less than their basic, starting skill, or Cool (+1), whichever is higher.
- Stunt - Give the companion a stunt.

Scale

Scale	Description	Aspects	Skills
1	Tiny (100 people or less)	1	4
2	Small (A few hundred)	2	8
3	Medium (A few thousand)	3	12
4	Large (tens/hundreds of thousands)	4	16
5	Huge (Million)	5	20
6	Enormous (Millions)	6	24

Scope

Scope	Description
1	Tiny (village, city quarter).
2	Local (Half of a city, rural region).
3	Regional (City, county).
4	National
5	Continental
6	Global

Organisation Skills

Administration
Arms
Assassination
Communication
Control
Diplomacy
Fringe (Specific)
Holdings (Special)
Influence
Information
Loyalty
Reputation
Resources
SCIENCE!
Secrecy
Security
Sway
Technology
Trade

Holding Size

Size	Description
0	Hideout
1	Safe house
2	Warehouse/Mansion
3	Office block
4	Fortress
5	Island/City
6	State/Country

Holdings

Ancient
Fortified
Hidden
Isolated
Ornate
Secure
Size

Organisation Stress

- Organisations have physical stress equal to 5+ (Security or Arms).
- Organisations have composure stress equal to 5 + (Sway or Control).
- Organisations have social stress equal to 5 + Reputation

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