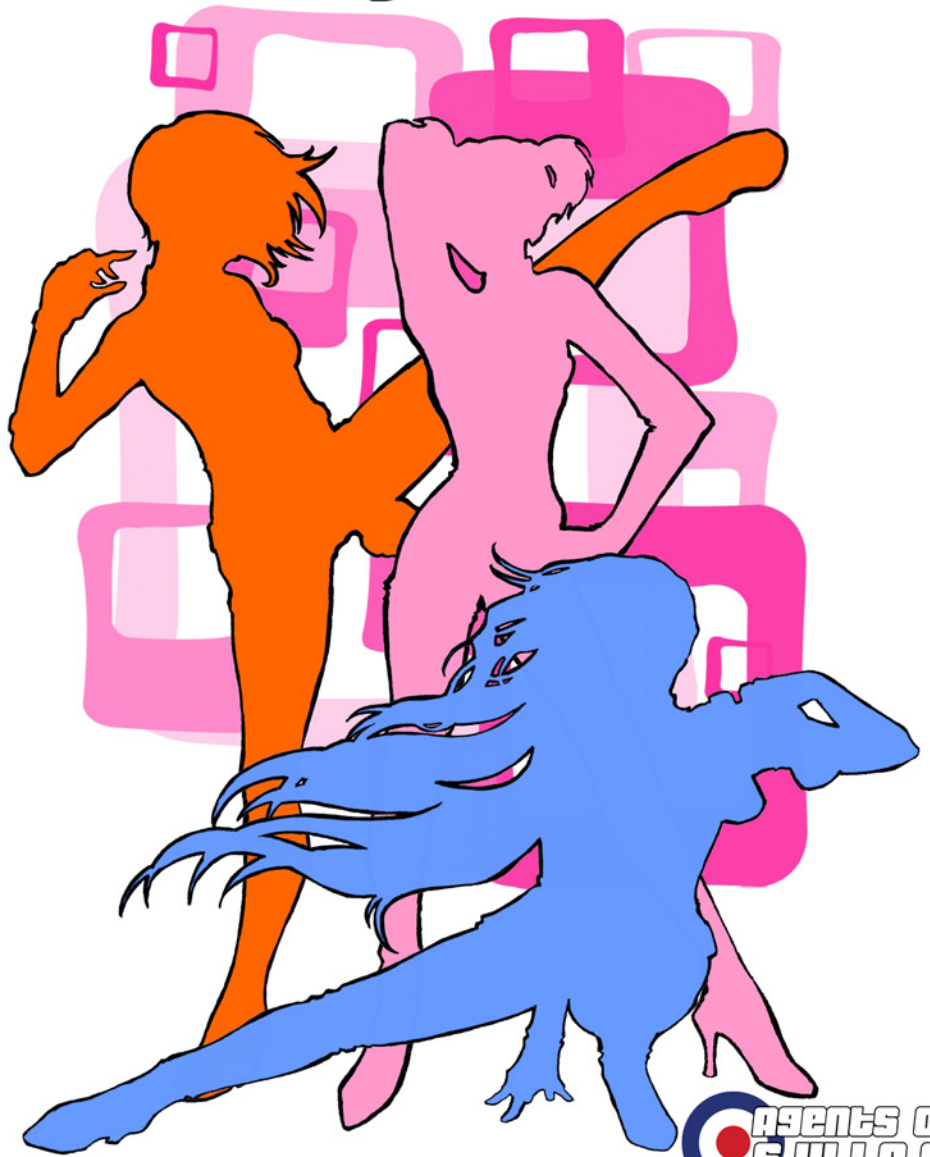


gosh! spies!



Gosh! Spies!

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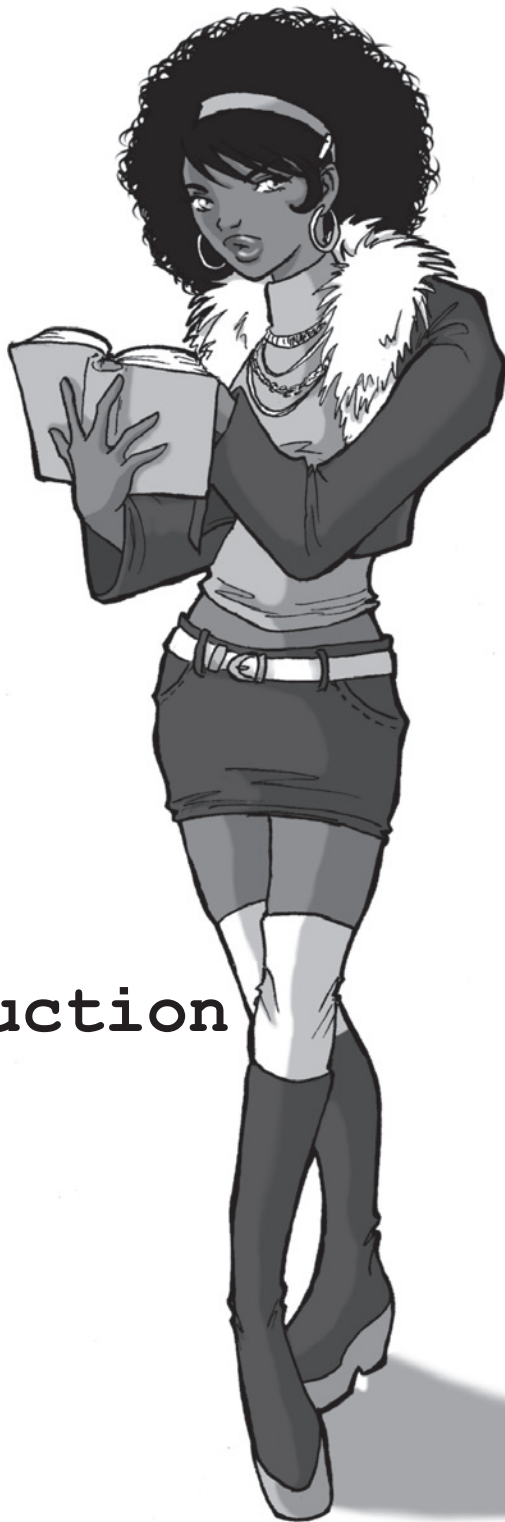
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Introduction

Introduction

Welcome to *Gosh, Spies!*

This is a supplement for our game of 60s and 70s Spy-Fi adventure, *Agents of SWING*. Just as SWING was a mash-up of all the adventure series of that time period, so 'Gosh, Spies!' is a mash-up of all the cartoon series, adventure books and others from that same period.

Imagine if the Teen Angels, the Famous Five and others all existed in the same time and space as special agents and trainees of the SWING organisation. Imagine a world with a Spy School that has classes taught by Doctor Quest and where most of the exam is a practical. Imagine that there are also schools where villainous organisations are training the leaders, henchmen and goons of tomorrow and that these schools are rivals - after all, it's hard to arrest kids...

As well as this, *Gosh, Spies!* Has some advice for running games for kids and for girls especially, given the popularity of this sort of mystery fiction and cartoon with young ladies.

You've also got some advice on how to simplify the rules when playing with kids and new rules for creating kid characters along with specialist stunts that reflect the sub-genre and the particular abilities kids might have.

Whether for older or younger players, you should be able to come up with some enjoyable romps and memorable characters for a series of your very own.

Postmortem Studios

Postmortem Studios is the personal imprint and self-publishing effort of James 'Grim' Desborough. Grim has worked freelance for numerous RPG companies over the last decade or so including Mongoose Publishing, Steve Jackson Games, Wizards of the Coast and Cubicle 7 Entertainment.

Postmortem Studios is an outlet for ideas that are often too gruesome, too controversial, too different or too adult for the larger companies to do.

Introduction

It also acts as a breeding ground for ideas that can later be taken as shown successes to these larger companies.

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TOP SECRET





**Games for
Kids**

Gosh, Games!

Games for Kids

You may or may not use Gosh, Spies! To run games for children but, if you do, there's some particular concerns and considerations you need to keep in mind.

Many of these don't only apply to children but can also apply to 'problem' adults at the game table or people with particular idiosyncrasies, so the advice can be taken a little further or used to help craft games for your own kids, run games at school-based clubs or to welcome kids into gaming at conventions.

You may need to simplify the rules a bit, advice on which is given later, and you will have to tone down some of the themes that turn up in normal games - more for the parent's benefit than the kids, who will swear like troopers. Overall though, I think a stripped down version of FATE could work with kids as young as eight years old, perhaps a little more.

Role-playing is great for kids. It encourages maths skills, vocabulary, socialisation, vocal expression, imagination, paying attention, record keeping and much more; but we don't want to make it sound too educational or they'll run a mile. Keep all that to yourself.

Uri Kurlianchik runs a site called 'D&D kids' which is a little controversial in some circles but, for my money, gives a fairly realistic (warts and all) account of what it can be like to run games for children. You can find it at dndkids.com

Considerations

Gaming with kids has all the normal problems of getting a game together, scheduling, available time and so on but a few things are easier and a few things are more difficult. Kids have a damn sight more spare time than adults do which can make scheduling games easier but there's likely to be less overall time available for a session and its likely to be earlier in the day than adult gamers are used to.

You need to set an example when running a game for kids, you may need to feed ideas until they get the hang of it and kids often have less of an idea of a 'social contract' and you may need to be more authoritarian and less diplomatic than you normally are at the table, though often kids will tell each other if what they're doing is stupid or disrupting the game.

Parents are also a consideration and unless you are the parent in question its best to err on the side of caution when it comes to any remotely grown up themes, violence and even what snacks and drinks to have available at the table. Believe it or not the old 1980s nonsense about RPGs being Satanic or dangerous still does the rounds and some parents may express concerns at this. You might well be able to allay their fears by comparing the risks of hanging out with friends under supervision with those of sitting alone running over Prostitutes in Grand Theft Auto and that should be an end to that.

We're writing much of this assuming that the person running the game is an adult and that the players are kids. Kids, tweens and teens are, of course, perfectly capable of running their own games for each other but when you're fourteen or fifteen a couple of years age gap is a big deal and if your little brother or sister wants to play (and you should let them) you need to keep these things in mind too.

Attention Span

If a kid gets properly fixated on something they can go at it for days and days and days, memorise all the Pokemon, watch the same movie over and over until they can recite the dialogue and so on. Most of the time though you'll be lucky to get younger players to pay attention for a full session of play. You should probably aim your adventures for around two hours or so and plan for there to be some digressions.

Games for Kids

Having two sessions prepared will give you the leeway to carry on if the enthusiasm for the game continues and they get a lot done, or for bringing things to a swift halt if need be. Different kids will lose interest at different speeds, so be flexible and try to shift attention between different players and different characters and build that flexibility into your adventure to keep them interested.

Pushing the Game On

Adult gamers are often more willing to take as long as is needed to solve a puzzle, to try different approaches and different skills to solve a situation. Kids are likely to be less patient and if a solution does not present itself may get bogged down and lose interest - particularly amongst younger kids. If things do slow down it's helpful to have clues or extra events that you can throw in to get things moving again. The simple answer is 'a fight' but almost anything can be used to up the tempo again, reveal a clue and get the group moving onward in the plot.

Dealing with Frustration

Kids often don't like to lose, especially if they're playing 'the hero'. Admittedly this isn't as much of a problem with modern RPGs which are much more hero-oriented and forgiving than the old days, but you're still going to have to deal with them failing from time to time and some kids find that unbearable. You can deal with the problem a number of ways:

- 1. Failure is character building:** Let them fail, let them deal with the consequences. This puts the session, and the game, at risk but if they make it through screwing up a few times then maybe they'll learn something.
- 2. Setbacks:** When they fail it's not sudden doom, but just a setback, they can keep trying but things get more difficult and dramatic.

3. Anticipate failures and work them into the plot: So they get beaten by the baddy's goons and tied up. The game isn't over. That's just what was needed to get the baddy to gloat and reveal his plans, pushing the plot on.

4. Ignore it: Just let them keep trying until they win.

If not, maybe someone else should be running the game! This is problematic for published adventures, which have to be written out a certain way but they should still have enough leeway to go back and forth a little bit.

Think on your feet

The best Control is the Control who can think on their feet and spin an adventure with only the smallest amount of preparation. This is doubly true when running games for kids as they don't so much tend to go off the rails as start off them and get progressively further away from them.

If you make a completely solid plan they're bound to go 'off message' and kids are also more likely to do random, silly things for laughs in the middle of a game. Roll with it, they're having fun, right? That's the point, right? Surely you can steer the game back into vaguely the right direction.



Games for Girls

By Filamena Young

You're staring down the barrel. You're about to run a game for four or five tween and early teen girls. Maybe there are some older girls at the table. Maybe someone's younger sister is watching, so you have to consider her, too.

Don't panic. The likelihood of being eaten alive is low. Young women, young ladies, and girls who game are just like boys who game. Just listen to them. Present ideas and let them make the decisions as to what 'girly' things they want to play with, and what they don't. Giving a young lady the feeling that she's in control is possibly the best thing you can do for her as a game master and as a person.

It's good for you; it's good for your players.

There may be no right way. When I was 14 and playing adventure games around a table, I wanted to be the healer, I had a non-violent character in a 'fight-n-collect-gold' sort of game.

A good friend of mine played with us. She played the most bloodthirsty, amoral, backstabber to grace a gaming table. I wasn't doing it right or wrong compared to her. That's just what she wanted to play and it was very different from me. So keep in mind, that just like young men, young women have a variety of interests and influences when they come to the table. Some might want to play the brilliant girl detective she read about in her favourite young adult mystery novels, and some might want to play a butt-kicking super girl spy from her favourite cartoon.

Give them the choice, encourage them to find their own style, and most of all, reward them for being brave in choosing their own way. Sometimes this can be hard for girls, because many of us are raised to be eager-to-please. You don't have to force a praise-seeker to think outside of her comfort zone, but maybe if she sees other young ladies being rewarded for just that, it will make it easier for her to break out of her shell.

One thing you may see with girls at the table is a desire to role-play through a wide range of emotions. They may want to be scared and excited. They may want to be grossed-out and feel angry. They may want to feel the bonds of friendship testing and proven. They may want to explore the ideas of love and even find safe ways to explore their budding sexuality but don't assume 'feelings and emotion' means 'boys!' because there's far more to a young ladies' thoughts than boys. They may want experience these things though their characters, they may also want to express them. If all your girls are playing stoics who are all business and mystery-solving, there's nothing for you to worry about. If however, the girls at your table want to act, cry a little in character, and shout at one another in their excitement, encourage them! If they're taking it out of character, if they're getting too heated, make sure everyone remembers that it's just a game. This can be an issue with any young players. Not just young ladies.

A special note on crushes, holding hands, and girls: There's no need to machinate those particular storylines. Let the girls at your table seek them out on their own, let it happen organically, and let them explore it as long as everyone feels safe and comfortable and it doesn't distract too much from the story you're telling or make any of the other players feel uncomfortable. Don't be afraid to talk to the kids about how things are going. Don't be afraid to give them choices to help resolve problems.

Cooperation, friendship, and affection, are story elements that attract a lot of young girls, and they are common themes in stories for girls. While boys sometimes lean toward competition, many girls like working as a group. They crave opportunities to be a part of a group or team that works to a common goal; especially if they don't feel pressured to fight with one another for grades, popularity, or 'over boys'.

Games for Kids

Occasionally, girls will like playing lone wolfs or hog the spotlight but even in those cases, encouraging friendship and friends working together toward a common goal tend to be better for everyone. Don't assume that teamwork means homogeneity. Each young lady at your table wants to feel special and unique. Make sure their sheets don't overlap much. This is again a problem with young players, not just girls, but it's worth noting. Make sure that when the solution to your storyline involves a team effort, that each character has a unique job to do.

Sometimes, the young ladies at your table are going to want to express their characters' senses of justice or outrage through violence. Sometimes they're just going to pop that villain in the face with a baseball bat. That's okay, it's as normal as it is with young boys. However, you also want to make sure all of your stories can have non-violent solutions available.

'Beating up the antagonist' should never be your only real solution and indeed, it should probably make the situation more complicated, not better. Especially if it's obvious to the young ladies that they have a choice, but that choice is obviously a dangerous one. Don't give violent resolution the biggest rewards. Prizes should go to those who think and act, not act and punch. Many girls will find more satisfaction in a game that way.

Choice is important. Giving the young ladies at your table the feeling that they always have a choice, and that their choices can and will be rewarded, is especially important. While 'no win', hard choices may be appropriate for older gamers with more experience, if you're introducing gaming to young ladies, start by empowering their choices. Punishing them for making the 'wrong' choice should be treated even-handedly. Instead of ending a plot thread or shorting a story because of a 'wrong' choice, consider the chance to turn that choice into a new part of the adventure.

Show them that you value the sorts of stories they want to tell. Don't dismiss things as too 'girly' or chide them for not being 'girly enough'. Don't let anyone at the table do it either. Instead, celebrate how they come at your plots and the new ways they approach their problems. If they want to explore the old mansion, but they want to talk the open-minded sheriff into going with them 'just in case', let them. If they decide the solution to your mystery may have more to do with the local Girl Scout troop than you intended, run with it and see where it goes. Role-playing is about creative expression, after all, and allowing young girls to explore their creativity is the best way to make them feel comfortable at your table.

There may be no 'right way' to run a game for young women at your table, there is one wrong way, and it's easy to avoid. Something is wrong if not everyone is having fun. As long as people are having fun, young, old, male or female, the point is to have fun, and if you can pull it off, age and gender don't matter. You can do it!



Changing the Rules

FATE isn't a particularly complicated system as written but the exceptions that the stunts represent, the influence of FATE points, tracking stress and other variable statistics can all get a bit much for younger players. You may want to simplify the rules particularly when introducing the game and then add the complications back in as you go along and the players get used to the game. Start simply and introduce one concept at a time into the game, session to session, that way there isn't too much to absorb and there's something new to learn each and every time.

Stunts

Stunts can get pretty complex as they're exceptions and additions to the core, simple rules that run FATE. Thus the simplest thing to do with Stunts if you feel that they're too much for a playing group of younger kids is to simply ignore them. There are some other options available to you as well that may suit kids groups with more intermediary or advanced understanding of the game.

- You can treat Stunts as additional Aspects and have them work the same way as normal Aspects.
- You can treat Stunts as Aspects that don't need to have FATE points spent upon them to activate them.
- You can treat Stunts as Aspects that don't need activating, but which only grant a +1 bonus/

Aspects

Aspects aren't that hard to grasp, they're like 'magic words you can say to be better at something. For younger kids or those with less developed English skills the idea of Aspects, especially in their more complicated sentence form, can be a bit much to start with. Aspects don't need to be complicated. Sure, we might enjoy the ones that are more nuanced or descriptive but they can be something as simple as 'Strong', really, without effecting the game overly much. Give the kids a bit more free rein in choosing their Aspects and let them be a bit simpler or a bit more wide-ranging than you would in a full-on game.

'Awesome' however, should still not be allowed!

The other complication with Aspects is the use of FATE points, which builds an economy into the game meant to marshal resources and stop the over-use of special abilities and Aspects. For kids you can chuck that out the window and let them use their cheesy powers and Aspects freely without concern for FATE points. Why not? You can always bring them in later.

Skills

Skills are the heart of the FATE system and simple enough that they should remain in the game. Some things can't be particularly dumbed down or excised. If you really feel the idea of variable values to skills to be too complicated (maybe you're playing with really young kids) you can just let them pick a handful of things that they're 'good at' and treat them the same way as Aspects or Stunts above, a blanket bonus whenever they can be used.

Stress

Stress is another pretty integral component to FATE but it's made more complex by the idea of 'consequences'. You can

cut these out and treat stress more like 'hit points' by adding on, say, another ten stress and ignoring anything bar physical stress. You can always bring the other stress lines and the idea of consequences in later to bring in the rest of the depth. 'Hit points' or 'Health bar' is something any kid old enough to pick up a Nintendo can grasp.

FATE

FATE points are also pretty integral to the FATE system (hence the name) but you can disregard them, it just means the game will be much easier for the players though that can be a good trade off for teaching English skills (just do not let on that the game can be educational). Taking FATE points out is probably the best way to keep things simple but it does mean you'll also have to excise the ability of the players to make declarations over the game, otherwise things will get a bit out of hand.

When you do bring in the FATE point economy, give the players more FATE points to start with, say double.

Games for Kids

Later, when you introduce the rules for getting FATE points back again you can also introduce the ability to make declarations and encourage the young players to really engage with the game.

SWING Dice

The SWING dice allows some modelling of how a character can 'get on a roll' and hit major success on the back of a previous success. It's fiddly to remember and needs a bit more mathematical thought so the best option to simplify the rules is simply to ignore it until you're ready to bring it in.





**Kid
Characters**

Kid Characters

Kid characters are a bit different to adult characters. You can, if you choose to, make them in exactly the same way as adult characters and just choose appropriate stunts skills and so forth as the kind of kids who might end up working for SWING are likely to be exceptional individuals who can keep up with the adults. You might want to better reflect kids in the game statistics though, in such a case - where you want to emphasise luck, pluck and winning against the odds - you should probably reflect the kid's lack of experience, development and so on.

This has a couple of advantages. Firstly it helps emphasise the themes of kid stories, luck, precociousness and succeeding, surprisingly, against the odds. Secondly, starting with lower capabilities means character development - if you're playing a campaign - allowing the characters to develop more quickly and with direct relation to their experiences in the games, even developing into adult spies as the game progresses!

Creating Kid Characters

If you want to make the more competent kid characters then you should use the standard character creation rules and this is probably for the best when you're playing in a mixed game with adult and younger characters. Otherwise you can use the following rules as a guide for what Aspects, Skills, Stunts and FATE points a character of a particular age should have.

- **Age 19+:** Adults, use standard character creation.
- **Age 14-18:** 6 Aspects, 3 Stunts, 15 Skills, 7 FATE/Refresh.
- **Age 10-13:** 4 Aspects, 2 Stunts, 10 Skills, 8 FATE/Refresh.
- **Age 7-9:** 3 Aspects, 1 Stunt, 5 Skills, 9 FATE/Refresh.

Kid Character Creation Checklist

Come up with a concept for your character.

1. Come up with a suitable name for your character.
2. Select your aspects.
One is called a 'School' aspect and represents your best school subject, or your favourite kid activity. One is called 'Clique' and describes what kind of kid you are. The rest are free and open choices. (These are suggested and aren't used for most of the example characters, but they may make it easier for you).
3. Select your Skills.
4. Select your Stunts.
5. Finish off any other details.

School

Your 'School' Aspect describes your best school subject - which can have surprising applications - or what you enjoy doing best as a kid or teenager.

Examples: *Burns the Bunsen Burner at Both Ends, Head in the Books, Numbers are Fun, Hooked on Phonics, Run Like the Wind, Scraped Knees & Grass Stains.*

Clique

Your Clique describes what sort of kid you are, where you fit into the social structure of the dog-eat-dog world of children's social interactions.

Examples: *It's Always the Quiet Ones, Teacher's Pet, Nerdus Maximus, Honour Student, Class Clown, Smokes Behind the Bike Sheds, Always in Detention.*

What's Good About Being a Kid?

There's no doubt that being a kid has its challenges but there's plenty of good things about being a child as well. Control will have to interpret or allow all of these things but it's worth keeping all of these things in mind when you're playing with children characters.

- Nobody likes to hurt a child. Even the really nasty baddies won't be willing to really hurt or kill a child.
- Children are typically considered to be innocent. If you tell a guard you were just 'exploring' they'll likely believe you.

Kid Characters

- Children are resilient and bounce back easily from psychological and physical harm.
- Children are small and wriggly and can fit through places adults can't.
- Kids are full of beans, full of energy.
- Kids know how to be really irritating and annoying when they want to be.
- Kids have a lot of free time to play, study or tinker. Much more than adults.
- You're naïve and easily manipulated by older people.
- If you're out late or by yourself, people think something is up or wrong.
- 'Shouldn't you be in school?'
- You have little to no access to money and other adult resources, like cars.

Being Weak Can be Fun

You know what? Being a supremely competent super-agent can be dull. Having to actually think about what you're doing and approach problems in different ways can be engaging and fascinating and fun. When you're a kid a physical assault on an adult is likely to only give temporary advantage and your stubby little arms aren't going to be able to punch them if they press a hand against your forehead. Being weak and small creates lots of opportunities for creative and fun role-play, the comedy of failure and the exultation of exceeding people's expectations. How much more humiliating for the villain is it to be defeated by a bunch of children anyway?

What's Bad About Being a Kid?

While there are good things about being a kid it's also undeniable that there's a lot of things that are bad about being a child or a teenager. Again, it is down to Control to keep these factors in mind while you're playing, but it's worth considering the following.

- Nobody takes you seriously.
- People have a hard time believing you about anything serious.
- You're weak compared to adults.
- You don't know as much.

Kid Teams

Cliques and classes are the most obvious ways in which children can end up in a team but there's lots of other ways you can bring a young team together.

- The kids could be the children of adult agents, going along with their adventures and actually being the ones who solve the cases.
- The kids could all be members of the same fantastic family.
- Perhaps the kids are all members of a particular hobby group, scout troupe or similar.
- Maybe the kids are neighbours in some exceptional neighbourhood full of unusual characters.
- SWING likes to start its agents off young and may organise them into teams to learn to work together early.



**Kid
Stunts**



Kid Stunts

Kids have their own raft of special capabilities. Some of these might - with Control's discretion - be used by adults as well, especially if they're childish.

When a child character grows up they will commonly trade in their child-specific stunts for adult ones. Children can take any adult Stunts in addition to this shortlist.

Adult Incompetence

Grown-ups are big, stupid and not half as competent as they think they are, especially when it comes to modern technology like radios and televisions, transistors, computers and so on. Whenever you are being opposed by an adult in a skill that you both share you get a free bonus of +2 as you 'school' them on what the next generation is capable of.

Annoying

Kids have a seemingly bottomless capability to be annoying. For an endless, chanting litany of 'Why?' to the highly irritating 'Not touching, can't get annoyed'. This kid is a master of this innate ability to annoy, honing it to a powerful and devastating level. Whenever trying to aggravate, annoy or distract someone they get a free +1 bonus to their attempt. They can also use any appropriate Aspect, such as 'Whiny, nasal voice' for free when using this Stunt.

Ball of Energy

Kids never run out of energy. They're on the go from the moment they get up until the moment they fall asleep. It's not just a matter of sugar, though that plays a role, it's just the nature of kids to zoom around like Billy Whizz with inexhaustible energy. You may spend a FATE point to shrug off any penalties due to tiredness and to gain the temporary Aspect 'Full of Beans'.

Kid Stunts

Boys will be Boys

Boys can get away with a lot just by giving a cheeky smile and a shrug. People expect boys to get into scrapes, to kick footballs through windows and to pull off pranks on people. If your character is a boy you can spend a FATE point to unquestionably get away with convincing someone that something you were up to was simple, boyish hijinx. It must be something you can legitimately claim to be so or something you can use this as an excuse for, but you'll be believed, 100%.

Calf Eyes

You have big, soulful eyes like something out of a Disney cartoon. When you look up at someone and open those big eyes it can melt even the hardest of hearts. You can spend a FATE point to gain the temporary aspect of 'Awwwww' and you gain a +1 bonus to any social rolls when apologising, convincing or manipulating someone by crying or acting innocent.

Catchphrase

'Groovy', you have a particular catchphrase or saying that you use, repeatedly. This can be annoying, but to you it's inspiring and makes you feel great. This can be as little as a single word or it can be a whole sentence, perhaps relating to other particular Stunts, Skills or 'special powers' that you have. This catchphrase acts as though it were an Aspect, but you can activate it once, for free, per game at an appropriate time.

Childhood

Invulnerability

Kids are resilient little buggers and can bounce back from blows and harm that would fell an adult. While they're likely to cry their eyes out over a scraped knee they can be surprisingly resistant to more harmful wounds. Each of your consequences is worth two more stress than normal.

Crush

The affections of a teen are a fickle thing and a teenager can fall in 'love' at the drop of a hat with just about anyone, no matter appropriate or inappropriate the object of their affection might be. You can spend a FATE point to create a 'Crush' on anyone appropriate present in the game scenario, even another character. You gain the temporary Aspect 'Lurve' and they gain the temporary aspect 'Love Connection'. You get a +1 bonus to any rolls against the object of your crush. You can only have a crush on one person at a time.

Dead Weight

Kids aren't that heavy but, in much the same manner as cats, they are capable of turning the entirety of their body to dead weight, seeming to double or even triple in weight in one instant. As such, when using this tactic, you gain a +2 bonus to resist attempts to move or grapple you.

Early Bloomer

As a teenager you've grown up a bit faster than your peers and as such can pass for an age 2-4 years older than you really are. This can get you into more trouble but it also makes a lot of things easier for you and opens up a lot of possibilities. Not only for buying cigarettes and alcohol! You gain a +2 free bonus when trying to get away with convincing others that you're more adult than you are.

Four Eyes

Lots of people wear glasses and it's essentially meaningless, all it means is they can see - hurrah for them. When you're a kid though, glasses can be an integral part of your identity and you might get called 'four eyes' or other, similar mean terms. Treat a kid that way and they'll start to think that way after a while. When you spend a FATE point on something 'nerdy' you double the bonus that FATE point provides (+2 without an Aspect, +4 with).

Kid Stunts

Funny Thing

You're hilarious, for one reason or another. This doesn't mean that you're a skilled comedian, just that you can do something that cracks other kids up and even raises a guilty giggle from adults. Maybe your nose produces extraordinary boogers, maybe you can trump at will, perhaps your fat little body is able to produce a particularly transfixing truffle shuffle. You should decide what your comedic turn is when you take this stunt. When you spend a FATE point and make a performance anyone who can see it gains the temporary Aspect 'Grossed out' or 'Helpless with laughter'.

Get a Clue

Kid investigators are the luckiest devils alive. Clues practically walk up and present themselves as though on command. By spending a FATE point you can automatically find a 'clue', whether it's a patch of glow-in-the-dark paint, a torn scrap of cloth or a footprint it will turn out to be key in breaking the case. If Control is using the plot stress rules from the main book in their plots, it can fill in one of those boxes.

Getting Caught

Kids get caught, rather than killed or knocked unconscious. They get grabbed by the scruff of the neck, picked up off the floor and shut in pantries, garages or other, similar places. When you take a wound that would 'take you out' you can spend a FATE point to retract the last wound that you took and to, instead, be captured. You cannot participate in the rest of the confrontation but should your side lose you will, at least, be alive and awake even if you are tied to a chair.

Gibberish

Kids don't exactly speak in code, but they do have a language all of their own. The slang of kids changes rapidly and adults can find it very hard to understand. You can convey what you mean to another kid or teenager without any chance of the adults around you understanding what the hell you're on about. You dig?

HELP!

People are great at ignoring someone in need of help. That gets a lot more difficult for them to do when the one screaming for help is a child or a teenager. People are genetically hardwired to help the young, it seems, it's an appeal that cuts deep into the monkey brain. Your character is particularly adept at screaming for help and, provided they can holler at the top of their lungs (and spend a FATE point) someone will try and come to their rescue, though they may not be successful.

Listen In

People say things around kids. The presumption is that kids are stupid or naïve, too stupid or naïve to process what the big bad grown ups are saying. This is far from the case and while some villains have gotten wise to kids there's still a tendency to fall back on old behaviour and to forget that even kids can be dangerous. By spending a FATE point you can make a villain, henchman or goons 'spill the beans' in an important way, as though you were not there.

Little Angel

You're sweet and innocent (looking) and couldn't be possibly blamed for a damn thing! You get a +2 bonus to convince people that you didn't do something and are as pure as the driven snow. If you spend a FATE point you could be standing over a body wielding a bloody knife and you'll still be able to get away with claiming you didn't do it.

Loyal Pet

You have a loyal animal companion who looks out for you and tags along after you wherever you go. This is typically a dog, but it can be any kind of animal at all. This pet is loyal, steadfast and capable with three Aspects, one Stunt, one FATE point and five Skills. You can take this Stunt multiple times, each extra time adds one Aspect, one Stunt, one FATE point and one Skill point.

Kid Stunts

Pocket's Full of Trouble

You're a menace, a terror, a bad seed. You're always ready to cause trouble and your pockets are full of the means to make mischief. By spending a FATE point you can access any of the following, no matter how heavily you've been searched.

- Stink bombs.
- Slingshot
- Glue
- Boot black
- Itching powder
- Whoopee cushion
- Sneezing powder.

Precocious

Kids can surprise you with their depth of knowledge. True, this is usually about dinosaurs or The Monkees but then SWING agents are not typical kids in any way, shape or form. After someone else has made a roll, this character can spend a FATE point to 'trump' that roll two higher, provided that they have the same skill. This can convert a failure into a success or make a success even greater than it otherwise was. The kids of scientists or detectives are particularly annoying in this regard.

Secret Club

The characters with this Stunt are members of the same little club (no more than ten members), such as, say '*The Serendipitous Six*' and share a special, communal pool of FATE points that any of them can tap into. In this way, the little group becomes greater than the sum of its parts. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund - though this only lasts for the duration of the session. The group fund refreshes at the start of every new session.

Swot

You have a child's brain for facts, the ones that you're interested in. You're a swot, a teacher's pet and fortunately and unfortunately for you the things you're interested in tend to be school subjects. When it comes to history, mathematics, science, memorised facts, you're the boss. You gain a +1 bonus to remember specific facts and references when it relates to a school subject or can spend a FATE point to remember an important fact relating to a place, time or other article of knowledge.

Tantrum

You can turn into a screaming, crying ball of hair, nails and teeth. This isn't a particularly effective method of fighting but it does make you very hard to deal with. Once per confrontation you can fly into a frenzy and make tantrum attacks. You gain the temporary Aspect 'Screaming fit' and treat any 'Fists' rolls as being two higher than it actually is, though you do damage at the amount you rolled before the bonus.

Wiggly

You're small, wrigglesome and - seemingly - boneless. You're very hard to catch and to keep hold of. You gain a +2 bonus to escape from bonds wriggle through small gaps and escape from grapples and holds. You might as well be a greased piglet for all the chance anyone's got to grab a hold of you.





**Saturday
Morning**

Saturday

Morning

Just as Spy-Fi drama and adventure serials have their own conventions and rules that you should pay a nod to when running Agents of SWING normally, so it is also true that children's dramas and Saturday morning cartoons have their own rules and conventions. You can have fun confounding these expectations of course, but if you work hard to establish the feel and fun of these serials there's all the more fun to be had playing up to those expectations and stereotypes.

Adults

Grown-Ups exist for a very few and limited reasons that compliment the child adventurers.

- To be the bad guys.
- To provide transport to the kids.
- To forbid the kids to do something, so they know that's exactly what they have to do.
- To turn up in the nick of time to rescue the kids if they get in too deep.
- To transport the kids to the location of plot.

- To not believe the kids when they tell them what's going on, only to admit the kids were right and then forget all about it by the next scenario.

That's just the villains, parents and hangers-on. All other adults are simply there as background material or to provide exposition. Kids exist in their own, parallel world, underneath and woven through the world of adults. Grown-ups will tend to ignore them until they do something dangerous, stupid or annoying.

Baddies Won't Hurt You

The camper end of Spy-Fi and kids adventure serials also share another stereotype, the 'hero in peril'. When a villain beats you, or at least thinks he has, he *unaccountably* doesn't put a bullet through the back of your head, execution style, but rather strut up and down telling the heroes all their plan and then place them in an implausible death trap.

Saturday

In kids shows this is a little different. Rather than necessarily being placed in death traps, kids tend to be locked up (under guard) or placed in peril, rather than a death trap. Peril is much the same as a death trap, but it isn't quite so deliberate or sinister. Rather the villain hasn't necessarily thought things through and the kids are placed at risk because of it.

Perhaps they're in a cell in the volcano base when their previous sabotage makes it erupt, or they're at risk of drowning when the submarine begins to flood. Whatever the case, escaping tends to be down to their cunning, intelligence or small size, rather than their ability to escape from their bonds and break necks.

The Fantastical

Children's adventures are much more accepting, generally, of fantastical elements with the possible exception of Scooby-Doo which, other than having talking dogs, always has the villain turn out not to be supernatural, but just some creepy old guy in a mask.

Yetis, dinosaurs, lost worlds, psychic powers, magic, aliens, these are all far more likely to show up than they would in more adult adventures. Kids are also more likely to have special or unusual talents that go beyond the norm, the 'special kid' being a very common theme in these adventures.

A jet-setting adventure that ranges from Atlantis to Shangri-La can be difficult for kids unless they have a good back-up cast of adults to help them out and take them place to place to run into these weird things. Scientists, archaeologists. Spies and heroes make great adult mentors and great excuses to fly around the world and mess with things that you probably shouldn't.

Continuity? What's that?

Lots of adventures and campaigns follow a broad, overarching story within which you get developments every episode, every adventure.

That ever used to be that popular in children's adventure serials though some of the newer and more popular shows of that ilk (Ben Ten and Generator Rex being examples) do have larger, more overarching plots, in part because these shows are now often written as much with adults in mind than children.

If you're going for the feel of shows from the eighties and before you can pretty much forget about that though. While new characters that are introduced may return, the villain and the quest/battle remains the same and doesn't really go anywhere from episode to episode. The heroes always win but the villains always have a new plan or scheme to bring to bear.

Released from the confines of continuity you can re-use your favourite villains, remix plots, schemes, throw things in and ignore the consequences of previous adventures as you please.

The only thing that speaks against continuity is that it's hard to justify the accumulation of experience and abilities for characters if nothing else changes and the overall plot never advances.

The Safety Net

Kids don't tend to be as effective as grown up characters so you need to plan for failure much more than you do with standard SWING characters. When you're coming up with adventures it's a good idea to have several fall back positions from which the characters can recover and get back to the plot. The ultimate fallback is 'Adult intervention' but this can be very disempowering for the child characters and should, really, be the last resort, more so than it is in the cartoons and shows from which this book is wrought.

Avengers Ensemble!

Many FATE games concentrate on an ensemble cast of characters to the degree that they encourage group character generation, shared traits and abilities.

Saturday

Agents of SWING was unusual in that regard in that characters are created singly and are meant to be capable of operating on their own - if need be.

Child characters aren't, necessarily, as competent as adult characters and there's much more need to reinstate the idea of the ensemble cast where one character can compensate for the shortcomings of the others. A typical, basic division might be along the following lines:

1. **The Muscle:** More likely to be an 'athlete' in a kids game, rather than a bruiser. A character who is good at physical things.
2. **The Brains:** Likely an all-rounder nerd with useful knowledge that can be given to the other characters to apply.
3. **The Face:** The charming rascal with the gift of the gab, good at talking to people. The Face may also be combined with...
4. **The Goof:** The lucky, comedy relief, often paired with...
5. **The Animal Sidekick:** Snarf...

TOP SECRET

St. Joshua's



St. Joshua's Academy for Girls

SWING maintains several training facilities across the world, many of them are for potential new agents and for the next generation, the people who are going to be the stars of the organisation in the next few decades. SWING is attempting to build agents, rather than to poach them from other organisations and relying on the mavericks and talented that bob to the surface of the espionage world.

Saint Joshua's is one of these schools and one of the earliest of SWING's academies which, rumour has it, goes back some distance into the past. Centuries even. SWING may be the latest incarnation but its goals and its mission go back a very long time indeed.

Saint Joshua's was also an early school to dedicate itself to the education of girls, unusual in the past if not so much today.

Masquerading as a very exclusive and expensive private school Saint Joshua's now provides some of the best possible education and espionage training to girls who are far more liberated and ambitious than is even typical for the swinging sixties.

Saint Joshua's is twinned with Saint Adrian's, the boy's school that serves a similar purpose. The two schools often run events together, dances, training exercises, competitions and shared expeditions and trips. It's a valuable opportunity for the girls and boys of both academies to socialise and get used to the opposite sex.

The School

The original schools - Adrian's and Joshua's, were founded in the Elizabethan era, 1590, with the Queen's blessing and, school tradition has it, the patronage and assistance of Francis Walsingham and Philip Marlowe, who lend their names to the two boarding houses that are part of Saint Joshua's.

Back when it was first built - deep in the moors of the West Country for privacy (and for the purity of the girls) - the school was little more than three halls, the grand hall where the lessons and training took place and the two boarding houses for the different classes and ages of girls. The tutors rested in their own rooms above the great hall, much warmer than the boarding halls.

Through the sixteen-hundreds the school was built upon and rebuilt until it took on the size and shape of a stately home, conjoining the various rooms and halls together. It is now an impressive block of grey stone with large square towers mullioned windows and an impressive clock tower.

During the Second World War the school shifted from its standard educational duties to provide safe harbour to girls and boys from London, many of them the children of SWING staff, to protect them from The Blitz and, during this period, the cellars were extensively expanded and turned into bunkers.

The latest rebuild, completed in 1959, added a technology and science block along with more up to date accommodation for the school's tutors, teachers and staff as well as guest lecturers and other occasional staff. The school has a startling combination of history and modernism all in one big lump of impressive stone that, in a pinch, can also function as a backup headquarters for SWING.

Walsingham Hall

Both halls house girls of all ages and all classes, though sixth-formers have their own little separated section and small, personal rooms. The halls are big and cold and the younger years have to share quite large rooms lined with bunks. The central heating isn't the best but the beds are soft and the bedsheets well laundered and warm. Several 'house mothers' who are combination janitorial staff, nurses and 'big sisters' to the girls look after the halls.

St. Joshua's

Walsingham Hall and the girls therein are traditionally better at the more physical subjects. Fencing, self-defence, riding, running, climbing and so on. Walsingham Hall takes great pride in their dominance of the physical arts and works hard to win every competition on that basis with Marlowe Hall and other schools.

Marlowe Hall

Marlowe Hall is the second of the two boarding halls and is almost identical to Walsingham Hall in every regard. Marlowe Hall tends to place more emphasis and importance on academic pursuits however. Where the girls of Walsingham Hall are surrounded by cups and prizes for physical excellence, the girls of Marlowe Hall are surrounded by prizes and awards for their academic capabilities. The girls of Marlowe Hall are also considered - somewhat unfairly - to be goody-two-shoes and a little odd. Marlowe Hall almost always handles the school's drama productions, given the history of the man who lends his name to their hall.

Elizabeth Hall

Elizabeth Hall used to be where everything was taught, all in one great, chaotic mess. These days Elizabeth Hall is the main assembly hall for the school where everyone is ticked off the register every morning and evening and where they listen to speeches and lectures. Elizabeth Hall is also where the drama productions are staged and where indoor Physical Education is taught. This includes fencing, martial arts, gymnastics and general fitness. The hall is in near constant use from one class or another throughout the day. Taking up the remaining, smaller part of this wing are the kitchens. Lunches being served in the main hall as well.

The Whittle Building

The newest building on the site the Whittle Building houses the Science and Engineering classes that used to be taught in the inadequate rooms converted to the purpose in the Hypatia Wing.

The Whittle Building has every modern convenience and the best facilities known to any school in the country. The staff often do double time researching for Uncle, which can be dangerous for students but Saint Joshua's believes in throwing students in at the deep end.

Science and technological education at Saint Joshua's tends to be very hands-on and practical, most learning is done through experiment - and mistake - rather than book learning and includes interesting topics like disarming bombs, taking fingerprints and the all important 'reversing polarity'.

Hypatia Wing

The Hypatia Wing houses the majority of the regular classrooms for the school. The ones that teach the regular subjects such as history, mathematics, english, geography, drama and so forth. This wing of the building is in constant uproar throughout the day as gangs of girls roam from classroom to classroom to get their lessons.

A special emphasis is put upon languages and acting skills in the school and many of the classrooms are devoted to these disciplines and, in particular, Russian, Chinese, Spanish and improvisation skills.

The Quad

The courtyard in the middle of the grand building is open to the sky, if shady (being surrounded by walls and having the clock tower rising up in the middle of it). It is a pleasant, grassy area with flowers and pushed suited to the shade planted around. In fine weather it is used for the girls to have lunch and when it is a really hot summer to hold classes when the classrooms are too stuffy. In colder weather The Quad is at least sheltered from the wind that blows across the moors and while cold is welcome respite from the harsh gales.

The Clock Tower

The clock tower is newer than the surrounding building but built in a similar style.

St. Joshua's

Around three metres square it rises two stories above the surrounding three storey building with a clock face on each side. Inside a staircase winds around up to the top where the mechanism and the 'Baker Bell', dedicated to Josephine Baker with a little plaque, is kept. The tower is barely used, though the bottom area is occasionally used for storage.

Mata Hari Building

The Mata Hari Building is the newer, separate block where the staff can get a break from the girls and some personal space for themselves. It also houses a defensive arsenal - just in case. Unlike the girl's dorms the Mata Hari building has all the modern conveniences, which can be a source of friction, particularly with the sixth form girls. The girls are often somewhat obsessed with what the teachers and staff get up to when they're off duty. The Mata Hari Building also houses a monitoring station, for the sake of the school security, with closed-circuit cameras distributed around the school.

The Grounds

The grounds of the school are not particularly well marked and extend for some considerable distance around the school. They include a playing-field surrounded by an athletics track and enough space for cross-country running that is marked by little stone pillars. The grounds are used for play, sport and practice. The girls are taught athletics, shooting, archery, hockey and - under the guise of Brownies and Guides - basic survival skills.

The Cellars

The cellars beneath the school already existed when it was first built but have been extended and expanded over the years from the original food and drink storage into bunkers and secure storage. The cellars are now secure shelter and, in addition, can be used for the special classes for the more 'gifted' children who may, one day, be selected to serve in Section Eight.

The Staff

The Staff of Saint Joshua's are all agents within SWING from the grounds keeper to the head. Some are retired, others are on active duty still and there are frequent changes in staffing and coverage maintained by substitute teachers. The staff act as both security to protect the students and as the best possible tutors - those with experience. Many of the teachers have children who attend the school and, during the holidays, may even take their children along with them on their fantastical adventures.

The Students

Year One - 11-12

The life of a 'firstie' can be quite traumatic, coming from the relatively soft environment of a primary school into the sudden and bewildering world of 'grown up school'. A firstie goes from being the oldest at their school to the youngest here, from looking after others to needing looking after.

Bullying is common and many firsties end up being treated almost like pets by the older girls though, sometimes, an older girl will take them under her wing. Firsties continue their education in the core subjects and are also given a taste of everything else the school has to offer, from term to term, in rotation.

Year Two - 12-13

Second year students are a bit more settled into their routine and know their way around the school. While the rotation of subjects continues the girls are also encouraged to take an interest in extracurricular activities and to join school clubs and societies. Failing to do so is considered unusual and is strongly discouraged. Those who can't find a club or group that they're interested in are encouraged to start their own about something that they are interested in. At the end of the year the students have to decide which subjects they're going to concentrate on and take their examinations in.

St. Joshua's

Year Three - 13-14

Now the learning truly begins in earnest. The girls have their own curriculum now, typically of eight subjects that they're interested in and their own timetable. Extracurricular activities take on more importance now to try and keep the girl's education broad and the staff do their best to be encouraging.

Year Four - 14-15

Things get serious now with preparation beginning in earnest for the girl's O-Level exams. The teachers and tutors really start to push at this point and expect results. Mock examinations take place at the end of the year to make sure the girls know what they're in for.

Year Five - 15-16

The last year of normal schooling, some girls leave at the end of this year having taken their O-Level exams. The whole year is taken up with preparation for those examinations and, after them, their completion - and that of the end of the A Level examinations as well - is celebrated with a ball.

Sixth Form - 16-18

Those girls who go on after their O Levels can choose to remain at the school to study their A Levels, though they will then have to leave the school and go on to a university. The school offers as complete as possible a range of A Level examinations and most girls at the school take 3-4 subjects. Older girls are allowed out of uniform - within reason - though many elect to remain in uniform such is their school pride.

Adventures

All kinds of adventures can be set in and around the school from fairly standard girl's adventure stories to high flying spy stories and the weird and wonderful. Girls can also be selected to be sent on missions, spend their holidays with their high-flying spy parents or otherwise get into scrapes while also juggling all the other worries and concerns of tween and teenage girls.

1. Amongst the new intake of students are some villains who have used SCIENCE! to revert themselves to a younger age. They're here to infiltrate and find out about SWING's operations at the school. Of course, they've had to revert to first-year status and so are in for bullying, trouble, not being taken seriously and being weaker and smaller than they might otherwise be. Strange behaviour and strange incidents may well expose them to the girls
2. A group of girls are selected to be exchange students to an American high school where it is suspected that villainous brainwashing experiments are going on. Once they get in they'll have to get to the bottom of it without being brainwashed themselves and, potentially, being surrounded by an army of brainwashed dupes.
3. A band of gypsies crossing the moor aren't actually gypsies but a band of criminals who, despite hiding out in disguise, can't contain their criminal tendencies. The towns and villages on the edge of the moor are easy prey and they may even think that the school is an easy mark - until the girls show them otherwise.
4. One of the girls somewhere in the school has been 'turned' by the enemies and has become a double agent. The girls are quietly contacted by the staff and asked to look into it as it would be too conspicuous if they were to do it themselves.
5. Bullies at a school for secret agents can be even more difficult and dangerous than bullies at a normal school and even better at avoiding problems with the staff. If anyone's going to put paid to this bullying it's going to have to be the girls themselves.

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6. Girls aren't allowed out into the town after hours and especially aren't allowed to meet boys. One of the towns at the edge of the moor has interesting distractions like parties and boys but getting out of the school without being noticed or stopped is going to take ninja-like stealth and a good deal of luck.
7. It's the after-exams ball but a villainous organisation is planning to try and take out the cream of the new crop before they can start working for SWING. Caterers supplying food for the ball are not all they are cracked up to be and the centrepiece cake may well be a bomb!
8. Sports Day is coming up and while one house wants to maintain their winning streak the other wants to break it. When hundreds of girls with spy training become competitive, things can only get nasty and, probably, comedic. It's no-holds barred and the staff seem to be staying pretty hands-off, at least for now.
- Perhaps to see who shines and who fails.
9. The technology building is assisting Uncle by examining and dismantling some unusual devices left over at the end of a recent investigation. These devices aren't as safe as they're thought to be and any number of strange effects and events can come from the prodding that's going on from time and space distortions to killer robots!
10. The girls are invited to accompany a friend of theirs and her family on holiday for the summer. Of course, this being a spy family their summer holiday turns out to be the hunt for Atlantis, Shangri-La or some other great adventure in the less explored parts of the world.

Sedbury



Sedbury Academy for Boys

Across the moor in a peculiar, academic cold war face off, the Sedbury Academy for Boys - which is a front for the villainous CONDEM organisation - squats in opposition to Saint Joshua's. Both SWING and CONDEM are aware that each school trains their enemies but there is a sort of informal truce and, officially, neither student body is supposed to interact. The lure of boys/girls is strong to teenagers though and the forbidden always has an appeal stronger than the threat of discipline.

Where Saint Joshua's trains agents to protect the world under the Umbrella of SWING, The Sedbury Academy trains a new generation of villains, not that they see themselves that way.

The Sedbury Academy exists in the tradition of Eton and other upper class schools to train and produce the next generation of politicians, civil servants, bankers and business leaders that will maintain - and hopefully increase - British dominance in the coming years.

Sedbury Academy is almost frozen in time, a man's world, an imperial world, a world where Britain is, should be and will ever be the dominant power in the world. Sedbury takes uniforms, discipline and traditional structures very, very seriously as it does training the new generation in ruthlessness, selfishness, the will to power and a natural authority and dominance. Something that causes a great deal of stress for those boys who don't measure up.

The School

The Sedbury Academy is a grey, imposing, early Victorian building surrounded by an exterior wall of cast iron spikes.

The Academy has the appearance of a prison and, indeed, briefly was a prison during the wars, used to hold prisoners from the enemies of the allied forces during WWI and WWII.

A sprawling 'T' shape, the Sedbury Academy takes up a considerable amount of space and juts above the rolling moorland like a trident stabbing the sky. The whole building is overwrought with neo-gothic architectural decorations, gargoyles, ornate guttering and statuary of the great 'saints' of Britain's imperial era.

The central prong of the school houses the administration, halls, dining area and reception for the school as well as the offices of the staff. The side prongs house the classrooms and other day-to-day use rooms for the school. The inner grounds - within the fence - are used for some social and sporting events while a fenced sports field extends out the back of the school. In the front is a garden, in the stately home style, with a broad, sweeping drive up to the front of the school.

West Wing

The West Wing, also called the Lancaster Wing - after the founding captain of the East India company - houses the classrooms for the standard subjects that only need chairs and a blackboard. Masters tend to move between these rooms while the classes of children remain in the same room as much as possible. The emphasis is very much on traditional teaching and the Masters at Sedbury aren't afraid to use the cane which is displayed prominently in every classroom to remind the class to behave. Some of the rooms are too hot, some of them too cold and this varies from room to room according to the season and the wheezing efficiency of the radiators.

East Wing

The East Wing, also known as the Rhodes Wing - after Cecil Rhodes, the great imperial hero - houses the more robust and practical classes.

Sedbury

As future leaders the boys of Sedbury are not truly expected to be 'hands on' most of the time but competition is considered a good thing and some practical skills are considered to be worthwhile. There is a full gym with a boxing ring, woodworking and metalworking shops and a firing range for the boys to practice marksmanship. Compared to the Lancaster Wing the Rhodes Wing is relatively underfunded reflecting this lack of commitment.

Main Building

The main, central strut of the building is two to three floors higher than the surrounding three storey wings and also houses the school's bell tower. The main building is officially known as Haggard Hall but unofficially known as Quatermain Hall after the great fictional hero of British colonialism in Africa. The hall is grand and well maintained, rich with the trappings of a past of imperial wealth and investment. The walls are festooned with the heads of exotic trophy animals, tribal art and stolen finery from China, India, Africa and Australia.

Grandiose and imposing the main building is fine tuned to create an impression of the weight of history and expectation, the grandeur of the British Empire at its height and the possibilities for its future. The assembly hall in particular features stained glass windows that 'sanctify' questionably moral victories in the past of the empire and prominently features heraldry, neoclassical columns and the stern portraits of headmaster's and star students from the past.

The weight of expectation is heavy here.

Administration

The administration of Sedbury Academy can well be described as 'primitive'. Even the use of mechanical typewriters is distrusted and almost all the day to day records are maintained by hand. Modernity is something that The Academy doesn't necessarily approve of and only grants grudgingly, then usually only to matters like weaponry and vehicles.

The Admin offices are, therefore, awash with paperwork and well smudged with ink, relying in the incomprehensible scribbling of the various secretaries and clerks who are often the only ones able to decode an entry or a missive. While students can relatively easily get access to their records, if sneaky and devious, faking the handwriting of the clerks is not an easy task.

Headmaster's Office

The Headmaster's Office is a place of dread and terror for the boys of the Sedbury Academy. Only ever seen at assembly or when meting out punishment the Headmaster is a figure of terror and dread. A former RAF captain the Headmaster's only previous experience of children has been bombing them from the sky and his attitude has little changed. He treats children as miniature adults and punishes them as he would an animal, with horse-whippings. Being sent to the Headmaster is the ultimate punishment and a psychologically, as well as literally, scarring experience.

When not blithering on about god and country or giving a poor lad six of the best, the Headmaster advises CONDEM over the telephone or builds endless models of WWII aircraft, which he hangs around his office.

Sports Field

Somehow the Sedbury sports field manages to seem even more bleak and desolate than the surrounding moorland. Psychologically crushing the sports field is the site for the physical training of the boys which, other than Rugby, mostly consists of regimented callisthenics, lifting medicine balls, doing star jumps and all the sort of thing that army recruits might have been put through all under the barking commands of sports Masters who make drill sergeants look like softies.

The Tower

The tower is really just an extra chunk of gothic masonry sticking out of the top of the main hall.

Sedbury

In a nod to modernity the bell is no longer rung by hand but is regulated by an electrically powered mechanism, ringing the hours and the class changes and tolling out over the moors, making it an acoustic as well as a visual landmark.

The Chapel

The Chapel is a very important part of The Academy and religion, or at least 'divine right', is a central plank of CONDEM's educational programme. Students are simultaneously taught that they are special, given divine approval for their enlightened rulership, and that they're unworthy sinners who must defer to higher authority. A useful tool for conferring both authority and deference on the next generation of imperial bureaucrats.

Boarding Rooms

Sedbury's rooms are shared between two-to-four boys with the younger years tending to share with more than the older years.

Older boys take on 'squires' from the younger years, supposedly to mentor them but it amounts to a kind of slavery and abuse that supposedly builds character. The rooms themselves are fairly spartan and bare but the boys come from wealthy families and their rooms are stuffed with the comforts that such wealth can - and does - bring. A poor child here no a scholarship is extremely conspicuous.

Master's Rooms

The Master's rooms at the Sedbury Academy are masterpieces of Victorian opulence and something for the students to aspire to. Studies after official school hours end are sometimes conducted in Master's rooms and tutorials and one-on-one coaching are conducted in a similar manner. Masters are restricted to many of the same degrees that students are and are not allowed female visitors, drink - other than on special occasions - and are held to the highest moral standards, for the most part.

The Staff

The staff of The Academy are neatly split between nefarious and criminal elements that work for CONDEM and regular staff and workers who know little or nothing about The Academy's true purpose. The teachers and masters are almost entirely CONDEM agents while the service staff, cooks, cleaners and so forth are none the wiser.

The Staff tend to be retired agents and/or servicemen, many of whom have come from the military and have a military eye for discipline, uniform and punishment. Many of them served in World War II and - now in their forties, fifties and sixties - reminisce, tell horror stories about the friends they lost and terrorise the students as a way of exorcising their own, inner demons.

The teaching staff at The Academy are exclusively male. The only female staff are to be found amongst the cooks and cleaners.

The upper forms are expected to learn seduction techniques - very useful for spying - by making trips to town to try and entertain themselves with the local girls. When trips from The Academy and the SWING school coincide this can get rather messy.

The Students

Year One - 11-12

Year One at Sedbury is a rite of passage and a difficult one. First Years or 'Squits' as they are termed in the school's own peculiar forms of slang are expected to wear caps and short trousers, all year around. Something that marks them as prey to the school's older boys. 'Squits' suffer a year of abuse, bullying, control, being shaken down for money and food and are otherwise made to 'toughen up' in short order. Between the bullying and the end of first-year examinations the Year One experience separates the men from the boys.

Sedbury

In addition to the other humiliations and abuses, younger boys are expected to act as a 'batman' (personal servant) to older boys. A convention known as 'fagging' in other schools. Between classes, sports and organised activities, along with 'batting' a young student's life is heavily regimented from the moment they get up until the moment they go to sleep.

Year Two - 12-13

Finally the students are free from their short trousers and begin to be taken seriously by the other students and staff. While Year Two students have to continue 'batting' for the older boys they're now free to bully the younger boys themselves, something they take to with relish as a chance to take out their frustrations from their time at the bottom of the heap.

Year Three - 13-14

At the end of this year the students choose the subjects that they will study for their 'O' levels.

A great deal of guidance is administered to try and channel the boys into useful pursuits and subjects that meet CONDEM's needs. This is even more true of the extracurricular activities such as driving, shooting, riding and so forth that are so key to a good CONDEM agent's success in the field.

Year Four - 14-15

Study now begins in earnest and, finally, the boys are free of the issue of 'batting' and receive a 'batman' of their own from Year One. This very much takes some of the pressure off the boys which leaves the staff free to apply even more pressure to try and ensure academic success. There I a great deal of personal tutoring and guidance, in part to learn the subjects and in part to learn how to pass the exams (not always the same thing). This cheating is justified between both the boys and the staff with a sense of unassailable privilege that being members of the ruling class they shouldn't really have to jump through these hoops.

Year Five - 15-16

This is the year the students take their 'O' levels and, as such, as the most intense and pressurised year for a student since Year One. Many crack under the pressure and the drop-out rate is the highest outside of Year One students. After this year the students have their 'O' level exams, which can be guaranteed by high donations to the school if the student is not, after all, academic enough to succeed.

Academy students are pressured to continue their studies and almost none of them leave school after getting their 'O' levels. This pressure continues to the university level and CONDEM uses their influence to get as many students as possible into the most prestigious universities, most notably Oxford and Cambridge.

Sixth Form - 16-18

For their final two years at the school the students enter a more relaxed and self-directed study towards their 'A' levels.

These are far fewer subjects and much more emphasis is given to their CONDEM training which is, by this point, barely covered up with any euphemism at all. Boxing, athletics, martial arts, frequent sponsored trips out to what remains of the empire to learn SCUBA diving and other important skills. Reaching this point, learning these skills and being second only to the staff in terms of respect is what every boy aspires to.

The Curriculum

The Academy places an extremely heavy emphasis on traditional and useful subjects and rejects that which it finds useless or unworthy. Reading, writing and arithmetic form the core basis of every year along with history (with particular emphasis on British colonial history). Science is taught in a practical, factual sense but little effort is given to teach the methods and thoughts behind science, only the results.

Sedbury

Practical subjects are given relatively short shrift and are not a focus of the school, though they are taught with a view only to their worth in field craft. Similarly language skills are seen as a regrettable necessity, rather than a core subject - save for Latin, which is considered essential.

Art and Drama are not taught as subjects and are only available as extracurricular activities. They are not remotely valued and a boy showing too much interest in these subjects is likely to find themselves bullied, tormented and presumed to be 'queer' which, regardless of the atmosphere of an all-boy school is taken to be bad.

Religious instruction is a core component of the curriculum and exams are available on the topic of religion. The school teaches the facts about other faiths but is completely biased in favour of Christianity.

An Anglicised, Americanised version of Christianity that lends credence to unstated racism, divine right to rule accorded to nobility and the superiority and destiny of western Christianity to rule over the entire world.

Physical Education is compulsory for the first three years and strongly encouraged otherwise.

Outside of the official subjects the school encourages students to take part in various extracurricular activities such as Scouts, orienteering, shooting, athletics and the main school sport of rugby. The Academy fields teams in all these areas and does passingly well at national and international competitions.

Adventure Seeds

The Sedbury Academy for Boys is, obviously, intended as a villainous location and organisation to feature in adventures for SWING students and agents.

It is perfectly possible to play Agents of SWING from the viewpoint of the bad guys and this can be a fun break from your regular game and an excuse to twirl your metaphorical moustaches and act up the camp, comedic side of evil. To that end, here are not ten, but twenty adventure seeds for The Sedbury Academy for Boys, half from the point of view of the heroes and half from the point of view of the villains.

While Saint Joshua's is a quite progressive school, for the time period and despite all its trappings of the hidebound private schooling system, The Sedbury Academy is very much frozen in time around 'Tom Brown's School Days' and every hideous stereotype about private schools, or joke made about them, can and should be considered true when portraying the school.

Adventures for Heroes

1. The Academy is the site for the build up of some terrible new CONDEM plot involving mind control. They have opened up the school to scholarships for poor students normally outside their remit but they're not known, at all, for their generosity or charitable nature. Something is amiss! SWING agents-in-training must infiltrate the school as part of this intake and put paid to this dangerous scheme.
2. Sedbury has challenged Saint Joshua's to a sports day competition, relying on the presumed athletic supremacy of boys to carry the day. Nothing a little sabotage or a little women's liberation can't put right.

Sedbury

3. The girls of Saint Joshua's have a day off in the town, unfortunately, so do the boys of Sedbury and they're determined to put their wooing techniques into practice. Of course, they've been strictly academic up to this point and most of them have spent no time at all around girls, but some of them are rather dishy. Cue a Carry On style farce of amorous pursuit around the town.

The use of a new drug or process has made their athletes all but unbeatable and this dangerous secret must be gotten to the bottom of before the rival schools can return to their more traditional state of competition.
4. Agents of SWING are assigned to intercept new teaching staff for The Academy and to take their place! Teaching subjects so as to undermine CONDEM influence, identifying future CONDEM agents and trying to discern the secrets of the school.
5. Teams from both schools are sent to an international sporting competition and have to work together to counter the dangerous and anti-British ambitions of a third force present at the same competition.
6. Sedbury is a horrible, sexist institution filled with smelly boys. This isn't on, this is the 1960s after all! The gang of girls from Saint Joshua's resolve to disguise themselves as boys and get into the school, just to prove a point. As and when they get found out it's unlikely that the CONDEM staff will think they're up to anything so innocent.
7. Well, this is peculiar. Young Alice from Year One has a brother in Year One over at Sedbury but according to her family he hasn't been in touch with them in simply yonks. Quite why they have a member of the family in each school isn't clear. Hedging their bets? Ignorant?

Alice thinks something simply must be wrong and wants some help finding out what's befallen her Brother, Tarquin.

8. One of the school masters over at Sedbury wants to defect but believes this is suspected. He needs help getting away from the school and the obvious choice is to send students from Saint Joshua's, under the guidance of a teacher, to do the job. Of course, it may be a trap, or simply another ploy in the long rivalry and distrust between the two schools.

9. A gang of boys from Sedbury have broken into Saint Joshua's somehow and need to be sent packing. Getting a teacher to deal with this would be humiliating. Perhaps the girls can deal with it themselves and chase the buggers all the way back to their own school to give them a taste of their own medicine.

10. Margaret in the sixth form has been seeing a boy from Sedbury for a couple of months now, sneaking out to see him in the town and even... eww... kissing. The girls need to do something to scotch this romance which simply cannot be genuine. Gary, the boy, must be manipulating Margaret after all, boys are only after one thing. SECRETS!

Adventures for Villains

1. Snotty Holden in the sixth form abuses all the 'batmen' in the lower years and orders them around as though they were all assigned to him. He's given more dead legs, chinese burns, wedgies and other tortures than all the other older boys combined. Everyone has their breaking point, even 'squits' and so The League of Squits has been born, to take revenge on Snotty Holden, anonymously and on behalf of all 'batmen' in the school.

Sedbury

2. Johnston, one of the masters, is a little too keen on the old cane and ruler. He keeps a special cane 'Old Peculiar' in his chambers, along with what's reputed to be a fine collection of girlie magazines. A little sabotage and theft and students need not fear the cane and can hold a little blackmail over Johnston who is failing the school's high moral standards. Of course... he does keep a dog in his rooms...
3. 'Weak', 'feeble' and 'unmasculine' boys are typically singled out for abuse and laps of the playing field. This time, though, they've been singled out for another reason. CONDEM agents are sick of SWING rubbing Saint Joshua's success in their face all the time and need some boys to pretend to be girls and to infiltrate the SWING school for some information gathering and sabotage. It's a chance for these poor boys to prove themselves a little.
4. A field trip for the older boys has been organised in order to test their skills and to, hopefully, secure some important, British, artistic heritage for posterity. They are to steal a Hogarth from the gallery in London, replacing it with a forgery produced by CONDEM. Success will earn them house points and a slap up feed. Failure and they'll be left to explain their boyish 'prank' to the police.
5. Examinations are coming up and despite all their cramming and the assurances/bribes of their parents and the masters some students would still prefer to weigh things even more to their advantage. To that end a plan has been hatched to steal the examination papers and to get an early look at the questions, allowing a much more focussed cram session to go on. This would be hard enough in a normal school, but in Sedbury may well prove impossible.

6. What boy hasn't dreamed of wandering, invisible, through girl's changing rooms at school? Invisibility may be - broadly - impossible but spy cameras are the next best thing and being at an espionage school getting access to those is easy enough. Of course, the only girl's school for simply miles is Saint Joshua's and that presents something of a... challenge.
7. Edgerton gets a big hamper from his parents every three months and bribes Sumpter from the upper sixth to protect him so he can pig on the whole thing while barely having to share. Enough is enough. Time to put those spy skills to good use to do a Hamper Heist and to rub Piggy Ederton's fat face in his own greed, the little wotsit.
8. You and the gang are just certain that foreign exchange student is up to no good. Quite why Sedbury would let a trainee from another organisation into the school in the first place is questionable.
- Perhaps it's a test? Perhaps you're supposed to deal with the scoundrel yourselves somehow?
9. There's something off about this new master. He has some strangely radical ideas about teaching and much of what he tells you runs entirely counter to what you've been taught in other lessons. Is it a test or is he just undermining your lessons for some reason? Could he be an Agent of SWING? Best be sure before you report him or do something about him, after all, he is liberal with the barley sugars as well as the ideology.
10. Some group or other that CONDEM has annoyed has come, in force, to the school and kidnapped the masters. They're trying to take over the school completely and the only thing standing in their way now are the boys. Time to wreak terrible revenge upon those who would interrupt your education and put paid to trifle day.

SWINGers



Alex

Alex is thirteen years old and very much a tomboy, so much so that she often gets mistaken for a boy and that's something that makes her enormously happy. Fierce, fiery, almost perpetually scowling Alex is - nonetheless - a loyal friend and very protective of those she cares about, especially her dog, Jimmy. Alex is very athletic and physical and cares not a jot for academics despite the scientific bent of her father.

Concept: Fierce tomboy.

"No, I'm a BOY."

"You leave my dog alone, you prig!"

Stubborn as two mules in an argument with each other.

Terribly fierce.

+1 Cool: Alertness, Athletics, Endurance, Fists, Intimidation, Investigation, Might, Resolve, Stealth, Survival.



Boys will be Boys - You can spend a FATE point to unquestionably get away with convincing someone that something you were up to was simple, boyish hijinx.

Secret Club (Prying Pentad)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 00000

FATE: 00000000

Prying Pentad FATE: 00000

Refresh: 8



Bank Tardy

The older of a pair of schoolboy detectives, taking after their father, Bank Tardy is sixteen but, due to an illness, was held back and is in the same classes as his brother. Academically and physically confident Bank's being held back has led to him acting more mature than his age, level headed, rational and logical to a fault. Bank's terrible let down is food. He can't cook worth a damn.

Concept: Boy detective.

Couldn't make toast if his life depended on it.

Captain of the football team.

"Father was a detective and I will be too."

"Let's stop a moment and think about this."

School isn't challenging enough.

Bigger, older and more mature than his peers.

+3 Solid: Academics, Athletics, Investigation.

+2 Hip: Leadership.

+1 Cool: Alertness, Deceit, Fists, Resolve

Secret Club (Tardy Boys)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Adult Incompetence -

Whenever you are being opposed by an adult in a skill that you both share you get a free bonus of +2 as you 'school' them on what the next generation is capable of.

Get a Clue - By spending a FATE point you can automatically find a 'clue'. If Control is using the plot stress rules from the main book in their plots, it can fill in one of those boxes.

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 00000

FATE: 0000000

Tardy Boys FATE: 00

Refresh: 7

Bee Pike

A brainy African-American teen (seventeen), Bee is the unofficial leader of the Teen Valkyries. With a knack for solving mysteries and knowing just what needs to be known at just the right time. She's probably the only truly sensible member of the team and is far and away the 'brains' of the outfit compared to her friends.

Concept: The Big Brain

*"We could do that, or we could do something smart."
"Let me think a minute."
"I drive the van, it's my van."
Can't resist a mystery.
Doesn't miss a thing.
This is how it was done.*

+3 Solid: Academics, Investigation
+2 Hip: Alertness, Drive
+1 Cool: Engineering, Leadership, Mysteries, Resolve, Science.



Secret Club (Teen Valkyries) - The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Get a Clue - By spending a FATE point you can automatically find a 'clue'.

Swot - You gain a +1 bonus to remember specific facts and references when it relates to a school subject or can spend a FATE point to remember an important fact.

Physical Stress: 00000
Composure Stress: 000000
Social Stress: 00000
FATE: 0000000
Teen Valkyries FATE: 000
Refresh: 7



Bessie Cannon

An almost stereotypical 'fiesty' redhead in many ways, Bessie is fourteen but mature for her age. Bessie is close with Doctor Mission, perhaps closer to him than she is with her own father, Chase, which can be a source of tension. She's inherited much of Chase's physical ability she's far more interested in science. Bessie is close to Jimmy they're very good friends and may, eventually, become boyfriend and girlfriend.

Concept: Fiesty egghead.

Flame-haired firebrand.

Smart as a whip.

Cares deeply for her friends.

Inherited her father's athleticism.

Works closely alongside Doctor Mission.

Blossoming Beauty.

+3 Solid: Academics, Alertness, Investigation, Science

+1 Cool: Athletics, Fists, Mysteries

Early Bloomer - You've grown up a bit faster than your peers and as such can pass for an age 2-4 years older than you really are. You gain a +2 free bonus when trying to get away with convincing others that you're more adult than you are.

Swot - You gain a +1 bonus to remember specific facts and references when it relates to a school subject or can spend a FATE point to remember an important fact relating to a place, time or other article of knowledge.

Wiggly - You're small, wrigglesome and - seemingly - boneless. You gain a +2 bonus to escape from bonds wriggle through small gaps and escape from grapples and holds.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 0000000

Refresh: 7

Chase Cannon

Chase is a cowboy at heart, a western-style warrior-philosopher, a white-haired man of action as quick with his fists as he is behind the wheel of a car. A former FBI agent, working protection detail, Chase was recruited by SWING and put to work as Doctor Mission's bodyguard. Since then Chase has become close with the family and has brought his own daughter, Bessie, into the fold. Chase takes his role as protector and teacher to the kids in the Mission gang very seriously and sees himself in the role of disciplinarian and moral heart of the whole group.

Concept: Cowboy Philosopher

Section: Specialists
(Section Nine)

Section: *Peerless bodyguard*

Past: *Extensive American Government contacts*

Cover: *Just a good ole boy maam*

Ageless man of action

Cowboy philosopher

Nose for danger

"You can depend on me."

Utterly fearless



+2 Hip: Athletics, Drive, Fists, Pilot

+1 Cool: Alertness, Burglary, Contacts, Endurance, Guns, Intimidation, Investigation, Might, Resolve, Stealth, Survival, Weaponry

Army of One - Massed attackers gain no advantage from outnumbering you.

Brawler - When outnumbered you get +1 to your attacks and do +1 damage with your fists.

Cool Customer - +1 Composure Stress.

Defensive Driving - Any hazards while driving are at -1 difficulty for you, but normal for others.

Physical Stress: 000000

Composure Stress: 0000000

Social Stress: 00000

FATE: 000000

Refresh: 6



Daisy Denton

SWING is experimenting with a youth division and Daisy forms part of that experiment. Daisy is a rather stereotypical teeny-bopper, boy-crazy, shopaholic and obsessed by fashion she can seem superficial but when it comes to her friends she's loyal and reliable. Since she fits most people's stereotype of a teenager she can blend in particularly well.

Concept: Platonic ideal of a teeny-bopper.

"Oh my god, look at that gorgeous boy!"

"If you're not wearing Biba, you might as well be naked."

If it's new and trendy, she has it

If the dictionary had illustrations, it would have her beside 'teenager'

"You're my best friend!"

"It's not just a disguise, it's a LOOK!"

+1 Cool: Academics, Alertness, Athletics, Burglary, Drive, Deceit, Empathy, Fists, Guns, Investigation, Pilot, Rapport, Resources, Stealth, Weaponry.

Secret Club (Gosh, Spies)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Gibberish - You can convey what you mean to another kid or teenager without any chance of the adults around you understanding what the hell you're on about.

Early Bloomer - You gain a +2 free bonus when trying to get away with convincing others that you're more adult than you are.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 0000000

Gosh, Spies! FATE: 000

Refresh: 7



Dotty

A blonde bombshell, Dotty can seem to have her head in the clouds and often comes up with crazy schemes to catch criminals and other ne'er-do-wells. While crazy, these schemes are often brilliant and, surprisingly, often work. Dotty is the vamp of the team and isn't above using her charming wiles to bend the wits of any boys that happen to be around though puppy-dog eyes and a tickle under the chin is as far as it goes.

Concept: Head-in-the-clouds.

"Time for another Potty-Dotty plan!"

Heart-melting calf eyes

Bright white smile

Truly enormous blonde hair

"I can't believe that worked!"

More luck than judgement

- +3 Solid:** Deceit, Empathy, Rapport
- +2 Hip:** Alertness, Engineering
- +1 Cool:** Athletics, Investigation

Calf Eyes - You can spend a FATE point to gain the temporary aspect of 'Awwwww' and you gain a +1 bonus to any social rolls when apologising, convincing or manipulating someone by crying or acting innocent.

Catchphrase - 'Kapow!' This catchphrase acts as though it were an Aspect, but you can activate it once, for free, per game at an appropriate time.

Secret Club (Teen Valkyries) - The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 0000000

Teen Valkyries FATE: 000

Refresh: 7

SWINGers

Dr Capital

Once a child adventurer, Capital was never really interested in it and was traumatised by the experience. As a result he is medicated and in therapy to deal with these traumas and suffers from a host of psychological problems. Chief amongst these is a sense of inadequacy in comparison to his famous, super-scientist father. Dr Capital could be as good as his father but is lazy, disinterested and consumed by jealousy towards Dr Mission and his team.

Concept: Incompetent scientist.

Section: Quartermaster (Section 3)

Section: *Riding on his father's coattails*

Past: *Haunted by childhood trauma*

Cover: *Corporate front man*
Spineless coward

What a lazy bum

Writes cheques his arse can't cash

Very heavily medicated

Driven by insane jealousy

+5 Groovy: Deceit, Resources

+2 Hip: Academics, Alertness, Social Standing

+1 Cool: Athletics, Drive, Engineering, Science



SCIENCE! - You can spend a FATE point to substitute your Science skill for any other skill, if justified by mumbo-jumbo.

Thump of Restoration - With a FATE point you can make a broken machine carry on working for one more turn (or the skill level you would use to repair it).

Takes One to Know One

- You can use Deceit interchangeably with Empathy to detect lies and use the skills in support of one another.

Sceptics Ear - You get a +2 bonus to detect when you're being lied to.

Capital Industries HQ,
Supersonic Private Jet.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 000000

Refresh: 6

Dr Mission

A world famous scientist, inventor and corporate CEO, Doctor Mission is like Nikola Tesla, Richard Branson and Albert Einstein all rolled into one. A heavy backer of SWING, Doctor Mission lends his expertise and that of his friends and child, to the organisation as well as his fierce intellect. If Doctor Mission has a weakness it is his lack of focus, he is interested in any thing and everything scientific, historical and academic.

Concept: Quintessential scientist

Section: Quartermaster (Section 3)

Section: The super-scientist adventurer everyone else aspires to be

Past: "If it's scientific, I know it. No exceptions."

Cover: Known everywhere and by everyone

"I got my first Doctorate at sixteen."

Reads all the important journals

Rich beyond the dreams of avarice

Commands respect

Distracted by the fascinating



+4 Neat: Resources, Science

+2 Hip: Academics

+1 Cool: Alertness, Contacts, Drive, Engineering, Investigation, Leadership, Mysteries, Pilot, Resolve, Social Standing

SCIENCE! - You can spend a FATE point to substitute your Science skill for any other skill.

Aplomb - Ignore the first point of composure damage.

Computer Specialist - +2 bonus with computing devices.

Custom Vehicle - When piloting the Mission Jet you get a +1 bonus and can spend a FATE point to 'conjure up' a one-use gadget or special bonus.

Mission HQ, Mission Jet

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 000000

FATE: 000000

Refresh: 6



Elaine Drake

Elaine has a past as an investigator but has decided to go professional with a proper education. Part of the reason for this is that she has gotten fed up with being known as 'Emergency-Elaine', due to her reputation for getting into trouble and needing rescuing. Enthusiastic and clumsy Elaine is trying to get a handle on these issues and to mature into a more responsible and measured teenager, now she's sixteen.

Concept: Rich girl trying to find herself.

Mom and Pop have a lot of money

Emergency-Elaine

More than a little accident prone

I'm sure I have something in my purse

"I...have had... ENOUGH!"

Pretty as a picture

+2 Hip: Burglary, Empathy, Rapport, Resources, Social Standing

+1 Cool: Alertness, Art, Athletics, Fists, Investigation

Getting Caught - When you take a wound that would 'take you out' you can spend a FATE point to retract the last wound that you took and to, instead, be captured.

HELP! - Your character is particularly adept at screaming for help and, provided they can holler at the top of their lungs (and spend a FATE point) someone will try and come to their rescue, though they may not be successful.

Listen In - By spending a FATE point you can make a villain, henchman or goons 'spill the beans' in an important way, as though you were not there.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 0000000

Refresh: 7

Pam

Twelve years old, Pam is - frankly - a bit of a wet drip. They youngest of the Prying Pentad Pam tends to play on that and to act up as the youngest. She can be a bit cheeky around grown-ups, but tends to get away with it - also by virtue of being the youngest. Pam isn't much of a radical 60s girl, she actually likes cooking, tidying and looking after everyone, playing 'mother'. All in all, she's a bit of a throwback to the fifties but much loved and appreciated by the others.

Concept: Trainee housewife.

Will make someone a lovely wife some day.

Bit of a drip.

"I'll be mother."

Trembling lip.

+2 Hip: Empathy, Rapport

+1 Cool: Academics, Alertness, Athletics, Investigation, Survival, Social Standing



Calf Eyes - You can spend a FATE point to gain the temporary aspect of 'Awwwww' and you gain a +1 bonus to any social rolls when apologising, convincing or manipulating someone by crying or acting innocent.

Secret Club (Prying Pentad)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 000000

FATE: 00000000

Prying Pentad FATE: 00000

Refresh: 8



Frank Capital

One of Doctor Capital's sons Frank is shockingly immature, but tries his best. Fond of sports and playing with disguises he's outgoing and daring, sometimes too daring as he often gets himself into trouble by overestimating his abilities and wanting to impress his dad or Hunk, whom he looks up to greatly. There's some suspicion Frank and his Brother may be clones, imperfect clones, made by their father after terrible things have happened to them due to his neglect.

Concept: Stupidly overconfident adventurer.

Breathtakingly immature
Startlingly and unjustifiably overconfident
"We can help dad if we do this!"
"Look at me Hunk!"
Run like hell!
Oops...

Annoying - Whenever trying to aggravate, annoy or distract someone they get a free +1 bonus to their attempt. They can also use any appropriate Aspect for free when using this Stunt.

Boys will be Boys - You can spend a FATE point to unquestionably get away with convincing someone that something you were up to was simple, boyish hijinx.

Getting Caught - When you take a wound that would 'take you out' you can spend a FATE point to retract the last wound that you took and to, instead, be captured.

+3 Solid: Athletics, Deceit

+2 Hip: Alertness, Resolve, Stealth

+1 Cool: Fists, Investigation, Mysteries

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 00000

FATE: 0000000

Refresh: 7



Gene Capital

Frank's fraternal twin, Gene is bookish, and insular, immature like his brother and extremely timid. Compared to Frank he's a genius, not that this means very much. He may even be smarter than his father, though this, also, doesn't mean very much. Gene develops crushes on girls his sort of age quite often, but being emotionally stunted he doesn't really know what to do about it.

Concept: Immature and feeble dork.

Smarter than Frank
Smarter than Doctor Capital
"Gee, she's pretty."
Cripplingly stunted,
emotionally
Never has his nose out of a
book
Screams like a girl

+3 Solid: Academics
+2 Hip: Deceit, Empathy, Engineering, Rapport, Science
+1 Cool: Investigation, Mysteries

Annoying - Whenever trying to aggravate, annoy or distract someone they get a free +1 bonus to their attempt. They can also use any appropriate Aspect for free when using this Stunt.

Boys will be Boys - You can spend a FATE point to unquestionably get away with convincing someone that something you were up to was simple, boyish hijinx.

Getting Caught - When you take a wound that would 'take you out' you can spend a FATE point to retract the last wound that you took and to, instead, be captured.

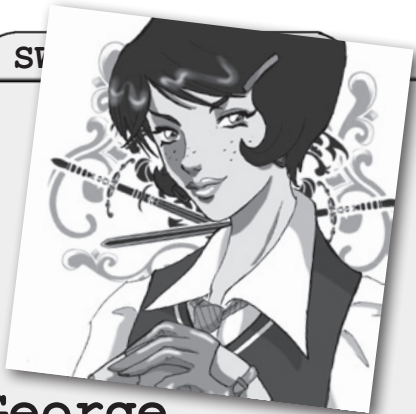
Physical Stress: 00000
Composure Stress: 00000

Social Stress: 00000

FATE: 0000000

Refresh: 7

SV



George

Despite being a bit of a klutz George is an excellent athlete once she focusses on a task. Chosen to be part of SWING's Gosh, Spies! initiative she has turned those athletic skills to the business of spying. A tomboy she still likes fashion and boys but also likes more traditionally 'boyish' pursuits, like soccer. She's the emotional heart of the team where the other two are the brains and the 'face'. She's more than a little bit sippy (she still has all her stuffed toys).

Concept: Sporty girl.

"Whoops... sorry!"
Peerless star of school sports
A bit of a tomboy, but so what?
Pokes her tongue out of her mouth playing video games
Soft-hearted
Vast collection of stuffed toy animals

- +3 Solid:** Athletics
- +2 Hip:** Empathy, Endurance, Fists
- +1 Cool:** Alertness, Burglary, Drive, Investigation, Might, Stealth

Ball of Energy - You may spend a FATE point to shrug off any penalties due to tiredness and gain the temporary Aspect 'Full of Beans'.

Secret Club (Gosh, Spies)
- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Bounce Back - You reduce the time to heal from physical consequences by two steps.

Physical Stress: 000000
Composure Stress: 00000
Social Stress: 00000
FATE: 0000000
Gosh, Spies! Fate: 000
Refresh: 7

Harold

Harold is the agent who has been put in touch of the Gosh, Spies! initiative. The operation was his idea and he has been operating it since its recent inception, acting as an 'Auntie' to the fledgling group that may, in time, become a new Section. He provides mission briefings, gadgets and backs up the agents with information as well as more practical assistance in the field, should they need it. Serious, even to a fault, he often ends up playing the straight man to the girls' hijinx.

Concept: Gentlemanly manager.

Section: Command (Section One)

Section: *Cool, calm and collected - except when he's not.*

Past: *"I had this one, brilliant idea for teen agents..."*

Cover: *An English gentleman in a suit is virtually invisible.*

*Uncompromisingly serious
Straight man to every joke
Immaculately dressed
Stiff upper lip
Desk jockey*



+3 Solid: Leadership, Resources

+2 Hip: Alertness, Contacts

+1 Cool: Academics, Athletics, Deceit, Drive, Fists, Guns, Investigation, Pilot, Resolve, Weaponry

Born Leader - You can boost organisation rolls by +1.

Cool Customer - You have an extra point of Composure Stress.

Funding - Spending a FATE point can boost your Resources or Leadership rolls by two.

Headquarters - A base of operations with guards and so forth, hidden away with the utmost secrecy (+2 difficulty to uncover or find).

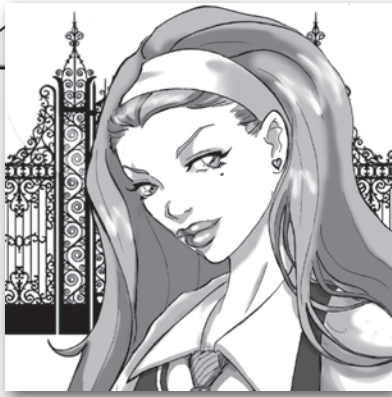
Physical Stress: 00000

Composure Stress: 0000000

Social Stress: 00000

FATE: 000000

Refresh: 6



Henry

A tall and intellectual redhead, Henry is intelligent, responsible, practical and serious. Very much the bookworm she doesn't enjoy sports despite her athleticism when it comes to agency tasks, she just doesn't see the purpose or interest of recreational games. She'd far rather lose herself in a good book than play a game of tennis - or anything else. Of the girls she's probably the most awkward around boys and can't help but show off her intelligence to establish her worth compared to everyone else around her.

Concept: Ginger brainbox.

*Quite the clever old
brainbox*

Unrepentant bookworm

Lost in a good book

Awkward around boys

Look how clever I am!

*A responsible and level-
headed girl*

+3 Solid: Academics

+2 Hip: Science

+1 Cool: Alertness, Art,
Athletics, Burglary,
Engineering, Fists,
Investigation, Leadership,
Resolve, Stealth

Precocious - After someone else has made a roll, this character can spend a FATE point to 'trump' that roll two higher, provided that they have the same skill.

Secret Club (Gosh, Spies)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Swot - You gain a +1 bonus to remember specific facts and references when it relates to a school subject or can spend a FATE point to remember an important fact.

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 00000

FATE: 0000000

Gosh, Spies! Fate: 000

Refresh: 7

Hunk Meatloaf

Hunk is a slab of a man. Part Russian, part Mohican, part Danish and all-American, Hunk was an assassin for several secret American organisations before being hired on as a bodyguard for Dr Capital and his family. Money can buy anyone's loyalty. Since then he's been recruited by SWING and serves as a Physical Education (and self-defence) teacher at SWING educational facilities. During holidays he returns to his bodyguard work for the Capital family. Hunk has an on-again/off-again romance with Ivana which is the source of much speculation amongst the students.

Concept: Killing machine.

Section: Deadly Force
(Section 7)

Section: *Death comes with a blade in his teeth*

Past: *"I've killed every kind of person there is."*

Cover: *"Get up that gym rope or you'll answer to me!"*

Made of gristle and scar tissue

"Nothing is going to hurt you while I'm around."

So... angry

Inhumanly strong

Unstoppable death machine



+3 Solid: Fists, Weaponry

+2 Hip: Athletics, Drive, Might, Pilot

+1 Cool: Alertness, Endurance, Engineering, Intimidation, Investigation, Survival

Acrobat - +2 Bonus to Athletics rolls for feats of acrobatics.

Army of One - Massed enemies get no special bonus against you.

Brawler - When taking on groups of enemies you roll at +1 and do +1 damage.

Dirty Fighter - When you use an opponent's consequence or aspect against them in combat you get an additional +1 bonus.

Massive Knife: +2 damage.

Physical Stress: 000000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

Ivanna

Gobbleov

An intensively trained assassin and honey-trap, Ivanna used to work for the KGB but has gone freelance. Not officially a member of SWING she occasionally works for them as well as for their rivals but has a regular gig as a teacher at SWING school facilities where she teaches Russian language, physical education and - for older girls - spying and seduction techniques. Ivanna has an on-again, off-again relationship with Hunk, more off than on.

Concept: Sexy villainess of uncertain loyalty

Section: Independent Mercenary

Section: *Even I don't know who I work for*

Past: *Sexy Russian accent*

Cover: *Perfect storm of gossip and speculation
Drives men mad
Unbearable tease*

*In Soviet Russia, woman pursues you
Beautiful and deadly. Like the Russian bear. Only beautiful.*

Dancer's poise.



+3 Solid: Athletics, Guns

+2 Hip: Fists, Resources, Stealth, Weaponry

+1 Cool: Alertness, Burglary, Deceit, Drive, Investigation, Pilot

Acrobat - +2 Bonus to Athletics rolls for feats of acrobatics.

Black Widow - +2 bonus to seduction and similar rolls.

Dirty Fighter - When you use an opponent's consequence or aspect against them in combat you get an additional +1 bonus.

Human Spider - You gain a +2 automatic bonus when climbing and can spend a FATE point to eliminate any penalties.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Refresh: 6

Jane

Changeling

Nobody quite understands who or what the Changelings are but they turn up now and again under mysterious circumstances in incidents of mass pregnancy, often associated with blackouts. They seem to have peculiar powers that are extra-normal and are of particular interest to Section Eight. Up until now Changeling's have been liquidated or secured in other ways (such as cryogenics) but SWING is interested in whether a Changeling could be raised into a responsible - and useful - agent. Jane is one of their experiments and is being raised carefully and within SWING's educational system in the hopes she can be made into an empathetic human being, whatever she is.

Concept: Alien space-child

An unsettlingly alien appearance

You can almost hear the theramin

*Detached and insightful
Terrifyingly uncanny*



+3 Solid: Mysteries
+2 Hip: Deceit, Psychic
+1 Cool: Academics, Alertness, Intimidation

Psychic Telepathy - Use the Psychic skill and a FATE point to make psychic attacks, to read minds and to project images, thoughts and feelings.

Psychokinesis - You can move things with your mind by spending a FATE point and making a Psychic roll. Fine manipulations are at -2.

Physical Stress: 00000
Composure Stress: 00000
Social Stress: 00000
FATE: 00000000
Refresh: 8



Jenny the Jinx

Jenny is a ten-year-old terror. Utterly fearless, something of a bully and someone who respects no boundaries whatsoever. She likes nothing more than breaking windows, beating up sappy girls, vandalism and pranking. She has a special hatred for stuck up, posh and rich kids and is very proud of her working class, 'proper' heritage. There's nothing Jenny hates more than being told what to do, directly and indirectly and SWING are trying to channel her destructive talents into something more productive.

Concept: Imp.

Strikes terror into the hearts of adults
Absolutely fearless
Talent for vandalism
"You can't tell me what to do!"

+1 Cool: Alertness, Athletics, Burglary, Deceit, Endurance, Engineering, Fists, Intimidation, Might, Resolve

Ball of Energy - You may spend a FATE point to shrug off any penalties due to tiredness and to gain the temporary Aspect 'Full of Beans'.

Pocket's Full of Trouble - You're always ready to cause trouble and your pockets are full of the means to make mischief. Spend a FATE point to get a mischief-making device out of nowhere.

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 00000

FATE: 00000000

Refresh: 8

Jimmy Mission

A thirteen-year-old adventurer, Jimmy is a headstrong and bullish boy who will be formidable when he's a young man but who lacks the physical capability to back up his ambitions at the moment. Curious and action-oriented Jimmy doesn't like to stop and think, he likes to act, something that often gets him into trouble. Jimmy takes more after Chase than his own father but doesn't want to let either male role-model down, something that puts him under a lot of pressure.

Concept: Child adventurer.

Head first into danger

"Curiosity killed the cat, and me."

Think fast!

"I want to make them proud of me."

+2 Hip: Athletics

+1 Cool: Alertness, Engineering, Fists, Investigation, Mysteries, Science, Stealth, Survival



Boys will be Boys - You can spend a FATE point to unquestionably get away with convincing someone that something you were up to was simple, boyish hijinx.

Childhood Invulnerability

- Kids are resilient little buggers and can bounce back from blows and harm that would fell an adult. While they're likely to cry their eyes out over a scraped knee they can be surprisingly resistant to more harmful wounds. Each of your consequences is worth two more stress than normal.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 00000000

Refresh: 8



Jimmy the Dog

Alex's dog, Jimmy is a loyal mongrel that refuses to leave her side under any circumstances. Scrappy, Jimmy can snarl up a treat and has a pretty savage bite. Intelligent, Jimmy isn't so much trained as being able to follow instructions.

Concept: The best dog in the world.

*Nose for trouble
...and scents
Big, happy, floppy tongue
Bared teeth means 'No!'
Sharp, pointy teeth
Understands English
Unshakable loyalty to the kids
A wagging tail means
everything's OK!*

+3 Solid: Alertness, Athletics, Bite

+2 Hip: Endurance, Intimidation, Might, Stealth, Survival

+1 Cool: Empathy

What's that Lassie?

- Playing a dog is challenging, since dogs can't talk. By spending a FATE point you can express an idea clearly as though you weren't a dog.

Loppies - You can nuzzle people to make them feel better. You can spend a FATE point to give them a FATE point or heal a point of stress.

Dogs Never Die - At the point of defeat you can spend a FATE point to not be taken out and to reset your stress track to one.

Secret Club (Prying Pentad)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Physical Stress: 000000

Composure Stress: 00000

Social Stress: 00000

FATE: 000000

Prying Pentad FATE: 00000

Refresh: 6

Lee Tardy

Impulsive and headstrong, Lee often gets himself into trouble - even jail - by rushing in where cooler heads might prevail. These travails don't knock back his upbeat and joking attitude though, which often comes out in good natured mocking of his friends and his brother. Lee has some good detective skills, picked up from listening to his father, and has a bit of a talent for languages, especially Spanish. He's also not a bad mechanic.

Concept: Headstrong investigator.

*"We have to do SOMETHNG!"
Always in trouble with somebody
Everything's a joke
Doesn't miss a thing
Talent for languages
I'm pretty sure I can fix this..."*

+3 Solid: Investigation
+2 Hip: Alertness, Engineering, Stealth
+1 Cool: Athletics, Burglary, Drive, Endurance, Fists, Survival



Secret Club (Tardy Boys)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Adult Incompetence -

Whenever you are being opposed by an adult in a skill that you both share you get a free bonus of +2.

Get a Clue - By spending a FATE point you can automatically find a 'clue'. If Control is using the plot stress rules from the main book in their plots, it can fill in one of those boxes.

Physical Stress: 000000

Social Stress: 00000

FATE: 0000000

Tardy Boys FATE: 00

Refresh: 7



Pansy Draft

Sixteen years old but mature for her age Pansy is a friend of the Tardy Boys but also an investigator in her own right, even more than them. Rather than a detective, her father is an attorney and she helps deal with the cases that cross his desk as well as stumbling onto her own investigations. She just can't leave things alone. Pansy's a bit of a prodigy, something that annoys many other girls. She can drive, paint, speak French, swim, cook, sew, dance, play sports and is a mean hand at cards.

Concept: Precocious teen detective

*Terribly, terribly earnest
Known as an investigator...
...but also known as a
busybody
Can't leave things alone
A bit irritating to the
less talented
Full of surprises!*

+3 Solid: Investigation
+2 Hip: Academics,
Alertness, Art, Science
+1 Cool: Athletics,
Resolve, Social Standing,
Stealth

Adult Incompetence -

Whenever you are being opposed by an adult in a skill that you both share you get a free bonus of +2 as you 'school' them on what the next generation is capable of.

Precocious - After someone else has made a roll, this character can spend a FATE point to 'trump' that roll two higher, provided that they have the same skill.

Eye for Detail - By spending a FATE point you can mentally revisit a scene that you've investigated previously as though you were there again, re-making any investigation or other rolls to apply to the scene.

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 000000

FATE: 0000000

Refresh: 7



Concept: Young mystic.

*Proudly, even arrogantly,
Indian
Placid and accepting
Imperturbable
Willing to consider the
unknown*

+1 Cool: Academics,
Alertness, Athletics,
Empathy, Endurance, Fists,
Investigation, Mysteries,
Resolve, Sleight-of-hand

Contortionist: You can
wriggle through gaps and
escape from bonds with a
free +2 bonus on top of
your Athletics.

Inner Strength: Against
mental attacks you're
always considered to be on
'full defence' with +2. If
you do engage in a 'full
defence' you get +2.

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 00000

FATE: 00000000

Refresh: 8

Prakash Patel

Adopted son of Doctor Mission and adopted brother of Jimmy Mission, Prakash is proud of his Indian heritage and has maintained his study of yoga and mysticism despite moving to the west. Prakash can seem passive, fatalistic even but this gives him a distance from events and an ability to dispassionately assess what's going on. His yogic training gives him access to some unusual abilities but nothing truly mind-bending, it does mean he's more open to the mystical though and indicates a likely future in Section Eight.



Rick

Rick is the middle child (thirteen) and that makes it hard for him to find his place. He copes by looking after his younger sister and trying to keep up with his older brother. He's a bit of a joker with a cheeky sense of humour and tries to keep everyone cheered up. He does have a bit of a weakness for going off by himself, which is part of his way of finding himself and proving his worth amongst his siblings and friends.

Concept: The joker and all-rounder

The middle child

"Don't you dare hurt my sister?"

"What would Tarquin do?"

Goes off alone and gets into (and out of) trouble

+2 Hip: Alertness, Athletics

+1 Cool: Deceit, Endurance, Fists, Investigation, Stealth, Survival

Secret Club (Prying Pentad)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Get a Clue - By spending a FATE point you can automatically find a 'clue'. If Control is using the plot stress rules from the main book in their plots, it can fill in one of those boxes.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 00000000

Prying Pentad Fate: 00000

Refresh: 8

Selma

Selma's a real 'four eyes'. A voracious mind she devours books and knowledge as fast as she can get hold of it on any subject but she's most interested in science. Something that greatly helps her in her investigations. She really wants to work in the space program, hopefully for NASA and that's what she focusses her education and reading on more lately. Blind without her glasses she nonetheless seems to keep losing them. Maybe she should wear contacts? While she pretends not to be upset by her relatively plainness it does upset her, still. She is genuinely more happy with her head in a book.

Concept: Science nerd.

"My glasses! I can't see without my glasses!"
Fed up with being seen as 'just' a brain
Voracious reader
Science, it works, jerks!
"Here's how he did it..."
Erring on the side of scepticism

+4 Neat: Academics, Science
+3 Solid: Investigation
+1 Cool: Alertness, Engineering, Resolve, Stealth



Four Eyes - Treat a kid that way and they'll start to think that way after a while. When you spend a FATE point on something 'nerdy' you double the bonus that FATE point provides (+2 without an Aspect, +4 with).

Adult Incompetence - Whenever you are being opposed by an adult in a skill that you both share you get a free bonus of +2 as you 'school' them on what the next generation is capable of.

Catchphrase - 'Jeepers!' This catchphrase acts as though it were an Aspect, but you can activate it once, for free, per game at an appropriate time.

Physical Stress: 00000
Composure Stress: 000000
Social Stress: 00000
FATE: 0000000
Refresh: 7



Tarquin

Tarquin is the oldest of the little gang at 15 and takes responsibility for the others. Level-headed he easily adopts the role of leader and his relative height, strength, intelligence and caring nature make him a natural for that position. It also makes him far better at dealing with adults and making them listen to what the gang tell them.

Concept: Upstanding young man.

*Respected by adults
A fine, upstanding young man
who will go far
Stuck up prig
Thoughtful and level headed
I'm the eldest
Spotlessly clean in
language, conduct and
everything else*

+2 Hip: Alertness, Endurance, Leadership, Resolve

+1 Cool: Academics, Athletics, Fists, Investigation, Social Standing, Stealth, Survival

Secret Club (Prying Pentad)

- The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Get a Clue - By spending a FATE point you can automatically find a 'clue'. If Control is using the plot stress rules from the main book in their plots, it can fill in one of those boxes.

Born Leader - Within the Prying Pentad Tarquin can motivate and inspire the group providing a +1 bonus to group enterprises.

Physical Stress: 000000

Composure Stress: 000000

Social Stress: 000000

FATE: 0000000

Prying Pentad FATE: 00000

Refresh: 7



Wendy Hanse

A total coward, Wendy is scared of anything and everything and is all too ready to believe in phantoms, ghosts, monsters and other nonsense no matter how many times she's seen them unmasked as Old Mister Jenkins the funfair owner. She's far too ready to run away at a moment's notice. She seems to stumble on to clues and to cause situations that help the investigations in spite of herself. Pure luck!

Concept: Cowardly custard.

Eeeeeeeeeeeeeek!

"I am NOT going in there."

Reluctant to do anything scary

High pitched, nasally, annoying voice

Adorably clumsy

Unbelievably lucky

+6 Fab: Alertness

+2 Hip: Empathy, Mysteries, Rapport, Stealth

+1 Cool: Athletics

Secret Club (Teen

Valkyries) - The characters with this Stunt share a special, communal pool of FATE points that any of them can tap into. Whenever a character from the team gains a FATE point they can, instead, choose to donate it to the group fund.

Wiggly - You gain a +2 bonus to escape from bonds wriggle through small gaps and escape from grapples and holds.

Listen In - By spending a FATE point you can make a villain, henchman or goons 'spill the beans' in an important way, as though you were n7ot there.

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 0000000

Teen Valkyries FATE: 000

Refresh: 7

Villains



Flashheart

Master Flashheart is the headmaster of the Sedbury Academy and a rather game old duffer despite that. Archly conservative, something of a bully and a nasty, selfish piece of work Flashheart was something of a rake in his younger days and very much bemoans his age and infirmity as putting an end to it. Flashheart is a somewhat amusing drunk, which is lucky because he'd frequently been at the brandy. Being sent to see the Headmaster is not a punishment simply for the thrashing you're likely to get, but also for the long, rambling anecdotes about the women of his past you're likely to have to endure.

Concept: Bullying old duffer

Organisation: CONDEM

*Drunkard's Wisdom
 Rambling and surreal anecdotes
 Dirty old man
 Six of the best!
 The authority of station
 "Yes, but how does it benefit me?"
 Like most bullies,
 Flashheart is an inveterate coward
 "Oh, can I help you young lady?"*

+3 Solid: Resources
+2 Hip: Deceit, Gambling, Social Standing, Weaponry
+1 Cool: Alertness, Athletics, Burglary, Drive, Fists, Guns, Intimidation, Leadership, Stealth

Blather - When you're lying you can go on and on. If you fail to convince someone you can spend a FATE point and keep going, re-rolling with a +1 bonus. If you succeed, the whole lie succeeds.

Clever Façade - When someone gets a 'read' on one of your aspects, you can 'read' one of theirs.

Danger Sense - When you're ambushed you can take an immediate, full defensive action and get +2 to your defence, though this does take up your next action.

Do You Know Who I am?
 - Your reputation and social rank precede you granting a +1 bonus to applicable Rapport, Deceit, Intimidation or Contacts rolls.

Physical Stress: 00000
Composure Stress: 00000
Social Stress: 000000
FATE: 000000
Refresh: 6

Villains

The Puppeteer

The Puppeteer takes the maxim of "Give me the child and I will mould the man" seriously. His long-term conspiracy is to go after soft targets now, in order to raise an army of brainwashed followers for the future. A master of indoctrination, including a form of technological hypnosis, The Puppeteer takes on a disguise and a false identity, inveigles himself into the confidences of a school or similar facility and then starts to work his peculiar magic on the children until he has turned the place into another of his 'colonies'. Children leave the schools and go out into the world to become sleeper agents, simply awaiting his command to be activated.

Concept: Predatory conspirator

Organisation: Individual megalomaniac.

*Any face but my own
Mesmerising voice
Can put you at your ease
Above any suspicion
Takes the long view
Cautious, almost to a fault
"The mind is my
playground."
Almost anyone could work
for The Puppeteer*

+5 Groovy: Science
+3 Solid: Contacts, Deceit
+1 Cool: Academics, Alertness, Empathy, Engineering, Leadership, Mysteries, Rapport, Resolve, Resources

Clever Disguise: You gain a +2 bonus to any attempts to disguise yourself and can don a disguise in one shift less time.

Heart's Secret: When you get a read on someone the most important aspect is the one revealed first.

Instant Functionary: As part of an organisation you can use your leadership skill in support of or in place of any other applicable skills.

SCIENCE!: You can spend a FATE point to use your Science skill in place of any other skill.

The Puppeteer uses a special chair and head-mounted mind control device to indoctrinate children (and often other staff). This takes effect at +6.

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 00000

FATE: 000000

Refresh: 6

Changelings

Every so often there are strange blackouts and incidents of mass pregnancy. The children born in these circumstances are... odd. Strange in appearance, possessed of odd psychic powers and peculiarly detached from the humans around them they seem to have some sort of group mind. These cells can turn up anywhere in the world and can be horribly dangerous. People find it hard to work against their own children and while some groups have tried to subvert the Changelings and turn them into military or intelligence assets, as yet none have succeeded.

The statistics given here are for a small localised group of Changelings in a remote town.

Changelings should be powerful, individual, fully formed characters with access to psychic powers.

Scale: Tiny (Less than 100)

Scope: Tiny (Village) - Single village/town.

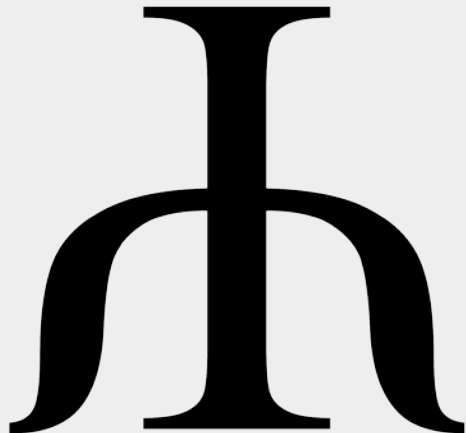
Aspects: Unsettlingly creepy

Skills: Loyalty +2, Sway +1, Fringe +1

Physical Stress: 00000

Composure Stress: 000000

Social Stress: 00000



Generation

Generation is a loose, anarchistic, collective of young adults (16-29) who are truly devoted to the idea of overturning existing society and replacing it with a new world of peace, love and understanding. They're willing to go to quite extreme lengths to bring this about however and engage in acts of 'freak out' as well as disruptive attacks on banks, schools, universities, colleges, political organisations and governments, trying to show that they are out of date or to twist them to their 'groovy' kind of thinking.

Some of these actions can get out of hand and increasingly the more militant wing of Generation is willing to engage in violence and outright revolution in order to overturn what they call the 'Geritocracy', rule by the old.

SWING agents often have some sympathy for Generation, many of them are similar in outlook and also don't trust anyone over thirty. The increasing militancy of Generation is changing that outlook...

Generation can be used in a more playful manner for less serious investigations and adventures, holding sit-ins, happenings, using mind control to turn public figures into 'groovy guys and girls' or, in a more serious and adult adventure they can be presented as dangerous terrorists.

Scale: Medium (A few thousand)

Scope: Global - Academia, Education, Fashion, Music.

Aspects: "Don't trust anyone over thirty", Out with the old and in with the new, "You just don't understand, man."

Skills: Influence +5, Loyalty +2, Sway +5.

Physical Stress: 00000

Composure Stress: 0000000000

Social Stress: 00000



Guild of Bullies

It's small beer to grown ups but in a child-scale economy bullying is a profitable and useful enterprise. Between lunch money, food and the simple pleasure of beating up someone smaller than you bullying is big business and excellent preparation for the later world of work as a bailiff, tax collector, soldier, supervillain goon or government minister.

Bullying is, however, a disorganised enterprise for the most part, relying on individual bullies with individual talent (size, cruelty, a creative new way to flush someone's head down a toilet) and working for themselves. The Guild of Bullies seeks to change that.

Headed by the mysterious and ambitious 'F', the Guild of Bullies seeks to turn bullying into a sort of junior organised crime league.

From now on moving schools will not allow one to escape one's past or the spectre of bullying and guild alumni are beginning to turn up in the teaching profession, willing to turn a blind eye to the actions of members of the guild.

Scale: Medium (A few thousand)

Scope: Global - Academia, Education, Military, Law Enforcement.

Aspects: *There is no escape, The authorities are on our side, Strength in numbers*

Skills: Arms +1, Communication +1, Influence +5, Information +4, Resources +1

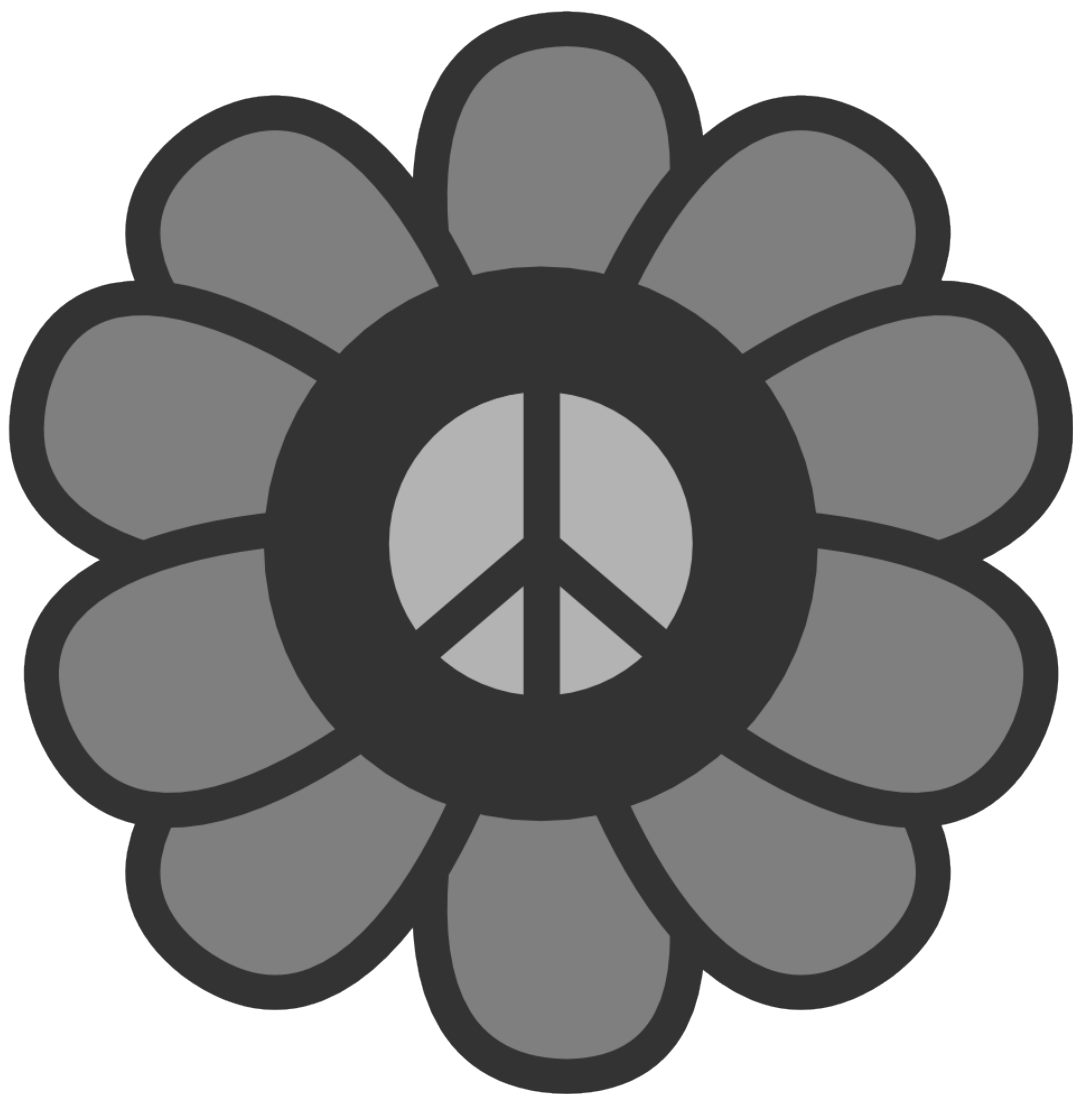
Physical Stress: 000000

Composure Stress: 0000000000

Social Stress: 000000



SWINGing Teens



The idea of the 'teenager' as we think of it today didn't really come about until the 1950s, along with the whole 'Rock and Roll' subculture. Prior to that you were pretty much considered to go from child to adult almost overnight. Going back to Victorian times, children as young as twelve, or even lower, were considered adults capable of going to work and even supporting their families and facing the death sentence. Post War prosperity in the United States changed all that, even though it took a while to spread further to the harder hit British Isles and Mainland Europe. Even longer to reach China and Russia.

In the 1950s the only real teen subculture was that of rock and roll, crooners and so on having a much less identifiable fanbase. By the time we get to the 1960s and 1970s though, the SWING years, teen subculture is an established concept and has divided up into all kinds of different kinds, many of them at odds.

A character doesn't have to conform to any of these subcultures, especially if they're confined to a boarding school, but it can help to create a character theme and act as a guide to role-playing and style if you do decide to fit one of these.

Mods

Mod's started in the late 1950s and peaked in the early to mid 1960s with a couple of late revivals. Mod is short for 'modern' and Mods saw themselves as celebrating all the advances and modernisations that came about in that period. A shortcut to Mod style comes through sharp suits (or dresses) and heavily customised motor scooters. Musically they were typically into Soul, Ska, Beat and R&B.

Mod style and fashion seems to have come out of both a certain working-class 'dandyish' style and the graduates of art and fashion schools throughout the period.

Teens

Mods would linger around coffee bars, rather than pubs, something that was very much at odds with typical British culture, much more European and something which could go on far later into the night.

Mods were pretty much gone by 1966 or 1967, transformed or replaced by other subcultures but they have a revival in the late 1970s and again, later, in the 1990s where Britpop co-opted a great deal of the old Mod style and influence.

Rockers

Rockers and Mods existed at much the same time and were great rivals, culminating in quite large scale physical conflicts, fights and rumbles across coastal southern England in the mid 1960s. The fights included weapons, knives, razor blades and so on, but compared to modern gang violence can seem quite tame.

Rockers grew out of the 1950s 'Teddyboys', UK rock and roll fans notable for their drape jackets and quiff hairstyles. Rockers were more about leather and denim and, importantly, motorcycles.

Predecessors to the motorcycle clubs and gangs that would later emerge, Rockers saw themselves as rebels, non-conformists, rebels, much of which lay behind their great distaste for the Mods whom they saw as sheep-like fashion victims.

Rockers never really went away, as such, but rather became the aforementioned motorcycle clubs and gangs or folded into the Heavy Metal scene as it emerged.

Punks

Punks came about earlier than many think, as early as 1974 and, rather than coming about in the UK the Punk Scene first came about in the US, particularly in New York. This early punk doesn't much resemble - in fashion or in music - what we classically think of as punk which is much better represented by The Sex Pistols and the later bands.

Punk lasted into the 1980s before tailing off quite rapidly though, as a very recognisable and influential subculture it's never really gone away.

Punk was guided by two main ideas, both in the music and in the style. Transgression and 'Do it yourself'. Punk rejected social standards, political standards and the idea of commercialism. Punks would make their own clothing, wear safety pins as piercings, spit, fight, swear and otherwise shake things up. This is what helped make Punk seem so dangerous to the establishment, especially in the jubilee year.

Punk blended at the edges into New Wave, Heavy Metal and many other scenes as they all developed and changed.

Glam Rock

Glam Rock emerged in the early 1970s as a particularly distinctive style of rock marked by androgyny (lack of gender distinction) and outrageous, wild and crazy clothing. Glitter, platform boots, make-up and high camp were all important to the scene which was exemplified by the likes of David Bowie and Roxy Music.

An art-school and experimental scene that had a great deal of influence over many of the later, similar scenes such as New Wave and New Romantic.

Hippies

The Hippy subculture came up through the 1960s and into the 1970s and was remarkably long-lived. Aspects of it survive today in various scenes and people still identify themselves as hippies. The movement culminated in the 'Summer of Love' but also in the Manson Family murders and it was the combination of the two that probably lead to the decline of the hippies, changing from a somewhat seriously-taken political and revolutionary set of social ideas to a hedonistic and hypocritical seeming irrelevance.

Hippies were associated with drugs, experimental music, festivals, peace, love, left wing politics and protest culture.

Teens

Most especially against the Vietnam War but also against nuclear weapons and in favour of the civil rights movement, women's rights and other issues.

For a long time people genuinely thought hippies were going to change the world, not least of all the hippies themselves. In Paris this came closest to reality with student protests and near-uprisings. Elsewhere hippies failed to gain that much traction, despite making a lot of noise.

Teenybopper

Teenyboppers were mostly girls and mostly younger (11-15). Teenyboppers were into pop music rather than the deeper and more specialist music of other teen subcultures. Throughout the 1950s and 1960s the term was used to refer to these fashion and music fans who are, perhaps, best exemplified in the screaming girl-fans of the Beatles, whatever their later association with other forms of music and other scenes.

Skinheads

Most people associate Skinheads with racism, violence and football hooliganism, which is somewhat ironic as when the subculture first started up it was heavily involved with and influenced by Ska music and West Indian culture. It was more as financial hardship set in, in the 1970s that racial tensions upped and the skinhead scene became more racist and insular though there's always been an element of the scene devoted to bucking that trend and fighting against it.

Skinheads are known stylistically for heavy boots, braces, turn up-jeans, bomber jackets and shaven heads. Musically the old-style skinheads were into ska, reggae and other black music while the later skinhead scene was much more punk/metal oriented.

Rude Boys

The term 'Rude boy' was originally a term for petty street criminals in Jamaica.

When it came over to the UK with West Indian immigrants it became much more associated with the ska subculture. There have been three waves of Ska, the first wave in the 1960s, the second in the 1970s and early 1980s (2-Tone) both of which are in the right period for Agents of SWING.

Rude Boys (and girls) dressed in a slimmed down and modernised version of 1950s fashion. Hats, tight suits, thin ties, sunglasses and so on. The whole scene was quite political, especially during the Thatcher years as well as being opposed to Apartheid in South Africa and was probably a more accurate 'spiritual' successor to the influences that also gave birth to the skinhead music scene.

Metal Heads

Heavy Metal emerged out of glam and other rock genres and really came into its own with the advent of Black Sabbath in the late 1960s.

Other 'Heavy Metal' bands rapidly came about and Metal brought together many older styles into something new along with a dark and grim sensibility and rebellion that presaged both later scenes of punk and goth. Metal was marked by long hair, leather, tattoos, 'violent' dancing and horrific and disturbing, fantastical imagery.



Field Trip



Introduction

Field Trip is intended as an introductory adventure for a new group and to play up to the sort of Saturday Morning Serial feel that *Gosh, Spies!* adventures might try to emulate.

The adventure has the characters stumble upon a nefarious plot by an evil scientist and his henchman and places them in a perfect position to scupper their evil plans and save the day. Combining school, adventure and kid-sleuth elements, Field Trip should serve as a good example of how you might want to play these sorts of games.

Characters

Ideally characters should be students at St Joshua's, girls and trainee Agents of SWING. Players who are dead set against this or want to play something else could play teachers from the school or other people on the field trip who aren't associated with the school and who just happen to be there. With the whole adventure built on lucky coincidence (as so many Saturday Serials and Enid Blyton books were) this shouldn't be too much of a problem.

Pre-generated characters included in this book are ideal to use and if you're running the adventure as a 'taster' or at a convention or other event, that's probably your best solution.

Control's Overview

Unlike normal SWING adventures this adventure isn't so much investigative as it is stumbling upon a scheme that's already in progress. As such there are no plot-stress points and the first half of the game is very linear, even 'railroaded'. This isn't so much of a problem in games that depend upon authority and regulation such as those set around schools. Schoolkids are expected to do as their told and engage in the activities that they're sent on but even so, players may chafe at their relative lack of choice.

Once the characters have stumbled upon and infiltrated Professor Talpa's secret base things are much more freeform.

Field Trip

How the characters explore, investigate and foil (or not) Professor Talpa's evil scheme is entirely up to them and if the players have been chafing at the directed nature of the game up to this point, this should mollify them a little.

The Professor's Scheme

Professor Talpa is an expert on all matters underground. Caves, volcanoes, underground life, magma, you name it he has a grasp on it and has made it his life to understand geology and all things under the Earth. Exposure to strange mushroom spores in a deep cave warped the Professor's mind and forced him to add mycology to his portfolio of scientific knowledge. Bestowed with a sense of his own superiority by his infection, Professor Talpa has since been hell-bent on taking control of the world.

His latest scheme is to tap into the power of the ancient volcanic landscape of Britain.

Britain is not considered a volcanic nation but the effects of vulcanism in the past are present all over the nation. Inspired by the story 'The Thames Valley Catastrophe', Talpa has wormed his way into the deeper, untouched caves in Hammerhurst to test out his theories and to threaten the British government with volcanic destruction, if they do not bow to his whims.

Everything is almost ready for the Professor to undertake his scheme and to unleash his terrible weapon. There's only one potential fly in his ointment and that's the characters.

On The Coach

It's a fine day for a field trip, the sun is in the sky and the breeze off the moors is warm, rather than chilling. No classes today, rather your group - and a lot of the others - are being herded by the staff onto the buses that are waiting outside. The registers are ticked off as you're piled onto the coaches.

"Abrams? Aerton? Badger? Carmine?"

And so on.

The buses smell a little of cigarette smoke as you scramble on board and find your seats on the creaking, cream-coloured leather. It's going to take a while to get everyone on board all the buses, so you have a little time to see who you're sitting next to.

If the characters aren't already part of an established group of friends this is a good opportunity to let them make introductions, give character descriptions and do a little free-form, soft role-play to get into their characters and to get a handle on their personalities.

Once that's gotten together you can give them a little challenge to deal with to help bind them together even more closely as a group...

Here Comes Trouble

The last few people are getting onto your bus and there's a collective groan as Big Bettie and her cohorts are amongst them. Bettie is a frightful bully and her hangers-on aren't much better. Taller and stronger than most of the other girls she likes to throw her weight around, particularly on the hockey field but also off it.

She stamps her way up to you with Tweedle-Delia and Tweedle-Dum in tow and leans down over you.

"You're in my seat. Move."

A hush drops down over the bus as everyone cranes around from their seats to watch, almost holding their breath as they wait to see how this all turns out.

Big Bettie

Physical: +3

Social: +2

Mental: +1

Stress: 000

FATE: 00

Skills: Fists +2,
Intimidation +1

Field Trip

Tweedle-Delia &

Tweedle-Dum

Physical: +2

Social: +1

Mental: +0

Stress: 00

FATE: 00

Skills: Fists +2,
Intimidation +1

A confrontation with Bettie and her tag-alongs needn't be physical, it could go any way from trickstering to embarrassment or intimidation. A scrap isn't off the cards by any means though, though it shouldn't be a serious fight and 'taken out' should be unconsciousness, rather than death - obviously.

If things look like they're going to get too nasty, have a teacher show up and pull people apart, enforcing discipline once again. Anyone caught fighting is likely to get detention, or lines, once the field trip gets back but throwing people off the bus would disrupt the adventure, so best not to do that (unless it's a suitable and deserving fate for Bettie and her friends.

Now that everyone's boarded and settled the coaches start up and move away from the school, bouncing down the driveway and onto the road, wending their way south. You're away!

If people are still into doing some soft role-play, singing bus songs or causing mischief for the teachers then you can play out some of the trip for as long as people are having fun. Sooner or later, a couple of hours of in-game time, they'll arrive at their destination.

Hammerhurst Caves

The coaches swing around and you end up pressed against the windows as they come to a halt on a big square of asphalt. There are a few other coaches and cars here, a couple of prefabricated buildings and a towering, cliff of rock with a few twisted trees and shrubs clinging to it. A big sign marks the location as 'Hammerhurst Caves' and as a 'beauty spot'.

It seems you'll be venturing underground and seeing the wonders of the vast deeps of the earth. As it sinks in as to what you're here for some girls on the coach are excited and others start to groan with precognitive boredom. You're taken down off the coach and ticked off on the register again by the teachers who also organise you into groups. Wouldn't you know it? You're one of those groups.

"We're going on a guided tour of the caves" shouts one of the teachers, pacing back and forth like a drill instructor. "Stay with your groups and stay in sight of a teacher. Do not wander off the path and if you do get separated, remain in place and shout for help."

It looks like you're not the only ones here today either, there are other schools and little gaggles of people on their holidays. The tour guide seems tired and almost disinterested as they stand up at the entrance to the cave and run through exactly the same spiel as the teacher just did before beckoning you all to follow and picking up a torch to use as a beacon.

You all get your own little pocket torches too, not that they're much good. Following after the rest, you step into the dark and the light of the world above rapidly disappears as the torches click on, one by one.

The Cave Tour

You can spend as much or as little time on the tour and its information as you like. It would be a lot of exposition if you really wanted to engage in it and this can be boring for players who just have to sit there and listen to you. You can improvise some role-play between the players, the rest of the class and the other tourists. Kids may well make fun of the tour guide and that could lead to a little fun, considering what's been done to the tour guide.

The tour guide seems a little distracted as your group comes together and doesn't seem to be paying that much attention to you all.

Field Trip

He leads you down the concrete steps into the electrically lit tunnels of the cavern, his monotonous voice already lulling you to sleep as he launches into his rote spiel about the cavern.

Rather than give you an overload of information to read out, here's some bullet points on the areas of the caves and their history that you can improvise around and include, or not, as you prefer.

Opening Spiel

At the bottom of the steps where a square room is cut into the rock and reinforced with concrete the guide will go into their monotonous, introductory spiel about the caverns.

- The Hammerhurst Caverns are truly ancient and it is known that they were mined and explored as far back as Roman times.
- The caves are famous for their near-unique Purgreen mineral deposits. Layers of green copper oxide laid down due to dripping water into pretty layers of varying intensity.

- The caves used to have hot springs, as recently as Victorian times, but they have cooled and all but disappeared since the turn of the century.
- Stay on the path and with your group since not all the caverns are lit and some of the side caverns and tunnels can be dangerous.

The Gallery

The first of the caverns proper, the gallery opens out nice and wide and has a relatively flat floor and damp walls. There's a few small stalactites and stalagmites around the cavern and the electric light gleams off them, showing a green, oily sheen on every surface. The gallery has a profound echo, which you can imitate by softly repeating the last word you say in any statement, two or three times... times... times...

- The gallery was used to host dinner parties throughout the Victorian era and the roof is still somewhat blackened by tobacco smoke and that from oil lamps.

- The rock strata here are much more dense and water tends to flow around this cavern, hence why it's merely damp rather than wet.
- Words are carved into the wall here and there and while minerals have settled over many of them, some are thought to be Roman. It's not allowed now, of course, but is of historical interest.
- Here the Purgreen mineral deposits are far more obvious and it was mined from the walls here in the past. These days it's taken from side tunnels.
- There's a ghost story that during a dinner party guests from the gallery went exploring and told that the cavern tried to 'eat them', nonsense of course, too much port.

Longtooth Cavern

A smaller cavern, a path is lead through the middle of it, winding around the big stalactites and stalagmites. The tour is warned not to touch anything as these can be fragile (though they don't look it). It's an impressive cavern, moreso than the gallery, even though it's smaller.

- The gallery gets its name from the rock formations throughout it. The spikes from roof and floor resembling teeth.

The Waterfall

This is a conical chamber with a thin stream of water pouring down from the very top and disappearing into a hole at the bottom. The chamber is not lit by electric light but, rather, by sunlight pouring down through an opening in the ceiling that is fringed with grass and dangling white roots. The walls in this chamber are green and blue and even more intense than the Longtooth cavern.

- The water often stops during the autumn and winter, or slows to a tiny trickle. Picking up again as the springs start to flow again.

Field Trip

- There's a plan to lower a camera down the hole where the water flows the following autumn and some scientists have already been here taking measurements.

The Pool

The tour is guided into a roundish side chamber with a roped-off pool. One little group at a time is allowed in to take a look, there's not much room and the tunnels in and out are a little cramped. The chamber is shaped like a quarter of a globe, flat (ish) on two walls and curved on the other with the pool backed onto the round wall. It's as still as a mill pond and freezing cold.

- There's nothing particular or special to be said about this chamber because there's no room for the tour guide to stay in and give a spiel. Each little group is expected to just take a small amount of time to look at the pool and to, perhaps, look at their perfect, mirrored reflections in it.

Disaster!

You stand and look at the mirror-surfaced pool for a short time and after gazing at your reflection for a short while you rapidly lose interest. There aren't even any fish in there, not even the blind, white cave fish you remember hearing about. As you're about to move on and let the next group in there is a sudden, shuddering rumble and the ground heaves under your feet. Rocks fall from the ceiling and clatter and splash, disrupting the perfect surface of the pool. The lights go out and there's a sudden, long, gurgling sound of draining water.

You fumble with your torches and flick them on, only to discover that the tunnels are blocked with fallen rocks, voices behind them sounding panicked but dim and distant. The pool has drained and long cracks run up the walls. An earthquake, in Britain?

There has definitely been a shock to the rock and earth but this sort of thing hardly ever happens in the UK. Nobody really has any experience of it.

The rest of the tour, outside the tunnel entrances can't get to the characters and will have to call for rescue. They're going to be stuck in here for some time.

Where the pool was is now a smooth tunnel, leading down and there's a faint, gleaming light all the way down at the bottom. Maybe it's a way out, but they can't really communicate with anybody on the other side of the rocks, so it's up to them if they want to explore the tunnel or not.

If the players are uncooperative and don't follow the hint, you can always have another tremor that tumbles them into the tunnel and threatens to collapse the chamber further.

The Tunnel

Where the water has drained away a smooth tunnel descends into the earth and, after the collapse, it seems to be the only way there might be out of the chamber. It's a bit steep at the top but then smooths out.

The walls are worn smooth, almost as smooth as glass and it makes the going difficult.

Climbing down into the passageway is tricky and needs an appropriate roll of +4 or more to negotiate without falling down. If a character falls they take one point of physical stress and go slipping and sliding down the tunnel before coming to a halt as it smooths out and flattens.

A Distant Light

The tunnel smooths out and flattens and, distantly, you can see a light shining. There's machinery here, still damp, running across the bottom of the tunnel, almost blocking it off completely - though there's just enough room for the light to be seen. Machinery, down here? That seems a little odd doesn't it?

Schoolkids are unlikely to have the technical skills, but you never know. A roll of +5 or more will reveal that this 'barricade' across the tunnel is (or was) a water pump and filter and the piping from it runs the rest of the way back down the tunnel towards the light.

Field Trip

The pipes lead all the way into Professor Talpa's underground base and his geothermal power plant, the access the characters get to his base and the nefarious scheme that goes along with it.

Deadly Depths

These are the deeper tunnels, deemed unsafe for the tourists and closed off the spelunkers and scientists as being no longer interesting. The perfect place for Professor Talpa to enact his scheme of terror. This underground tunnels were burrowed into using his digging machine and then fitted out as his high-tech centre of crime and terrorism, all beneath the world's notice. By pure chance our young heroes are the only ones that are going to have a chance to put a stop to his evil plans before they, properly begin.

The Underground Base

The underground base is shaped around the central volcanic resonance chamber which is above the other tunnels and rooms which form a loose, horseshoe ring around it.

The characters will emerge into the power plant, but the whole base is available for them to sneak through, albeit filled with Talpa's Dig-Bots and brainwashed minions. Neither the Dig-Bots nor the minions are particularly aware but Talpa himself - and his son - are a genuine danger for the sneaking students.

When describing the base it's best to think of it in cartoon terms. Bright colours, blinking lights, simple shapes. Talpa's base is a caricature of the evil villain's lair and super science. The Dig-Bots in particular are almost comical in their design, though no less effective for it.

The underground base is the main 'act' of the adventure. Finding out what's going on and finding a possible way to confront Talpa and put an end to his scheming, or to hide until the rescuers can get to them (which is a useful deus ex machina if things get out of hand).

The Plan

Professor Talpa's plan is simple. This facility is his means to control the very powers of the Earth itself and to turn them against Britain, perhaps even further (he has plans to use more powerful resonance to extend the reach of his capabilities). The device is still under testing, which is why it has caused these small, localised tremors, such as the one that trapped them down here and exposed the base.

When the device is properly aligned and at full power it will be able to cause earthquakes and volcanic eruptions, reawakening the ancient volcanic landscape of the British isles into hell, at his whim. He plans to hold the government of Britain, perhaps eventually the world, ransom with this technology and is overwhelmed with burgeoning megalomania, distracted from his son and from anything but his own obsession.

Geothermal Power Plant

You clamber down out of the water tunnel and down onto a little gangway. The chamber is a cave, but brightly lit, almost glaring lit. The walls are rough at the top, smooth at the bottom and the roughly-egg shaped chamber is filled with bleeping, hissing, churning machinery. Steam rises periodically from the grating in the floor and a pair of strange machines rumble back and forth, poking, prodding and working at the machines with long, tentacular claws. Robots were about the last thing you expected to see on a field-trip to a cave and yet, there they are.

Over a tannoy you hear a loud, nasal voice announcing to what you presume must be a larger facility. "End the test, turn down the power output and begin recharging the capacitors. We'll get another test in later. Adjust local resonance point three-seven richtons."

Makes little sense to you, but it must mean something to someone.

Field Trip

The power plant is a fairly big, egg-shaped chamber that smells faintly of rotten eggs. It is full of tubes and pipes that are pumping water from a large reservoir that was, once, filled with water from the pool and the tunnels. Other tubes are pumping magma and the tubes are glowing hot and discoloured from the heat.

The machines here supply power to the rest of the complex and are surprisingly robust and not especially easy to sabotage. The robots will protect the machines, if they spot anyone causing trouble they will seek to stop them but their main task is maintaining the power plant and that's what they'll concentrate on.

Should a pipe get broken open, what comes pouring out can be determined by the roll of a single dice:

1. Magma
- 2-3. Water
- 4-6. Steam

The consoles and machines are tough, very tough, easily thick enough to stop a bullet and bolted to the floor, virtually immovable by anything short of the exertions of one of the Dig-Bots.

There is only one way out, an open tunnel mouth that leads into the 'horseshoe round' of the tunnel that leads around the central area.

There's little to discover in here, save that these devices are drawing power, immense amounts of power, from the very heat of the Earth itself. Whoever put this together has remarkable scientific knowledge, far beyond conventional knowledge and, seemingly, much more effective.

The Digging Machine

Squatting amongst a pile of broken rock and dirt sits a slab-like machine, covered in drills and mechanical shovels. It's scraped and battered and has clearly been used.

It's surprisingly big as you get closer to it, a massive box of a thing, intimidating in its scale and it looks like it could carry a heck of a lot of gear, perhaps even enough to get this whole shebang set up.

The machine is locked, but could be prised open or picked. It's a big piece of industrial machinery, not especially secure, it doesn't really need to be. The whole thing is custom made and inside is mostly storage space for Dig-Bots and empty crates. Amongst the crates are some printed construction instructions for a 'Geothermal Power Plant' and a 'Volcanic Resonator' which all seems a bit ominous. On the back of the instructions for half of the machinery someone has, in a somewhat childish hand, scribbled a picture of the Dig-Bots and an ugly looking man in a scientist's coat.

Volcanic Resonance Chamber

A big, domed chamber the volcanic resonance chamber is filled with strange machinery. A column, filled with glowing lights, runs from the top of this cave to the bottom, pulsing strangely and humming with a resonant sound that rattles in your chest. Robots and stumbling, slack-jawed people move from device to device, ordered and shouted at by a hunched figure in a dirty lab coat.

The control devices in here are more delicate than elsewhere in the chambers, more attuned and accurate and much more open to sabotage, especially the great, central column. The only problem up here is that there's less cover, plenty of Dig-Bots and brainwashed goons and Professor Talpa himself.

Professor Talpa is more than willing to provide exposition, even if he's only talking to his robots and minions. Gloating, laughing, chewing the scenery as he rants about his plan to unleash volcanic hell on Britain and the world.

Field Trip

You know the sort of thing:
"They called me a fool!
They called me crazy!
Who'll be laughing when
the seething lava buries
London?"

Control Centre

This chamber is another, filled with machinery, complex-looking computers with reams of tape zooming back and forth. Control panels, covered with dials, levers and switches. A pair of Dig-Bots trundle from device to device, keeping everything in a fine balance, regulating power and a hundred other variables according to the barked orders of the nasal voice coming over the tannoy.

Another excellent place for sabotage and another one where the Dig-Bots are kept busy and less likely to notice the characters. More vulnerable than the power room the consoles and computers are the sorts of things that can explode in impressive showers of sparks and give off all sorts of interesting, loud noises as they're broken. They also spill a lot of ticker-tape onto the floor covered with data about heat, stress in the rock, resonance and so on.

Mushroom Garden

There's a gust of damp air as you pass this tunnel, plastic sheeting drapes across its entrance and behind it a dim, low light gleams from behind and as you step inside there's a smell of rot and damp and mould. The cave floor is thick and spongy, dark and covered in sprawling fungal growth. There are many strange mushrooms here, bursting out of the soil in every direction, so many different kinds, some of them even glowing.

This is just a quiet place of meditation and thought where Professor Talpa can come to calm down. If the power or its distribution is sabotaged this is one of the only places that will have light without the use of torches, matches and so on.

Brainwashing Centre

This room is almost completely lined with machinery and the rock walls aren't visible, hidden behind panels, bolted together, prefabricated.

Stumbling, slack-jawed men and women in the liveried jackets of the cave staff move around the chamber and a frightened looking man - a teacher from one of the other tours you think - strapped into a chair with a device ratcheting down towards his face.

The device dispenses treated spores from the mushroom garden in a psychoactive blend that Professor Talpa has created. These spores turn a person into a weak-willed slave to Professor Talpa's agenda, the fiend. The chamber contains the chair to strap people down to and refrigerated containers for the prepared mix of spores and their separate, collected test tubes. Periodically a brainwashed slave or a Dig-Bot will go to replenish the store of spores.

Engineering Room

A metal flooring covers the base of this chamber and everywhere around it are drills, lathes, work tables and materials both electronic and mechanical. Boxes of cogs, wheels, valves, transistors. Sheets of metal and plastic.

Soldering irons and dipping tanks for acid etching or making circuit boards. It's a whole workshop for making and repairing all manner of devices and a wrecked Dig-Bot is set up on one of the work-benches, it's mechanical guts spilled out.

A character with any sort of practical or technical skill could get up to a lot of mischief in here making things, even repairing and subverting the Dig-Bot here to work for them or learning of its weaknesses (giving them a free tag to a 'Know your weakness' aspect when it comes to battling a Dig-Bot). Characters could improvise weapons or take tools from here to use as crude weapons. *Gosh, Spies!* should generally reward ingenuity and cunning over direct violence though.

Quarters

This is about the only chamber with a door, though it doesn't seem to be locked, opening it may give you away to whomever is inside - presuming anyone is. Should you enter or not?

Field Trip

The door isn't locked and Marcus Talpa, the Professor's son, is inside playing with his action figures, so he may not notice when they open the door.

Inside the room is quite spartan, a shower and toilet, a washroom and a pair of big bunks. On one of them sits a young boy with a mass of brown, curly hair, smacking two action figures together repeatedly and making 'Pew! Pew!' laser noises.

Marcus is bored and neglected by his father, but is still a spoiled little squirt and the child of a supervillain. He's selfish, craves attention and goes with his whims. He might help the characters or might work against them, he might change between the two. What he really wants is to have friends and people who will do what he says. The moment anyone turns against him or treats him badly he'll be screaming for daddy, however much he resents them.

Foil, Escape or Rescue

There are three possible outcomes to this adventure.

1. The characters foil Professor Talpa's plan by sabotage, direct confrontation or some other, unpredictable method.
2. The characters can find a way to escape. Perhaps they use the Professor's digging machine or follow the tunnel he dug with it. Perhaps they find a way to get out in some other way by themselves, digging out the collapse back up the water tunnel.
3. The characters find a way to wait or get a signal out so that they can be rescued. This is probably the least exciting and adventurous option, but makes a good back-up if things go completely pear-shaped and the adults that turn up can still rely on the characters to point them the right way and to help them out.

Villains

Professor Talpa

Professor Talpa is obsessed with the world beneath our feet. He's equally obsessed with the world above and controlling it. He believes he can make a better world using the things he has learned. An ordered world powered with geothermal energy and organised in the manner of an ant-hill.

With him in charge, of course.

Talpa is round-shouldered, hunched-over man with a bad comb-over and a nose split, crossways, in a terrible accident with an experimental digging machine.

Concept: Underground Supervillain

Organisation: Solo.

"They laughed at me. Well who is laughing now?"

"I have seen things in the dark beneath the Earth you would not believe."

Dab hand with a wrench and screwdriver

Tough little bugger

Frenziedly desperate

Brilliantly insane

Love/hate relationship with Marcus

Second-hand villain gear

+5 Groovy: Endurance, Resolve, Science

+2 Hip: Resources

+1 Cool: Academics, Deceit, Mysteries

Big Heist - In rolling to add an aspect to a scene in preparation for criminal enterprise you create two aspects, but only one FATE point.

Commissions - Sought out by other villains to create devices and schemes for them. Can substitute Science for Resources by spending a FATE point.

Cool Customer - Additional composure stress

SCIENCE! - You may spend a FATE point to use your Science skill in place of any other skill and can create things that defy the normal laws of physics.

Physical Stress: 00000000

Composure Stress: 000000000

Social Stress: 00000

FATE: 000000

Refresh: 6

Field Trip

Marcus Talpa

Marcus is Professor Talpa's nine-year-old son. His father does care about him, but regards him as a terrible inconvenience and a distraction from his important work. Marcus resents his father and will happily go along with things against him - up to a point. He's a spoiled, fat little prig and as selfish and socially inept as only an only child with no friends can be.

Concept: Ignored villain child

*Horribly selfish little
squit*

*Does not play well with
others*

Chubby lump of beef

What's yours is mine

+4 Neat: Stealth

+2 Hip: Academics,
Alertness, Deceit

Physical Stress: 00000

Composure Stress: 00000

Social Stress: 00000

FATE: 00000000

Refresh: 8

The Brainwashed

The hapless people brainwashed by Talpa's evil methods. Ineffective as soldiers or goons, but they

are innocent...

Quality: +1

Skills: None

Stress: 0 (Each)

Stunt: None.

Dig-Bots

Boxy robots, built by another evil genius and bought in bulk by Professor Talpa.

Quality: +3

Skills: Fists, Science,
Engineering

Stress: 00 (Each)

Stunts: Tough.

Equipment: Armoured Body
- 2 armour against damage
from all attacks.

TOP SECRET



It's a time of tumultuous change as much for the youth as anyone else.

The youth are the future and since it is the future that villains and heroes are wrestling over it is also the youth that they wrestle over.

You're part of that new generation. What side will you take? That of a better future or one where you get what you can?



**POSTMORTEM
STUDIOS**