

The SWING

MEN IN BLACK



A GAME OF REALITY
REALITY IN A GAME



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The Swing: Men in Black

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93 GAMES STUDIO

I will be honest with you; 93 Games Studio started out as one man and the guinea pigs that would playtest for him. In 2001 I started with an idea to toy with making a game. I wanted a side project to keep my mind off of work and to help with a friend who was supposed to move in with me and my family. He never moved in, but I kept working on the game, a little here and a little there.

After a year of working on it, I realized that I might have something. I started working overtime to get something into playtest and found a group (Regimental Quarters) willing to try it out. They helped to flesh out the system and boost my confidence. At GenCon and Origins in 2003 I met James (RPGNow.com), and made plans to enter the PDF RPG market. I also discovered print on demand technology which allowed me to enter the print RPG business without mortgaging my home.

In December of 2003 I released The Swing in both print and PDF formats. Since then I have released over 25 more products (mostly small PDF supplements) and have reached agreements with RPGNOW, DriveThruRPG, Arima.it, Digital Book Booth, and Lulu to sell my products. I have also hired 4 freelance writers, worked with UKG Publishing to help produce maps for some of our games and have freelanced with White Wolf, Ronin Arts and Expeditious Retreat Press.

93 Games Studio is committed to bringing the real world into the gaming world. We have all played fantasy, been there, done that; now its time to play reality.

If you are interested in joining this endeavor please email me or check our website for our submission guidelines and we can go from there or check out our submissions page for more information.

The Swing: Men in Black requires the use of The Swing: Reality Guide published by 93 Games Studio.

TABLE OF CONTENTS

INTRODUCTION	1
HISTORY	1
INDOCTRINATION	3
STRUCTURE	4
<i>The Elders</i>	4
<i>Chapters</i>	5
<i>Tracers</i>	5
<i>Fixers</i>	5
<i>Support</i>	5
MOTIVES	6
NOTABLE PEOPLE	7
<i>Praetorians</i>	7
<i>Men in Black</i>	7
SIMILAR ORGANIZATIONS	7
<i>The Praetorians</i>	7
<i>Knights of the Crusade</i>	8
SAMPLE TEAM	8
MEMBERS	8
PLOT HOOKS/ADVENTURE	9
RULES	10
LIFESTYLES	10
CAREERS	12
GIFTS AND OBSTACLES	12
TANGIBLES	13
MAGICKAL THEORIES	13
ARCHETYPES	13
RESOURCES	13
<i>Film</i>	13
<i>Books</i>	13
<i>Internet</i>	13

As a rock on the seashore he standeth firm, and the dashing of the waves disturbeth him not. He raiseth his head like a tower on a hill, and the arrows of fortune drop at his feet. In the instant of danger, the courage of his heart sustaineth him; and the steadiness of his mind beareth him out. - Aristotle



INTRODUCTION

Throughout the ages, an organization has existed, that has at its heart the idea that mankind can not be trusted with the responsibility of emotional, spiritual and mental growth - that mankind must be coddled like a child. This agency works for no government, nor for any private group, although it has been known to employ them to reach its own goals.

Whenever something arises that threatens to show humanity the potential it holds, reveals universal secrets or exposes ideas and concepts long thought to be impossible, they arrive to "spin" the incident to their own mechanisms. Sometimes they use threats, sometimes they just plant doubt, and sometimes it becomes necessary to eliminate the threat to their blueprint completely.

Throughout history they have been given many names (although not as original as one would have thought):

- Native Americans had the "Black Man".
- During Elizabethan England they were called "Black Men".
- In the late Nineteenth Century they appeared as traveling salesmen.
- In the mid Twentieth Century they appeared as the "Men in Black" of UFO conspiracies and cover-ups.

People have come up with many theories as to who the Men in Black really are

- Some think that they are government agents.
- Some think that they are alien agents.
- Some think they aren't alive at all - crude replicas or disguises animated by energy reserves that run low quickly.

What do they want? What are their motives? Who is behind them?

HISTORY

The Beginning

The history of the Men in Black begins with Aristotle. Aristotle was the student of Plato and the teacher of Alexander the Great. One of the great minds of philosophy Aristotle wrote on many topics. Some of his most famous, the Organon, were a series of logical treatises which describe a method of reasoning which allow for the knowledge of the nature of reality. These caught the attention of an Enlightened One called Quidonnian. Quidonnian waited until the education of Alexander was complete to approach Aristotle

After Alexander became king, Aristotle returned to Athens and met Quidonnian. Quidonnian convinced Aristotle to share his thoughts and insights with the world much like his earlier teacher, Plato had done. The two of them would spend the next few years founding the Lyceum, Aristotle's school of philosophy and science. During that time they spent many long nights together discussing philosophy, metaphysics and science. Quidonnian seemed to have an understanding of Reality that Aristotle had not seen before, even in his old teacher.

One fall evening Quidonnian arrived for their nightly discussions only to find Aristotle in a catatonic state. Knowing full well what was happening, he stayed by his charges side and waited for him to awaken. Two months later, as if nothing had happened, a newly Enlightened Aristotle looked over to Quidonnian and spoke "Now we must begin."

Knowing the story of Socrates' "execution" and that several other men of knowledge have shared the same fate throughout history, Aristotle began to realize that man needed protection more from himself than any army or madman. He approached Quidonnian with a plan to create a society of watchers. Their sole purpose being to watch over mankind and ensure that

knowledge and understanding continued to grow and not recede.

They called this society The Praetorians (later this term would be used by the Romans). Their job was to observe man, protect the philosopher-kings amongst them and preserve their knowledge for later generations. The Lyceum was used as a recruitment center. Taking the best and brightest as personal students both Quidonnian and Aristotle would groom them for entry into the society. New recruits were required to study directly under either Quidonnian or Aristotle. This would continue for 7 years, at which time they would be assigned a province of their own to watch over.

This continued for 10 years, until like his teacher's teacher he too became the target of ignorance and hatred. Leaving Athens, Aristotle moved The Praetorians to the island of Sardinia, where they could continue their work in seclusion and safety. Quidonnian, however, headed for Alexandria where he would become instrumental in creating the Great Library. After its burning, he entered into a period of hiding, returning only to guide The Praetorians during the dark ages.

Ironically it was Aristotle's own writings and thoughts about science which began to present the first real problem for The Praetorian movement. How could science direct man away from false gods when in the presence of powerful immortal beings? Several other Mechanists eventually found their way into The Praetorian and it was through them, Aristotle contacted the Inner Council of the Black Lodge. The Inner Council agreed to officially sanction the society and take over its operation. After the vote was final, Aristotle nodded in appreciation and left the chamber, no one has heard from him since.

Until now, the Black Lodge was nothing more than a "gentleman's club" for Enlightened Ones who felt mankind was not nor would they ever be ready for true knowledge and understanding. They had spent the past millennia in simple debate and nothing more. This action would be their first coordinated step toward influencing the swing of mankind's perceptions.

For the next millennium The Praetorians would continue to watch and protect. Most of their energies were spent solely aiding mankind in recovering lost knowledge, like that lost at Alexandria.

The Medieval Inquisition

After the fall of Rome, Europe fell into chaos. As more and more of Europe began to be divided between the rise of the church and their pagan roots, it soon became impossible for the society to operate effectively. All of the wisdom they had spent so long to preserve and protect had vanished with along with the Roman Empire. The Praetorians shifted most of their focus and resources elsewhere, such as the Middle East.

The church has been one of the few man-made entities. No Enlightened One assisted or otherwise influenced man in its creation. When the Inquisition started, Quidonnian saw something there though that piqued his interest. He saw an opportunity to move The Praetorians from hiding in the background to leading in the forefront. No longer would they have to sit back and watch as man destroyed knowledge and understanding. They can now step forward and take the war to those who would set mankind's understanding back hundreds of years. Science would replace pagan practices. Those that will not see the light must be shown to see the light, non-conformity is not an option.

Until now, the society consisted of less than 100 men at any given time. Quidonnian began actively recruiting mass numbers of men and training them using in combat techniques and methods learned from the Middle and Far East. These teams would begin to operate during the height of the Inquisition and were often masquerading as agents of the church. By the time the Inquisition was in full swing, The Praetorian society had swelled to over 1000 members, most raised from birth and fully indoctrinated into Quidonnian's teachings.

These special teams would track down anyone who presented a serious threat to the views of science, many those of old pagan cultures, and show them the error of their beliefs. This regularly ended with torture and death. Many of what history were later call atrocities were committed by these teams, a fact that did not escape the elder Praetorians.

After the Inquisition, The Praetorians began a period of retreat and seclusion. Many of the elder members were appalled at what the society had done and witnessed. While at the same time, the youngest members felt a sense of joy and accomplishment. This created a schism within the society. This philosophical division created an everlasting rift in the society between those that watched and those that acted.

Some members of the Black Lodge felt action was required, watching and preserving was not helping

mankind out, as the Dark Ages would testify to that. They encouraged the youth of the society and it wasn't long before they severed ties with the Praetorians and headed to the Middle East. There they began in-depth trained and indoctrination.

For The Praetorians, few new members were recruited during this period and many branches were closed as their last members past away. By the time it reached the modern age, fewer than five chapters would exist containing only totaling 39 members.

The Renaissance

The Renaissance brought with it the return of The Praetorian lost children. This time however, they returned a much darker force than was used during the Inquisition. Determined to advance mankind and treat those that resisted the advancement like a cancer needing to be destroyed.

During their exile, a new recruitment procedure was introduced. Because of the level of devotion they felt that all members must have for the cause, only new born males would be admitted to the new order. There was an abundance of orphaned and unwanted children available during these times and this new nameless order swelled in numbers.

Teams dressed completely in black, worked during the night, so as to avoid public sight. Each team served one of two functions – threat detection and threat removal. Most of the times, coercion was an effective enough tool to remove threats, however, it did leave witnesses and created rumors. Sometimes though intimidation was not enough, and when force was required, complete and total threat removal techniques were employed. The great fire of London during 1666 is an example of how thorough and complete the techniques they used were, not even a molecule of evidence remained nor was ever recorded.

The Men in Black continued to recruit and indoctrinate. Once indoctrination was complete each class would be assigned an area and tasked to their jobs. As more and more classes graduated, more areas were brought under control. Some of history's discoveries of new lands were financed and commissioned solely for Men in Black purposes. By the time of the American Revolution, more lands were under Men in Black control than were from any crown.

After the Renaissance, the expansion of territories and removal of aboriginal cultures worked more effectively than the current practices of the Men in Black. This allowed the Men in Black to regroup and

restructure while at the same time keeping mankind's direction moving forward.

Great Independence to Present

During the Great Independence, the Lodge was non-existent and the Men in Black operated per the orders of their mortal leaders. These leaders, at first held the agency to its original charter of directly assisting in the advancement of mankind. However, when the first batch of management came into power without the Black Lodges guidance, the agency's purpose was soon twisted and returned to an almost Inquisition era entity.

Rather than working in almost complete secrecy and concealment, their actions became bolder and more direct. Tens of thousand of people disappeared in the decades that would follow. Almost 75% of all missing persons reported were due in fact to Men in Black operations. The reasons behind disappearances ranged in offense – from a high school teacher who disproved a critical mathematical theory to a book store owner who refused to carry a particular book.

It was not until the late 70's, when several historical documents were discovered that revealed the true path of the Men in Black and the last of the twentieth century brought with it a withdrawal of the Men in Black from the matters of man. When Quidonnan returned, the agency was more than receptive to his interjections.

The Men in Black have once again begun to "interfere" with unnatural activities. Their first target has been selected as the New Age movement. They themselves have been publishing all kinds of materials. These materials not only are filled with lies, but directly contradict legitimate work. Their other favorite tactic is to infiltrate local groups and aid in their own self destruction by spreading FUD (fear, uncertainty and doubt) amongst its members.

INDOCTRINATION

For Men in Black this is more than job. It's even more than a lifestyle. It is life. Men in Black desire nothing more than to serve mankind. They are raised conditioned to believe the tenets of the society, there is no foundering, no wavering and no doubt. While not mindless automatons, every act is in accordance with the traditions and mandates they have been taught since birth.

Men in Black as the name implies are all male. Without females, how does the society replenish its ranks?



During its beginning the society found it easy to recruit shapeable minds, then as time progressed and it became harder to mold an adult into the right kind of Praetorian they began to seek young children. Eventually they required infants which were a clean slate and could be molded without doubt.

During the dark ages and renaissance it was not a problem to find young women who would willingly part with a child in order to give it a better life (and sometimes to protect hers). But as the modern era dawned, society began to take an interest in the young

which meant the supply of new recruits began to slow down.

Eventually after WWII, kidnappings became the preferred method of acquiring new recruits. Many see it as an unpleasant task but one which must be done to continue their work of saving humanity.

NOTE: Due to their strict upbringing Men in Black are unwavering in their loyalty to the cause. Men in Black all have Attitudes of D20 and all Bluffs and Intimidation attempts against them are at -4 Step Penalty.

STRUCTURE

The Elders

The Council is composed of the 13 eldest Men in Black. Due to their strict indoctrination, there has never been a dispute as to who is the eldest amongst them. The Council answers solely to the Black Lodge member assigned to it currently. No other member of the Black Lodge is allowed to interfere or advise any Men in Black, either as a whole or individually. There are 7 Enlightened Mechanists who serve as advisors to the Elders. Only one master is known to the organization at any given time though, as each of them rotates the position every 20 years. To date, Quidonnian is the only one of the seven advisors who has reappeared from the Great Independence.

Secrets:

1. The Elders have been mentally manipulated in the past by their Mechanist advisors.
2. During the Great Independence, the Elders allied themselves with political and military agencies of the US and Russian governments; believing it was the best course of action both financially and logically.
3. During the Great Independence one of the Elders, Martin AA 456 discovered a series of treaties detailing immortal beings who have worked behind the scenes to control and manipulate. One of the beings specifically listed was Quidonnian.

Chapters

The organization of the Men in Black is physically divided into chapters. Each chapter is responsible for a particular geographic area, person or area of knowledge (such as The Church, Buddhism or the media). Chapters are designated by two Greek letters very similarly to that of college fraternity chapters. Each member of the chapter is given a number, in official reports they are identified by there chapter letters and number in addition to their name (such as William ΔΓ 456). The ordering of chapters is chronological with AA being the first chapter founded and ΠΓ being the last chapter founded to date.

Notable chapters are:

- ΑΠ - London, England
- ΑΒ - Rome, Italy
- ΘΝ - Seoul, South Korea
- ΛΘ - Buenos Aires, Argentina
- ΞΨ - Great White Brotherhood
- ΠΓ - Wicca

Tracers

Tracers are the traditional Men in Black from modern folklore. Their job is to track down and investigate any “unusual” activities/people and then report back to the Elders for possible further action. The extent of their interference is limited to intimidation and patriotic influence. Beyond that they have no authorization for any other means of direct interference. Using their “influence” these teams will attempt to quite witnesses, confiscate any evidence and dissuade anyone from further discussing the incident (including their visit).

Tracer teams only consist of 2-3 Men in Black. Men in Black tracers will often pose as agents of the local government in which the incident takes place and each member will also be of that nationality. Their equipment, clothing and other items will also be local regardless of location. Being able to be conspicuous no matter the time or place is the hallmark of their new policies. A tracer team which stands out leaves evidence of their visit, even if only in the minds of those they visited. Their job is to remove doubt (in science, reality, etc.) not create it.

Fixers

Quidonnian has devoted a small amount of the agencies resources to directly fight those who seek to influence "The Swing". To this end he has created several small groups of Fixers.

Fixers are the active arm of the Men in Black. Their job is to correct any problems with the public's perception of reality, in any way necessary. This includes assassinations, abductions, misinformation, court battles, etc. Fixers are called in when “problems” actively fight being silenced.

Fixer groups consist of 5-7 members, each with their own specialties (usually Combat, Languages, Archeology, Occult, Transportation, and Diplomacy). These teams operate outside the normal channels and are generally unknown even to other Men in Black. Quidonnian has given these Fixer Teams the license to kill if necessary.

“Fixing” can be a very ugly business. In order to do their job, fixers tend to take on the mentality that their job is similar to that of a surgeon whose patient is battling cancer. Sometimes it becomes necessary to cut away the diseased parts in order to save the rest.

Alien Abductions

Almost 100% of all alien abductions can be traced back to fixers. Thomas, ΘΤ 218, began an interesting experiment during the height of the UFO craze. His thoughts were that people tend to deny the whole when parts are found to be false or absurd. He began abducting people who claimed to witness UFO's or other alien activities. During these abductions he would expose them to bizarre and confusing sights and sounds. After a few days he would return them and allow them and their stories to sow the seeds of doubt in people's minds.

The first few cases worked so well, that this became the standard practice for those that either refused to yield or even so much as witnessed one of the teams in action.

Support

Every organization needs food, supplies, money, intelligence, etc. The Men in Black are no different. There are four divisions in the support section – Intelligence, Personnel, Supplies and Operations.

Intelligence personnel deal with gathering information needed for both Tracer and Fixer teams to

operate on. There are at least 2 Intel agents assigned to every chapter, with several more assigned to the field.

The personnel department is in charge of assignments, training and "recruiting" of all Men in Black agents.

No agent can perform their job without the right supplies. Whether its transportation or firearms, the supply section is the backbone of all operations. Supply also deals with mundane aspects, such as procuring new chapter housing, financing,

The operations section deals with almost every remaining aspect of business. The operations section is the command element which all other units answer to. All teams get their orders, supply is told how many of X to procure, personnel receives its training guidelines, etc. all from operations.

One unique step that Men in Black employ is the absence of an upward mobility promotion system. Each man is trained strictly for their particular area of expertise and will remain in that area until death. This eliminates *machevellian* schemes, backstabbing and all of the other activities which detract from the task at hand. The idea that every job is equally important and the ideals behind the Men in Black (not to mention the strict indoctrination) have been enough to satisfy egos and attitudes.

Black Helicopters

Conspiracies abound about black helicopters that fly at night. Most conspiracies focus on them belonging to the UN and world domination. That is just fine with the Men in Black. The simple truth is that nighttime is the preferred timeframe for Fixer team operations. They utilize high tech "black" helicopters designed to operate in the darkness of night. These helicopters produce no noise and have no visible lights on them. They are equipped with a wide variety of sensors and even carry a wireless LAN link (10 mile radius) with the closest chapter house.

MOTIVES

The Men in Black work for the Black Lodge or sometimes called the Black Brotherhood. The Inner Circle of the Black Brotherhood is composed of 7 Enlightened Mechanists. Only one master is known to the organization at any given time though, as each of them rotates the position every 20 years. This illuminates a flaw with the Mechanists, if it were known that they exist it could actually fuel the Naturists cause. The current head is Quidonnian; he has only recently begun this post. He holds this position simply because he was the first to return.



Contrary to their actions, they do not seek to harm mankind nor destroy what has been built. They only seek to ensure the survival of mankind. They are pure Mechanists at heart.

Secrets:

1. The Men in Black are currently attempting to capture members of New Age movements and turn them against their brethren.
2. A Trojan has been planted in the computer systems of most major news outlets. This virus reports to the Men in Black any "suspicious" activities which should require them to investigate.
3. The Men in Black have assassinated a US president and 2 catholic popes in the last century.
4. The Men in Black had agents at Jonestown, Waco and Ruby Ridge.

NOTABLE PEOPLE

They only refer to each other by the first names. Their family is irrelevant; it is who they are that matters.

Praetorians

Lysander - 112 BC - An early proponent of The Praetorians, Lysander is one of the few to reach Enlightenment. Since then Lysander has remained in contact with The Praetorians (never as himself, always as a traveling guru). He has returned from the isolation of the Great Independence and has already made contact with Johannesburg and Athens chapters.

Hakim - 890 - A member of a secret society of assassins, Hakim was hired to protect members of The Praetorians during a trip into present day Iraq. Intrigued with their mandate, Hakim would later join The Praetorians and serve as a bodyguard for many years. Hakim was the first member to draw blood and many Men in Black count him as their first member.

Men in Black

Isandro - 1480 - The son of a wealthy merchant, Isandro was well schooled, attending only the finest institutions of his time. While not the brightest of his classmates, his thirst for knowledge was unparalleled

amongst his peers. Later Isandro would found his own university and served as its headmaster. He came to the attention of the Men in Black when he successfully defended his institution from an angry mob of dozens. While he was never officially made a member, the Men in Black often consulted with him and many a member spent time at his school.

Edward - 1811 - One of the most notorious or heroic of the Men in Black depending on your point of view. Edward is the most effective Fixer to date. Edward removed over 1000 individual threats to mankind throughout his life. Most removals were performed on missions where he operated solo. Ironically Edward expired on a mission to remove a Cherokee shaman near Paducah, Ky.

Albert - 1952 - Albert is one of the few Men in Black who have made contributions to the world body of knowledge. Albert had an uncanny ability to "see" mathematical solutions. In between missions (formally he was a Tracer), he would write to journals and reviews using pseudonyms (sanctioned of course). Almost every one of his theories and formulas were accepted with acclaim. Many theories are floating around about the apparently anonymous writings of one of the most brilliant mathematically minds of this century. Albert is still alive and is living at the Phoenix, Arizona chapter house.

SIMILAR ORGANIZATIONS

The Praetorians

After the split with the Men in Black, The Praetorians did not go silently into that good night. The last remaining five chapters are located in Athens, London, New York, Hong Kong and Johannesburg. They have one of the largest private library collections in the world in Johannesburg.

Also the Praetorians are one of the most technologically advance organizations in the world. They maintain their own private WAN separate from the Internet which connects all of their chapters. Their entire library has also been electronically scanned and is available from any chapter. The Praetorians are financed from both private donations and antiques collected through the centuries.

Knights of the Crusade

Numbering only 13, the Knights are a relatively small player in the grand scheme of things; however, they have managed to make enough noise to be invited to play. The Knights of the Crusade were founded in 1984 by Stephen Jones, a southern Baptist minister. Stephen's daughter was killed by a drug overdose in 1979. While attempting to deal with the funeral and all of the questions, he found out that drugs were not the only thing his daughter was into. She belongs to the Sisters of the Grove Wiccan Coven. Believing that his daughter would still be here if not for their pagan ways, he began a crusade against them and their kind.

At first Stephen focused on the media, their finances, their homes, etc. but to no avail. After 5 years of frustration and legal battles, Stephen experienced a mental breakdown. During Halloween night 1984, Stephen hunted down each of the members of the Sisters of the Grove Wiccan Coven and murdered them all. Content with his actions that their blasphemous ways would not hurt another child, he recruited other fathers to join him in his plight.

Every member has lost (mostly in the disavowed sense) a child to some sort of heathen practice, whether from paganism to homosexuality. They travel the countryside hunting down blasphemers and putting an end to the wicked ways, permanently.

SAMPLE TEAM

The section describes a sample team of Men in Black agents belonging to the ΞΨ chapter. ΞΨ is tasked with investigating the Great White Brotherhood and its members. Unlike most chapters, ΞΨ does not have a permanent central location to serve as its base. Instead, its members are strung out across the globe. For resources and coordination, they utilize whichever chapter house is in the area they are currently operating in. The team described here is an example of a Fixer team.

MEMBERS

William ΞΨ 891 - The leader of the team, William has served in this post since the team's inception. During training and indoctrination, William exuded confidence and poise which made him a natural born leader.

Adam ΞΨ 895 - No matter what country they visit, the team is not handicapped by the language barrier. Adam speaks four languages fluently and is adept at learning others rapidly. Adam also serves as the team's cultural liaison.

Terrence ΞΨ 905 - Terrence spends most of his time "in country" at local libraries and universities researching and gathering intelligence for William. Terrence's most important tool on his laptop is a special program he wrote that connects internet search engines with private corporate databases. With the click of a button there is almost nothing Terrence couldn't learn about a person or company.

Juan ΞΨ 912 - Killing is all Juan was taught in training. For his graduation test, Juan was locked in a room with ten of his classmates who failed indoctrination. Armed only with a knife, he walked away after 45 minutes. Oddly though, life signs indicators registered the last of the ten had expired in the first ten minutes.

David ΞΨ 913 - During training, David was taken aside for the last six months and given special education in interrogation and torture. David took to it immediately and soon proved to be one of the most capable interrogators around. Some of David's favorite techniques come from the Salem witch trials.

Typical Men in Black Fixer:

Strength	D10
Dexterity	D12
Wits	2D4
Intelligence	D10
Attitude	D10
Charisma	D12
Perception	D12
Intuition	2D4

Skills:

Academics: Mythology 1
 Academics: Geography 1
 Academics: Government 1
 Academics: History 1
 Acrobatics 1
 Brawl 1
 Combat Skill: Dodge 1
 Combat Skill: Target Recognition 2

Communication Systems: Military 1
 Computer Use: Windows 1
 Drive: Car 2
 Endurance 3
 Firearms: Rifle 1
 Firearms: Pistol 2
 Firearms: SMG 2
 First Aid 1
 Language: French 1
 Language: German 1
 Language: Russian 1
 Martial Arts: Aikido 1
 Martial Arts: Kung Fu 2
 Meditation 1
 Melee: Dagger 1
 Navigation: Compass 1
 Science: Physics 2
 Science: Math 1
 Security 1
 Stealth 1
 Survival: Urban 2
 Survival: Rural 1

Combat Stats:

Combat Points: 12
Wound Ratings: 8
Wounds: 8
Severe Wounds: 4
Deadly Wounds: 2
Fatigue Rating: 5
Fatigue Points: 15
Jump: 2
Hand-to-hand Damage: 5F
Lifting: 100 lbs.
Fear: 11
WILL: 0

Background Effects:

Alertness (S), Ambidextrous (S), No Emotions (P), Trim (S), Willpower (S)

Archetype: Protector (or Pack Member)
Magickal Theory: Scientist
Gender: Male
Hair Color: Brown
Eye Color: Brown
Height: 5'9"
Weight: 190 lbs.
Nationality: USA
Ethnicity: Caucasian
Religion: Atheist

PLOT HOOKS/ADVENTURE

These Plot Hooks are possible adventures that would be appropriate for character acting in opposition of the Men in Black. Sages may use any and all of the possible curves/leads or opt not to use any of them.

Plot Hook: Botched Kidnapping

One or more of the characters witness a possible Men in Black infant kidnapping from a local hospital.

Possible Curves/Leads

1. A doctor is overheard telling the parents their child has passed away overnight.
2. One of the nurses accuses one of the characters of being involved in the kidnapping.
3. The infant in question is a relative of one of the characters.

Plot Hook: UFO Abduction

A friend of one of the PC's has disappeared. After checking into things, they discover that recently a rash of UFO sightings has been reported.

Possible Curves/Leads

1. It turns out the friend in question staged his disappearance in order to get out of a huge debt he owed to the mafia.
2. The friend put up a fight during his "kidnapping" and left several Men in Black dead. Their bodies have yet to be recovered.
3. While investigating their friends disappearance, the PC's find out that several other people from town have gone missing this year.

Plot Hook: Busted

One or more of the characters (possibly the whole group) are being investigated by the Men in Black.

Possible Curves/Leads

1. It is a case of mistaken identity; the Men in Black are after someone who looks identical to one of the characters.
2. The person the Men in Black is really the identical twin of one of the characters.
3. One of the other "hunter" groups (such as the Knights of the Crusade) is also investigating the character(s).



RULES

This section contains new rules for use with The Swing.

NOTE: Men in Black are not meant to be playable characters for the most part, especially in mixed parties (with Neutrals and Naturists PCs). Players who want to play Men in Black characters should seek Sage approval.

LIFESTYLES

Unlike normal lifestyle progression, Men in Black never change from one lifestyle to another. In addition, Men in Black spend so much of their time training and undergoing indoctrination, there is little time for personal growth or differentiation among peers. For this, Men in Black do not roll for background events; they automatically proceed to the next step in their lifestyle (never changing paths) and receive only one Gift (as secondary) per lifestyle stage.

Men in Black Lifestyle - Tracer

Tracer 1; Age 0-12

Starting Skills:

Academics: Geography 1
 Academics: History 1
 Academics: Mythology 1
 Computer Use: Unix 1
 First Aid 1
 Language (Choose) 1
 Language (Choose) 1
 Science: Math 1
 Science (Choose) 1
 Elective 1

Tracer 2; Age 13-15

Starting Skills:

Academics: Geography 1
 Academics: History 1
 Academics: Foreign Cultures 2
 Academics: Government 1
 Computer Use: Mac 1
 Language (Choose) 1
 Science: Math 1
 Science (Choose) 1
 Elective 1

Tracer 3; Age 16-18

Starting Skills:

Academics: Geography 1
 Academics: History 1
 Computer Use: Windows 1
 Endurance 1
 Medicine 1
 Language (Choose) 1
 Science: Math 1
 Science: Biology 1
 Science: Chemistry 1
 Elective 1

Lifestyle Bonus: Tough (Psychological)**Lifestyle Hindrance:** Overconfident**Men in Black Lifestyle - Fixer**

Fixer 1; Age 0-12

Starting Skills:

Academics: Geography 1
 Academics: History 1
 Acrobatics 1
 Brawl 1
 Endurance 1
 First Aid 1
 Language (Choose) 1
 Science (Choose) 1
 Science (Choose) 1
 Elective 1

Fixer 2; Age 13-15

Starting Skills:

Academics: Government 1
 Academics (Choose) 1
 Computer Use (Choose) 1
 Endurance 1
 Language (Choose) 1
 Martial Arts (Choose) 1
 Meditation 1
 Science (Choose) 1
 Survival (Choose) 1
 Elective 1

Fixer 3; Age 16-18

Starting Skills:

Endurance 1
 Firearms: Pistol 1
 Language (Choose) 1
 Martial Arts (Choose) 2
 Melee (Choose) 1

Security 1

Stealth 1

Survival (Choose) 1

Elective 1

Lifestyle Bonus: FEAR +5**Lifestyle Hindrance:** No Emotions**Men in Black - Support**

Support 1; Age 0-12

Starting Skills:

Academics: Geography 1
 Academics: History 1
 Computer Use: Unix 2
 First Aid 1
 Language (Choose) 1
 Language (Choose) 1
 Science: Math 1
 Science (Choose) 1
 Elective 1

Support 2; Age 13-15

Starting Skills:

Academics: Geography 1
 Academics: History 1
 Computer Use: Mac 2
 Language (Choose) 1
 Language (Choose) 1
 Science: Math 1
 Science: Chemistry 1
 Science (Choose) 1
 Elective 1

Support 3; Age 16-18

Starting Skills:

Academics: Geography 1
 Academics: Government 1
 Computer Use: Windows 2
 Language (Choose) 1
 Language (Choose) 1
 Science: Math 1
 Science: Biology 1
 Scrounge 1
 Elective 1

Lifestyle Bonus: None**Lifestyle Hindrance:** None

CAREERS

Fixer

Job Description: (See text)

Starting Skills:

Combat Skill: Dodge 1
 Combat Skill: Target Recognition 1
 Communication Systems: Military 1
 Drive: Car 1
 Endurance 1
 Firearms: (Choose) 2*
 Firearms: Pistol 1
 Navigation: Compass 1
 Survival (Choose) 1

Career Bonus: FEAR +5

Career Hindrance: Wits -1 Die Code

Requirements: Fixer Lifestyle Path

* Rifle or SMG

Tracer

Job Description: (See text)

Starting Skills:

Career (Choose) 2
 Drive: Car 1
 Endurance 1
 Firearms: Pistol 2
 Interrogation 1
 Intimidate (Choose) 2
 Streetwise: Urban 1

Career Bonus: Perception +1 Die Code

Career Hindrance: Cannot let go

Requirements: Tracer Lifestyle Path

Support

Job Description: (See text)

The Support career functions very much like a military career. All support characters receive the base skills. Each character then selects a Specialty and receives the skills in that Specialty.

Base Skills:

Administration 2
 Bureaucracy 2
 Computer Use: (Choose) 1

Communications Specialty:

Communication Systems (Choose) 2
 Communication Systems: Satellite 1
 Engineering: Electrical 1
 Technician: Communication Systems 1

Intelligence Specialty:

Academics: Geography 1
 Combat Skills: Target Recognition 1
 Cryptography: Electronic 2
 Language (Choose) 1

Medical Specialty:

First Aid 1
 Medicine 1
 Medical 1
 Surgery 2

Technician Specialty:

Computer Use: UNIX 1
 Engineering: Electrical 1
 Technician (Choose) 2
 Technician: Computer 1

Transportation Specialty:

Drive (Choose) 2 or
 Pilot (Choose) 2
 Drive: Car 1
 Mechanic (Same as the Choice above) 2

Career Bonus: Contacts, Equipment

Career Hindrance: Dexterity and Strength -1
 Die Code each

Requirements: Support Lifestyle Path

GIFTS AND OBSTACLES

Joker (Gift)

Primary: Character raises their Wits by +2 Die Codes.

Secondary: Character raises their Wits by +1 Die Codes.

Even Tempered (Gift)

Primary: Character suffers no penalties from distractions and raises their Attitude by +1 Die Code.

Secondary: Character suffers no penalties from distractions

Hypochondriac (Obstacle)

Primary: Character must roll every day on the Daily Modifier table with a -50 penalty. They are not physically ill, only they believe themselves to be.

Secondary: Character must roll every day on the Daily Modifier table with a -10 penalty. They are not physically ill, only they believe themselves to be.



Kidnapped (Obstacle)

Primary: Character was kidnapped at some point in their life and had to escape on their own. The character does not trust anyone (-2 Step Penalty to Bluff, Seduce or Lie to the character).

Secondary: Character was kidnapped at some point in their life and later returned. The character does not trust anyone (-1 Step Penalty to Bluff, Seduce or Lie to the character).

TANGIBLES

Beta Gadget

A beta gadget is a special piece of equipment which has some unique feature not normally available. This unique feature can either be something new to an already existing piece of equipment (such as miniature size) or perform a task which no other item is capable of (life signs scanner). In both cases though, the beta gadget has some bugs to work out, the Sage must roll a D10 each time the gadget is used, on a roll of 6+ the gadget functions like it should or otherwise it fails. Both the Sage and player should decide the effects of the gadget.

Business Card

Looks like an ordinary business card, but acts like so much more. This business card has hand written on the back "Give this man anything he wants" signed by a very influential person in the city the character is from. The character adds +2 Die Codes to their Charisma when using this card with people who are aware of the very influential person. *This item, because of its very nature, should be limited and used only with the Sage's approval.*

Tattoo/Piercing

The character has acquired some body art in the form of either tattoos or piercings or both. Each level of Tattoo/Piercing allows the character to have either 1 tattoo or 2 piercings.

MAGICKAL THEORIES

Logic

Logic as a Magickal Theory is similar to that of Scientist. WILL Limit = 8.

Philosopher

Philosopher isn't technically a theory as it is a classification of the type of person a character is. Philosophers tend to change their theory from one moment to the next; as such their Magickal Theory might change from one time period to the next. WILL Limit = roll a D10 each day/week/period as defined by the Sage.

ARCHETYPES

Extremist

A person who takes both their actions and attitude to the extremes.

Pack Member

A person who feels more comfortable in group settings (not necessarily a conformist though).

RESOURCES

Here are some additional sources for more information regarding the Ordo Templi Orientis and its atmosphere.

Film

- Men in Black Series
- The Matrix Series
- The Star Wars Series

Books

- Casebook on the Men in Black
 - Jim Keith
- UFO
 - Milt Machlin with Tim Beckley
- Flying saucers and the three men
 - Albert K. Bender

Internet

- Temple of the Screaming Electron
- Crystallinks Metaphysical and Science Website
- Illuminati Conspiracy Archive
- The Men in Black of Legend (has more links)

