

MIND CONTROL MOONLANDING REPUBLICANS
WATER FLOUR IDATION AIDS GULF OF TONKIN
HOLLOW EARTH M16 WATERGATE CHEM TRAILS
UNITED NATIONS NASA CHARLES LINDBERGH
RMS LUCITANIA COLD WAR UFO MKULTRA FEMA
BLACK PROJECT MOON ISFAKE GEORGE W BUSH
VATICAN SECRET ARCHIVES JFK ZEITGEIST
A440 SEPTEMBER ELEVEN ALIEN LIFE ACORN
LUNAR LANDING HOAX **C**ODEX ALIMENTARIUS
AURORA AIRCRAFT **G**LOBAL WARMING MASONS
ELVIS LIVES **M**H17 **D**ONALD TRUMP POTUS CIA
SWINE FLU SADDAM HUSSEIN AREA 51 OCCUPY
ILLUMINATI GLOBAL **P**ANDEMIC EVOLUTION
NEW WORLD ORDER RECLIPSE FAKED MALCOLM X
DEEP STATE ACTORS **S**IRANI ANNUCLEAR TEST
FLATEARTH FALSE FL **A**G OPERATIONS **M**H370
FBIG UNCONTROL REI **C**H STAG FIRE COLD WAR
STANLEY KUBRICK **R**OYAL FAMILY RED SCARE
DEMOCRATS JEFFREY EPSTEIN POTUS LIZARD
FAKE NEWS MEN IN BLACK EBOLA UFO COVERUP
ABRAHAM LINCOLN WALT DISNEY BIG PHARMA
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TITANIC NEVER SANK WATER FLUORIDATION
COVID 19 VACCINE ALIEN LIFE GOVERNMENT
DEEP WEB SECRETS N RABIG BANG WIKIPEDIA

CONSPIRACY

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Written and Edited By
Vincenzo Ferriero

Concept and Layout By
Vincenzo Ferriero

Inspired By
The Wildsea
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Vector Art By
Freesvg.org

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CONSPIRACY
REALITY IS STRANGER THAN IT SEEMS

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- Banksy

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INTRODUCTION

THE GAME

Conspiracy is a TABLETOP ROLE-PLAYING GAME designed for 2-6 Player Characters (PCs). A Game Master (GM) facilitates the game, managing player action rolls with a dose of reality.

To play this game, you will need:

- This Rulebook
- 6x Six-Sided Dice (6d6 / 1 die is 1d6)
- 2-6x Blank Character Sheets
- Pencils and Paper
- Your Imaginations

THE SETTING

QUIRKY - STRANGE - FUNNY - LIGHT-HEARTED

Reality is stranger than it seems, and most of us have yet to realize...

Set on MODERN DAY Earth, Conspiracy follows a group of Conspiracy Theorists as they stumble upon a devious CONSPIRACY designed to bring an end to the world as we know it!

Assemble your team and form a PLAN to fight against this secret danger. The mission is difficult as not only must you deal with the "enemy", but also face the judgmental stares of those around you. Remember, humanity is counting on you!

TOUCHSTONES

Conspiracy Theory • Richard Donner et al.
Manchurian Candidate • Jonathan Demme et al.
Absolute Power • Clint Eastwood et al.
Men in Black • Barry Sonnenfeld et al.
Fringe • J.J. Abrams et al.
X-Files • Chris Carter et al.
Wag the Dog • Barry Levinson et al.

THE STRUCTURE

The game is structured in the following 3 phases:

1. Character Creation - Create your character by picking a CONSPIRACY THEORIST and filling out the CHARACTER SHEET.
2. Conspiracy & Plan - Use the tables under CONSPIRACY & PLAN to build a conspiracy. Let the theorists talk to one another and come up with a plan.
3. The Five Acts - You play out a session where Theorists try to execute the plan. This takes up most of the time in a session and is where the action is.

When running a game, try to keep track of your time:

15 Minutes - Character Creation
15 Minutes - Conspiracy & Plan
150 Minutes - The Five Acts

CHARACTER CREATION

Fill a copy of the CHARACTER SHEET with these steps:

1. PRONOUN & NAME

Name yourself.

2. CONSPIRACY THEORISTS

Pick one of the 5 Theorists below. Note your choice down on the sheet and use their details to help fill out other parts of the Character Sheet (Steps 3-6).

DOOMSDAY PREPPER

Insight: Able to ENDURE and use their CRAFTING skills.
Starting Paranoia: 5
Item Limit: 8
Friends: 0

EVANGELICAL DOOMSAYER

Insight: Able to convince using their CHARISMA and LIES.
Starting Paranoia: 3
Item Limit: 3
Friends: 4

CLINICAL CONSPIRACIST

Insight: Able to fall back on their OBSERVATION and INTIMIDATION.
Starting Paranoia: 4
Item Limit: 5
Friends: 1

COSMIC VOYAGER

Insight: Able to utilize their EMPATHY and PILOTING skills.
Starting Paranoia: 1
Item Limit: 4
Friends: 3

DISCOUNT MILITIAMAN

Insight: Able to overcome with STRENGTH and COMBAT training.
Starting Paranoia: 2
Item Limit: 4
Friends: 2

3. INSIGHT

INSIGHTS are skills your THEORIST can do well. For example, Doomsday Preppers have an advantage in STRENGTH and COMBAT actions.

Write them down on your CHARACTER SHEET to remind you.

4. STARTING PARANOIA

Paranoia is your THEORIST's stress. Fill out the bar with your STARTING PARANOIA.

PARANOIA

Mild	Moderate	Severe
◇◇◇◇	◇◇◇◇	◇◇◇◇◇
+0d6	+1d6	+2d6

5. ITEM LIMIT

Fill up the ITEMS section (from the list below) up to your theorist's ITEM LIMIT. Come up with items too! You can also find items during a session.

TINFOIL HAT	DRUGS	MOLOTOV COCKTAIL
FIREARM	BLUEPRINTS	DISGUISE
EXOTIC FIREARM	CRYSTAL	THUMB-DRIVE
SMARTPHONE	MULTI-TOOL	-----
DRONE	MEGAPHONE	-----

SACRIFICING ITEMS = You may sacrifice an item instead of suffering a Paranoia from a failure.

6. FRIENDS

Fill the Friends section with the number your THEORIST can have. Friends give you a +1 modifier to a dice roll when they help you. If the action fails, they run away and can't be used again.

Pick from below, and note their PROFESSION (i.e. HACKER). Each can be helpful in their own way:

ZAT = A SNIPER instrumental at providing overwatch.
JANE = A HACKER that's good with technology and cyberspace.
FERB = An AIR SUPPORT specialist with his own helicopter!
BILL = An INSIDE MAN who can manipulate the system.
PANCAKE = A lovable K9 that follows basic commands.
JOSEPHE = An ACTOR who creates distractions and subterfuge.

7. DESCRIPTION

Write down descriptors to help you Role-play. They can be PHYSICAL, or PERSONALITY traits that help further define your THEORIST.

i.e. Bearded, Slender, Laconic, Arrogant.

Roll, or use the 2d6 table below for inspiration. Count the dice as: 2 + 4 = 24.

11. Lanky	21. Portly	31. Leather Jacket
12. Spectacled	22. Long-haired	32. Skinny
13. Muscular	23. Well-dressed	33. Mohawk
14. Bearded	24. Baseball Cap	34. One-armed
15. Chiseled Jaw	25. Lab Coat	35. Tall
16. Bald	26. Tattooed	36. Braces
41. Aggressive	51. Curious	61. Cowardly
42. Friendly	52. Anxious	62. Doubtful
43. Stuttering	53. Bubbly	63. Stoic
44. Academic	54. Forgetful	64. Jovial
45. Hillbilly	55. Confident	65. Chatterbox
46. Foreign Accent	56. Brave	66. Military

8. PLAN

The PLAN is the mission you are going to undertake in the session. Create a Plan under CONSPIRACY & PLAN and fill out this line with the resulting mission.

EXAMPLE SHEET >

On the next page is an example of a CHARACTER SHEET filled out for an EVANGELICAL DOOMSAYER.

EVANGELICAL DOOMSAYER

Insight: Able to convince using their CHARISMA and LIES.
Starting Paranoia: 3
Item Limit: 3
Friends: 4

FILLING DIAMONDS

Diamond trackers (◇) help THEORISTS keep track of things that are going on during a session. Fill diamonds when you receive an ITEM, PARANOIA, INJURIES, or FRIENDS.

If you SACRIFICE / LOSE and item, or a friend RUNS AWAY, erase the appropriate diamond tracker.

ROLE-PLAYING TIPS

Lean into your THEORIST type. For example, Domsayers are outspoken and constantly yelling their thoughts.

Pick ITEMS and FRIENDS that fit your character. A Domsayer might carry a Holy Book, Megaphone, etc.

IDENTITY

PRONOUN: Mr. NAME: John Smith THEORIST: Domsayer
DESCRIPTION: Brown Hair, Bearded, Tall, Well-dressed, Chiseled Jaw
PLAN: Infiltrate the Kremlin and find secret documents.
INSIGHT: Able to convince using their CHARISMA and LIES.

PARANOIA

Mild Moderate Severe
◇◇◇ +0d6 ◇◇◇ +1d6 ◇◇◇◇ +2d6

INJURIES -1/-2 modifier

0 ◇ _____
-1 ◇ _____
-1 ◇ _____
-2 ◇ _____

ITEMS

◇ Megaphone ◇ _____
◇ Holy Book ◇ _____
◇ Flyers ◇ _____
◇ _____ ◇ _____

SACRIFICING ITEMS = sacrifice an item instead of Paranoia.

FRIENDS +1 modifier

NAME PROFESSION
◇ Zat / Sniper
◇ Jane / Hacker
◇ Bill / Inside Man
◇ Rich / Traffic Cop

Friends run from Failure.

ACTION ROLL

Action + Insight + Paranoia + Items + Assist
1d6 + 1d6 + 1-2d6 + 1d6 + 1d6

6 = Success
5 = Complication
4-1 = Fail

CONSPIRACY & PLAN

A conspiracy has an ENEMY and defines their MOTIVES, which the THEORISTS need to stop by developing a PLAN that will reveal the truth, or stop them outright.

BUILDING A CONSPIRACY

To build a conspiracy, go around the THEORISTS and use the tables below to "connect the dots" on the conspiracy you are going to foil. Use this book's cover for inspiration!

I. ROLL 1d6 FOR EACH TABLE.

1. Foreign Forces...
2. Treacherous Forces...
3. Government Forces...
4. Criminal Forces...
5. Natural Forces...
6. Alien Forces...

II. ARE...

1. Hiding the truth by...
2. Building something...
3. Replacing our leaders by...
4. Altering our bodies by...
5. Taking control through...
6. Violating our laws by...

III. IN ORDER TO...

1. Exterminate...
2. Take Over...
3. Brainwash...
4. Distract...
5. Destroy...
6. Maintain...

// SUPERCONSPIRACY //

A THEORIST can add 1 extra detail (group/individual/intention etc.). To contribute, minus 1 PARANOIA from your Starting Paranoia count. These add further details that the GM can use to unravel the story.

THE PLAN

Once a conspiracy is created, use the table below to help devise a plan on what the Theorists are going to do about it. Give details on how they are going to achieve it.

OUR GOAL IS TO:

1. Reveal the truth...
2. Destroy their plans...
3. Gather more information...
4. Capture enemy agents...
5. Find an ally...
6. Build a group...

ASK THE THEORISTS:

- How do they KNOW about the conspiracy?
- Why do they BELIEVE in the conspiracy?

EXAMPLE CONSPIRACY

CONSPIRACY

I. (1.) Foreign Forces... II. ARE (4.) Altering our bodies by... III. IN ORDER TO (2.) Take Over...

COMMUNIST RUSSIANS are USING FLUORINATED WATER TO CHANGE OUR BRAINS in order to TAKE OVER THE CONTINENTAL UNITED STATES. // Assisted by ALIENS = Superconspiracy //

PLAN

OUR GOAL IS TO: (3.) Gather more information...

INFILTRATE THE KREMLIN AND FIND SECRET DOCUMENTS.

// Take photo evidence of the Aliens = Superconspiracy //

CORE MECHANISMS

Conspiracy runs on ACTION ROLLS, and DICE POOLS that the THEORISTS can build to have better odds, in order to push forward the narrative. Theorists take turns adding to the narrative with their actions. Turns go as follows:

TAKING A TURN

I. STATE THE ACTION

(Theorist narrates the action they'll take)

"I will knock out the guard and walk through the gate."

II. BUILD THE DICE POOL

(Build a dice pool with INSIGHT/PARANOIA/ITEM in mind)

"I will use STRENGTH, 1 die for Paranoia, and a BAT."

III. SOMEONE ASSISTS?

(Another Theorist might help, adding 1d6 to the pool)

"No one wants to assist me..."

IV. GM CUTS DICE USING REALITY IF NECESSARY / THEORIST ROLLS

"There are two guards, cut 1 die from your pool of 4. Roll 3."

V. ADD/SUBTRACT MODIFIERS

(If you're INJURED, or used a FRIEND, modify the result)

"I must -1 from the die result due to an INJURY."

VI. NARRATE THE RESULT OF THE ACTION. TURN ENDS.

"As you approach the guard, you... (based off result)."

DICE POOLS

Building a dice pool helps THEORISTS get better odds. Pools can grow up to 6 DICE.

DICE POOL ADDITION

1d6	Action	Every action taken uses 1 die.
	+	
1d6	Insight	Add 1 die for actions <u>relating</u> to insight.
	+	
1-2d6	Paranoia	Add up to 2 dice from your Paranoia Bar.
	+	
1d6	Item	Add 1 die if you're using an item.
	+	
1d6	Assist	Add 1 die if a THEORIST assists you. (<u>Consequence</u> for failure affects both PCs).

RESULTS

Double Six = Critical Success! You go above and beyond.
6 = Success. You achieve your action.
5 = Success, with Complication. Something else comes up...
4 = Failure. Things get worse...
3 = Failure. Things get worse...
2 = Failure. Things get worse...
1 = Critical Failure! Things get worse. Suffer 1 Injury.
Snake Eyes = Critical Failure... Suffer 2 Injuries!

NOTE: You suffer 1 PARANOIA for every failure.

INJURIES

A THEORIST gets injured if they roll a CRITICAL FAILURE or SNAKE EYES. These are physical disabilities that hamper your success with negative dice roll modifiers. Mark the injuries under the injuries section of the THEORIST sheet.

The GM may define the injury, or allow the THEORIST to do so. Injuries may give -1/-2 modifiers.

0	◆	<u>Twisted Ankle</u>	The example shows a THEORIST who has two
-1	◆	<u>Broken Toe</u>	injuries. This means that roll results
-1	◇	-----	should be modified with a minus one (-1).
-2	◇	-----	Four injuries has a (-2) modifier.

FRIENDS

Friends give you a +1 modifier to a dice roll when they help you. If the roll fails, they run away and can't be used again. To use a friend, add a detail of how they help you during an action.

For example: "While I knock out the first guard, ZAT shoots the second from afar."

In the example, the THEORIST has two friends still available.

Bill is no longer available as he ran/died due to a failed roll.

	NAME	PROFESSION
◆	<u>Zat</u> /	<u>Sniper</u>
◆	<u>Jane</u> /	<u>Hacker</u>
◇	<u>Bill</u> /	<u>Inside Man</u>

PARANOIA BAR

The PARANOIA BAR tracks your PARANOIA. The more Paranoia you have, the more possibilities your THEORIST thinks of, and the more dice they receive for their dice pool.

Mild	Moderate	Severe	The example shows a theorist with
◆◆◆	◆◆◆	◇◇◇◇	6 Paranoia, they receive (+1) one
+0d6	+1d6	+2d6	extra die from Moderate PARANOIA.

When the final diamond (◇) is filled, you are dead, or get captured, or are incapacitated. Try not to get there...

REALITY

CONSPIRACY uses a dice cutting system. When a THEORIST decides on an action and builds their pool, the GM helps determine how realistic their actions are.

The GM can CUT DICE from the pool to make it more realistic.

<u>CUT</u>	<u>REALITY</u>	<u>NOTE</u>
-0d6	Believable	A rational action. No cut.
-1d6	Far-fetched	Pushing the limits.
-2d6	Irrational	A shot in the dark.
-3d6	Delusional	Absolutely bonkers.

RUNNING A SESSION

Sessions can last between one to three hours. Here are some tips and suggestions to run Conspiracy.

GM TIPS

- Bring POSITIVE ENERGY and create a COLLABORATIVE environment.
- Ensure you're INCLUSIVE, offering equal turns to others.
- FOLLOW what the Theorists want to see and integrate it.
- SKIP slow parts and use the PCs PARANOIA BAR to pace the game.
- Be CINEMATIC, using descriptions and your hands!

THE ELEMENTS

Keep the following elements in mind. These are things you can drop in the narrative to give Theorists a direction or face a challenge.

OPPORTUNITIES

Hooks that players can use and play into. Add these in you descriptions when establishing areas. Back door, Computer Terminal, Sleeping Guard, Open Truck.

OBSTACLES

Things that can trigger conflict and are in the way. Enemy agents, Sensors, Security Cameras, Bystanders, Gate.

GOAL

What guides the player. This is mentioned in the PLAN and is reachable near the CLIMAX. Person, Item, Document, etc.

THE FIVE ACTS

You can breakdown gameplay into the following 5 ACTS.

ACT I. ENTRY

- ESTABLISH the location. The Theorists are outside.
- Offer OPPORTUNITIES for Theorists to gain entry.
- Set some OBSTACLE at the main entrance.

ACT II. FIRST TRIAL

- Have an OBSTACLE challenge the Theorists, which needs to be overcome before moving ahead.

ACT III. SECOND TRIAL

- Theorists have the GOAL in their sights.
- Another OBSTACLE blocks their path.

ACT IV. THIRD TRIAL (CLIMAX)

- With the GOAL in hand, a final Obstacle arises. Bring back an unused OBSTACLE from ACT I. Put a TWIST, leaning into the Conspiracy the Theorists believe. It's real!

ACT V. ESCAPE

- Make an EXPLOSIVE escape. Last impressions count.
- As the action winds down, what are th Theorists doing as the CREDITS ROLL?

ON A ROLLER COASTER

As you play, alternate between TALKING and ACTION scenes to give variation. ESCALATE the Action at the climax.

IDENTITY

PRONOUN: _____ NAME: _____ THEORIST: _____

DESCRIPTION: _____

PLAN: _____

INSIGHT: _____

PARANOIA

Mild	Moderate	Severe
◇◇◇	◇◇◇	◇◇◇◇
+0d6	+1d6	+2d6

INJURIES -1/-2 modifier

0	◇	_____
-1	◇	_____
-1	◇	_____
-2	◇	_____

ITEMS

◇ _____	◇ _____
◇ _____	◇ _____
◇ _____	◇ _____
◇ _____	◇ _____

SACRIFICING ITEMS = sacrifice an item instead of Paranoia.**FRIENDS** +1 modifier

NAME	PROFESSION
◇ _____ / _____	
◇ _____ / _____	
◇ _____ / _____	
◇ _____ / _____	

Friends run from Failure.

CONSPIRACY THEORISTSDOOMSDAY PREPPER

Insight: Able to ENDURE and use their CRAFTING skills.

Starting Paranoia: 5

Item Limit: 8

Friends: 0

EVANGELICAL DOOMSAYER

Insight: Able to convince using their CHARISMA and LIES.

Starting Paranoia: 3

Item Limit: 3

Friends: 4

CLINICAL CONSPIRACIST

Insight: Able to fall back on their OBSERVATION and INTIMIDATION.

Starting Paranoia: 4

Item Limit: 5

Friends: 1

COSMIC VOYAGER

Insight: Able to utilize their EMPATHY and PILOTING skills.

Starting Paranoia: 1

Item Limit: 4

Friends: 3

DISCOUNT MILITIAMAN

Insight: Able to overcome with STRENGTH and COMBAT training.

Starting Paranoia: 2

Item Limit: 4

Friends: 2

ACTION ROLL

Action	+	Insight	+	Paranoia	+	Items	+	Assist		
1d6				+ 1-2d6				+ 1d6		+ 1d6

6 = Success

5 = Complication

4-1 = Fail

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WATER FLOUR IDAHO AIDS GULF OF TONKIN
SWINE FLU SADDAM HUSSEIN AREA 51 OCCUPY
ILLUMINATI GLOBAL PANDEMIC EVOLUTION
NEW WORLD ORDER ECLIPSE FAKE DMALCOLM X
HO CONSPIRACY IS A TABLETOP RPG LS
UNWHERE PLAYERS TRY TO SAVE GHOST
RMS THE WORLD AGAINST FORCES FEMAUS
BLWANTING TO END LIFE AS WE UNESC
VAKNOW IT. JOIN IN THE ALIEN EINSTE
A4 HUNTING, GOVERNMENT FOILING, ORN
LUNA COOL-AID SIPPING FUN. TARIUSEN
AURORA AIRCRAFT GLOBAL WARMING MASONS
ELVIS THE WORLD DEPENDS ON IT! CIA F
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