Conspiracist

The Game THEY Don't Want You to Play!

by
Stirling Joyner
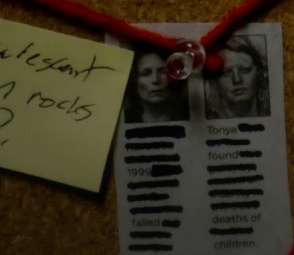
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*Special thanks to Brian Williamson for being a great
conversation partner and friend. Without you, this game
would not be nearly as good.*

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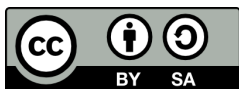
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I stumbled out of the crashed alien spacecraft and toward the secret government bunker that housed the real Statue of Liberty. Agent Burks unloaded his plasma thrower into the surrounding forest, melting the trees before they had a chance to burn. The lizardman clone we were supposed to transport safely was bleeding to death in my arms. I had only one thought:

"Abraham Lincoln is going to pay."

—Anonymous caller; accessed from the archives
of Mystery Public Radio.

INTRODUCTION

You are a henchman of the Illuminati: a secret society of elites that controls the world from the shadows. You must use your skills and wits to pull off an elaborate conspiracy. However, as you carry out your mission, you will find that the truth is far more strange than you could have imagined. Will you complete your mission unscathed, or be destroyed by the machinations of your masters?

This game allows you to create stories modeled after outlandish conspiracy theories. Things will be simple at the start, but as you make progress, the the plot will become more and more convoluted. By the end, the story will be a complete tangle of madness.

What Is A Roleplaying Game?

A roleplaying game is like a board game, except not at all. Like a board game, an RPG has rules and a goal, but the goal is to tell a story, rather than to win. The rules of an RPG provide a structure to help tell the story.

Participants of RPGs typically take on one of two roles: player or Game Master. Each player creates a character, called a player character (PC). PCs are completely controlled by their players. The game's story usually revolves around the PCs working together to complete a mission, quest, or some other goal.

The other role is that of the Game Master. In this game, the Game Master is called the Controller. The Controller serves as the intermediary between the players and the rest of the game world. They describe how the world responds to the PCs' actions. Thus, the Controller doesn't make just one character but instead plays all the other characters the PCs interact with. These are called Non-Player Characters, or NPCs.

How Is This Game Different from Some Other RPGs?

Conspiracist is intended for impromptu one-shot games. This means that unlike many roleplaying games, this game is designed to be played in a single session without preparation. Controllers are welcome to run long, pre-planned campaigns, but this rulebook is not written with that style of play in mind.

What Is the Illuminati?

It is believed that a group of powerful people are conspiring to rule the world. Some claim that they already do. Conspiracy theorists call these people, and the organization they constitute, the Illuminati. Conspiracy theorists believe the Illuminati exerts immense control over art, culture, and the economy. They are thought to communicate through secret codes and symbols to keep their activities secret.

The exact nature of the Illuminati's activities is unknown. Many believe they influence world governments to further their own agenda. Some believe they consort with aliens and other inhuman beings. A few believe they somehow control every aspect of human life.

Because there are a wide range of theories about the Illuminati, this game leaves the specifics of the organization up to the Controller. Guidelines are provided in the Controller's section about how to portray an Illuminati that fits your group's desired playstyle (see Maximum Paranoia Index, page 13).

Disclaimer

While this game plays better if the participants have a thorough knowledge of conspiracy theories, this book is intended to be accessible to the uninitiated. If you are interested in learning more, there is an appendix in the back with conspiracy theory related links.

01: CHARACTER CREATION

The Illuminati recruit their henchmen from all walks of life, ensuring that each team has a diverse set of skills. There are no restrictions on the kind of person your character can be, but this book assumes all player characters will abide by these guidelines:

1. PCs are of low rank in the Illuminati organization. Therefore, being members of the Illuminati does not give them any special authority over anyone.
2. At the outset of the mission, PCs are loyal to the Illuminati (i.e. not double agents).
3. The PCs have very little knowledge of the organization they work for.

Character Overview

You create your character by choosing from the options in the following sections. These stats will help to describe your character and define their abilities.

- Race: What species does your character belong to?
- Specialties: What are your character's areas of expertise?
- Occupation: What does your character do when they aren't on an Illuminati mission?
- Motivation: Why does your character risk their life for the nebulous Illuminati?

Race

Though humans believe they are the only intelligent life on Earth, there is a race of alien beings that dwells among us. They disguise themselves as humans to blend into society, and are deeply involved with the Illuminati. With the Controller's permission, players may choose either human or reptilian as their character's race. Each one is described below.

Human

Humans are normal. Human PCs receive no special bonuses or penalties for being human.

Reptilian

Reptilians are a race of lizard people of unknown origin. They disguise themselves as humans to infiltrate and control our society.

Super Senses:

+1 bonus to all rolls relating to senses. The specifics of reptilians' super senses is up to the Controller.

Not of this World:

-1 to all rolls involving social interaction with humans. Reptilians are trained to be infiltrators, but Player Character reptilians are fresh out of the breeding hive. They are still learning. Sometimes their lizard accent or mannerisms will come out, or they will accidentally pay for something with triangular alien coins. The Controller can come up with other ways for reptilians to ruin basic social interactions. A reptilian may forfeit one of their Specialties to remove this penalty (see "Specialties," below).

Morphing:

Reptilians use advanced technology to appear human, and they can "morph" between reptilian and human forms at will. However, this technology has been known to glitch, especially when the reptilian is under stress. Sometimes the disguise will make the reptilian appear somewhat inhuman, or switch off altogether. The Controller may use accidental morphing as a Complication when they feel it is appropriate (see "Complications," below). Reptilians can only morph into one human form. However, a reptilian character may forfeit one of their Specialties to gain the ability to morph between multiple human forms.

Specialties

Specialties are areas in which your character excels. When a PC tries to perform an action that falls under one of their Specialties, they automatically succeed. Each PC gets two Specialties. If there are more than three players, they get one specialty each. If there is only one player, their character may have three Specialties.

To create a Specialty, select one word from each column of the table below.
Examples: Philosophical Sabotage, Digital Information Gathering.

Linguistic	Persuasion
Scientific	Assassination
Crowdsourced	Sabotage
Digital	Repairing
Philosophical	Fear Mongering
Explosive	Theft
Famous	Deception
Emotional	Sneaking
Mechanical	Information Gathering

Using Specialties well requires creative interpretation. For example, Scientific Assassination could be used to:

- Kill a scientist;
- Kill anyone using a "sciencey" method (chemicals, stabbing them with a broken beaker, etc.), though the Controller could rule that the method must be different each time;
- Ruin a scientist's career;
- Etc.

Note that a Specialty cannot give you superpowers. "Linguistic Assassination" does not mean your character can kill someone by speaking a magic word. The trick with Specialties is making them work within the bounds of your character's physical capabilities.

Occupation

The Illuminati has influence over all aspects of society. While the more important members are wealthy and powerful individuals, the organization employs all kinds of people as pawns.

Each Occupation below provides a special benefit. Players are free to make up their own Occupations, using these as inspiration. However, the Controller ultimately decides what is appropriate for the game.

Airline Pilot:
If wearing your pilot uniform, you may walk into most restricted areas without anyone questioning you. People will just assume that you have a perfectly good reason to be there.

Business Tycoon:
You may pay the Controller real money to give you rerolls. The first reroll is $1, and each subsequent reroll costs one more dollar than the last. i.e. the second reroll would cost $2, etc.

Cult Leader:
Get Philosophical Persuasion as a bonus Specialty.

Fake Conspiracy Theorist:
You invent fake conspiracy theories to throw other theorists off the real trail. You can convince other people you are crazy without rolling and you get a +1 bonus to social interactions.

Freemason:
You may attempt a secret freemason handshake with an NPC. Roll a d4. On a three or higher, they are also a freemason and will help you out. If you roll less than three, they are an enemy of the masons and recognize you by your handshake. The Controller may choose to make this roll on the player's behalf, so the player doesn't know the result.

Hacker:
Get Digital Sneaking as a bonus Specialty.

Lawyer:
Get Linguistic Deception as a bonus Specialty.

Lifestyle Homeless:
You always know the "word on the street" (local rumors, etc).

Music Artist:
Quote lyrics from one of your character's songs (make it up on the spot). Explain how that applies to the current situation and why that means you should succeed. The Controller may give you an automatic success, or a bonus to your roll.

Other:
Choose an occupation not listed here and get a bonus specialty that fits, or devise your own special ability with the Controller's permission.

Motivation

Why does your character work for the Illuminati? Below are some common motivations, though you can always come up with your own.

Answers:

Strange things have happened to you, and you just want to know why. If you are a human, maybe you were abducted by aliens or a loved one died under mysterious circumstances. If you're a reptilian, maybe you're trying to figure what your race's real goals are. Someone told you that you could find answers if you took this job, but so far it's only led to more questions.

Guilt:

You did something wrong, and this is your punishment. If you're a human, maybe you were a death row inmate whose execution was faked so the Illuminati could utilize your skills under the radar. If you're a reptilian, you might have done something wrong and been sent down to Earth for punishment or retraining.

Loyalty:

You are unquestionably loyal to the Illuminati. If you're a human, maybe your family has been involved with the Illuminati for generations and your honor is at stake. Or maybe the Illuminati told you something that convinced you to follow them to the end. If you're a reptilian, perhaps it's patriotic pride for your race that keeps you loyal.

Power:

If you are a human, someone promised you wealth and or influence in exchange for your loyalty to the Illuminati. If you are a reptilian, maybe you heard that ground work on Earth was a good way to move up the ranks of your alien empire.

02: ACTION RESOLUTION

In *Conspiracist*, the success of PCs' actions is determined by rolling an Illuminati Pyramid of Fate, also known as a four sided die, or d4. When a PC attempts to do something, they must roll a Pyramid of Fate. On a roll of 3 or higher, their action succeeds as intended. If they roll less than 3, a Complication occurs.

Complications

A Complication is a story element which is interesting, adds complexity to the plot, and is negative for the PCs. When a PC rolls a Complication, that means their attempt to do something causes or reveals something negative.

Example

Brian Williamson is sneaking into a secret laboratory. Before he does so, he checks the perimeter of the facility for security cameras. He rolls a 1. He notices there aren't any cameras, but he gets so caught up in looking for them that he stumbles into an armed guard.

A complication should always add something new or change the direction of the story, if only slightly. If a PC rolls a Complication and the Controller can't think of anything, they should brainstorm with the players. If no one can come up with an interesting Complication, let the action succeed. It's more compelling for a character to succeed and bring about change than to fail and leave everything the same.

NPC Actions

The Controller decides the outcomes of the Non Player Characters' actions, unless they are opposed by a player (see "Opposed Actions," below).

Opposed Actions

Player vs. NPC

If a player and an NPC are opposed, only the player rolls. If the player rolls a Complication, the NPC gets what they want. Otherwise, the player gets what they want.

Player vs. Player

If two PCs oppose each other, both of them roll. Whoever rolls highest wins. If both players tie, the characters are at an impasse. If that makes no sense within the narrative, they must reroll. If both players roll Complications, the Controller applies Complications to both parties if possible.

Combat

Combat is free-form. Characters engaged in combat act in whatever order flows naturally with the action, though it is best to give each character a chance to act once before letting someone take a second action.

When one character attacks another, handle it as an opposed action. There are no hit points or damage values in this game. The PC either succeeds and the combat goes the way they want, or they get a Complication. If the PC rolls a Complication, then the combat introduces a new plot element that is negative for the PC.

Getting a Complication in combat doesn't necessarily mean the character dies or is injured. Such a Complication would obviously be negative for the PC, but the character should only get injured or die if it contributes to the plot or changes the direction of the story in a meaningful way.

Cooperative Actions

PCs may work together on some actions, giving them a better chance of success. When PCs work together, roll an extra die for that action. Any number of characters may work together in the story, but the maximum number of dice that can be rolled for a single action is two. If one of the two dice rolls a success, the action succeeds.

PCs can cooperate on actions like breaking down a door, searching for an item in a room, or anything else where one person helps another do something. Actions for which multiple participants cannot improve the chance of success, such as jumping over a pit or sneaking, cannot be handled as cooperative actions.

03: RUNNING THE GAME

In the world of *Conspiracist*, conspiracies and unexplainable phenomena lurk behind every closed door. Nothing is as it seems, and every truth has a stranger truth behind it. This chapter and those following instruct Controllers on how to ensure that their games are appropriately strange, absurd, and paranoid. There's no top secret information here though, so players are welcome to continue reading.

General Advice

Use the Complication mechanic to ensure that the plot becomes more convoluted the longer the game is played. Complications should compound on each other, always adding more strange elements to the story. By the end, the plot should be a big, paranoid mess.

In the midst of this mess, it's still important to have some coherence. At least until the end, your players should be able to determine their next step at all times. The story should revolve around one goal, even if the way of achieving it gets complicated. Though watching the plot collapse under its own weight is entertaining, you should still work toward some kind of resolution. If for some reason this proves impossible, just have aliens blow everything up or something.

Example:
Complications Drive the
Plot Forward

Samuel Garfield has been tasked with hunting down a group of escaped monkey test subjects and eliminating them. His investigation leads him to an abandoned zoo. There he finds a cryptozoologist, who runs when Garfield questions him. Garfield attempts to shoot him in the leg but gets a Complication: he misses and accidentally hits a bear cub, angering its mother.

The bear charges. Garfield turns his gun on the animal. His player rolls to hit, and gets another Complication: much to Garfield's surprise, the bullets pass straight through the bear, doing no harm. The Controller decides that this bear is a hologram. She further decides that the monkeys created this hologram because they are doing something in this zoo and don't want to be discovered. She concludes from this that the experiments gave the monkeys super intelligence and they are working on a weapon to destroy humanity. Samuel Garfield no longer faces a threat from the bear, but little does he know that he now faces a greater threat from evil monkey geniuses.

Maximum Paranoia Index

If your players would enjoy a game where the plot becomes an unintelligible tangle of parallel universes, secret experiments, and magic rituals, that's awesome. However, some players prefer things a little more down-to-earth. To find the right balance of weirdness and coherence for your group, consult the Maximum Paranoia Index table.

The Maximum Paranoia Index, or MPI, indicates how absurd a game of *Conspiracist* can become. Choose the MPI before the beginning of the game, basing your choice on discussion with your players. The MPI is measured in units of absurdity called Cuils. This rulebook assumes an MPI of about 3 Cuils, but higher levels are strongly encouraged. Note that the MPI doesn't affect the rules in any way. It's really just a numeric indicator of your play group's boundaries.

MPI	Game World
0 Cuils	The world follows ordinary laws of physics, and absolutely nothing paranormal may be brought into the game. The Illuminati, though mysterious, is a distinctly human organization. Their primary goal is achieving or maintaining world domination. If it were possible to play this game straight, this would be the MPI to use.
1 Cuil	Physical reality is still essentially in line with human understanding. Aliens are probably common visitors to earth, though exactly how they relate to the Illuminati is unclear. It is probably fair to assume that there is little or no supernatural influence on this world, though the Illuminati might have an occult vibe. The Illuminati's plans probably involve the apocalypse in some way.
2 Cuils	Virtually all historical facts are lies created by the Illuminati, as are news stories about current events. The Illuminati is deeply connected to if not directly controlled by aliens. The supernatural is highly active and the Illuminati is likely connected to it in some way. The Illuminati's true plans are hidden beneath a thousand false agendas.
3 Cuils	Many well documented scientific facts are lies manufactured by the Illuminati. Most if not all people are under direct Illuminati mind control. The Illuminati gets powers from demons and reports directly to aliens, assuming aliens aren't a lie the illuminati created to make it seem like they aren't really in charge. Shadow people and other secret beings run rampant in the dark corners of the world, but the Illuminati has little or no control over them. The Illuminati's primary goal is making it seem like they don't have any goals.
4 Cuils	All widely accepted knowledge about the universe is an Illuminati lie. Most if not all bad things that happen are the direct results of Illuminati interference. PCs should not be surprised if aliens order them to sneak into someone's house and pour all their milk down the sink. Most if not all people are reptilians in disguise. The Illuminati is deeply connected to the supernatural and may even be to blame for it. The Illuminati's plans, if they even have any, cannot be comprehended by humans.
5 Cuils	The Illuminati is a lie created by the Illuminati itself to cover up its own existence. The PCs are under the employ of the fake Illuminati, assuming there even is a real one. It is controlled by aliens, shadow people, and the Easter Bunny. All conspiracy theories are true. Every single one of them. Especially the ones that are incomprehensible word salad.

04: STAGES OF PLAY

A session of *Conspiracist* is divided into two stages. The first is the Planning stage, where the PCs receive their briefing, figure out what their mission is, and decide how to move forward. The second is the Execution stage, where the PCs carry out their plan, do additional investigating, and deal with Complications.

Planning

Mission Briefing

The Controller gives the PCs a cryptic message from their Illuminati masters. This could be a strange poem, a television commercial, or something even more abstract. The players must then interpret the meaning of this message. Any conclusions they come to determine what their characters think their mission is.

The players make logical connections to interpret information in the briefing until they come to a conclusion about their assignment. The players don't need to have a complete plan at this stage. They only need a goal and a starting point. Once the players have reached a conclusion, they may conclude with the phrase, "Illuminati confirmed."

Example

The Controller gives his players their mission briefing. It is a plastic bag containing fried chicken. The players discuss with each other and follow this chain of logic:

- Fried Chicken. Kentucky Fried Chicken.
- KFC has 11 herbs and spices. Herb refers to marijuana, and spice is a street name for synthetic marijuana.
- We all know 11 is a special Illuminati number (Google it).
- So, 11 herbs and spices = Illuminati drugs.
- Kentucky Fried Chicken. You know what else is in Kentucky?
- That's right. Kentucky State University.
- Since fried chicken = Illuminati drugs, that means the Illuminati is testing an experimental drug on KSU students.
- The bag the chicken came in was transparent, or "see through."
- Since the fried chicken can be seen, that means someone on campus has figured out how to make the drug themselves.
- This person must be stopped. Illuminati confirmed.

Controller Decides Truth

Were the players right? The Controller should decide what the message was supposed to mean after the players have finished deliberating. The best idea is probably to let the players be right, but add in one or two things they missed. You can bring those things in later as Complications or twists.

If you decide that the players' interpretation was wrong in any way, make sure that the truth could have been interpreted from the original briefing. Otherwise that would just be unfair. You should also drop clues throughout the game that could tip the players off to what they missed. Most importantly, the PCs should never reach a dead end. Wherever they look, there should always be something to investigate, explore, or get attacked by.

Execution

This is the stage where most of the game takes place. After the Planning stage, you should make a quick outline of the major accomplishments needed to achieve the PCs' goal. The PCs' actions will cause a lot of things to go wrong, so keep the structure loose. You might find it helpful to think of a few obstacles they might encounter and write those down as well. This will make things easier, since you won't have to make everything up on the fly.

As the story progresses, constantly look for ways to bring the PCs deeper into a web of mystery. The Complications mechanic will make this easy, but you can always throw in more general weirdness just to make things more interesting.

Example

Sara Whitman attempts to open a wall safe which she believes contains DNA samples from all past US presidents. She rolls to crack the safe and gets a 3, gaining access without Complication. She opens the safe to discover it leads to a pocket dimension containing a full sized 1950's era suburb. William Howard Taft emerges from one of the homes. Though she rolled a success to open the safe, the Controller still introduced something weird to make the story more interesting.

The PCs' Relationship With The Illuminati

The Illuminati's recruitment process is a secret even to those recruited. Its members stalk potential inductees for years, quietly shaping their lives before bringing them into the fold. No one ever declines an employment offer from the Illuminati, and almost all members come willingly. The Illuminati are more than ready to offer people what they want.

The Illuminati organization is set up to avoid revealing its true structure to anyone, even its own agents. No agent is ever made aware of the true identity of their higher-ups. In fact, it's unlikely they will ever meet more than a few other members face to face. The PCs are given their mission briefing with no additional instructions, no back doors, and no help. This way, if they get caught, the police will just think that some lunatics attempted to murder a college student because they saw a piece of fried chicken.

The Illuminati are so wise, they simply know that the PCs will be able to understand their briefing and fulfill their intended purpose unassisted. Even if they do fail, how are the PCs to know this wasn't their masters' plan all along? What is a man to a god? What is a god to the Illuminati?

05: COMPLICATING MATTERS

This chapter contains ideas to help the Controller create Complications.

Beings

There are a number of nonhuman entities that the PCs might encounter. Some of them are listed below. The description of each being is followed by a list of theories about that being. You can decide which, if any of them are true.

Aliens

These are diminutive creatures with large heads and big bulbous eyes. Due to their skin color, they are often called greys. They possess spacecraft which they use to monitor and communicate with humans.

Theories:

- Greys secretly run most if not all major governments.
- Greys have put mind control devices in satellites around the world.
- Greys have psychic powers.
- Greys are not a biological race but are beings from another dimension.
- Greys are not malign but wish to enlighten the human race.
- Greys are breeding their own race of humans.
    - These humans are alien hybrids.
    - These humans will rule the world.
    - These humans already rule the world.
    - The greys will take these humans back to their world, never to be seen again.
- The Illuminati is trying to defeat the greys.
    - Because the Illuminati works for something that wants the earth for itself.
- Greys are just one of many alien species that visits the Earth.

Reptilians

These are lizard people who disguise themselves as humans. The Controller should note that allowing players to make reptilian characters will change the dynamic if they encounter one in the wild.

Theories

- Reptilians position themselves in the highest levels of government;
    - By killing public officials and taking their places.
    - By using the media to manipulate the masses;
        - Because most reporters are reptilians.
    - By sheer force of numbers because most voters are reptilians.
- Reptilians are actually greys in disguise.
- Reptilians are alien-human hybrids.
- Reptilians are a species that evolved alongside humans on Earth.
- Reptilians just want to fit in.

Shadow People

These are dark, humanoid apparitions that sometimes manifest to humans.

Theories:

- There are many kinds of shadow people. Some are benign, others are not.
- Shadow people radiate a feeling of complete wrongness.
- Shadow people often stand in one place, seeming to observe those they appear to.
- A shadow person may slowly walk towards or continuously follow those it appears to.
- Shadow people drain the life force from those around them.
- Shadow people appear just before something terrible is about to happen.
- Shadow people sometimes walk wherever they please, ignoring obstacles like people and walls.
- Shadow people can appear and disappear at will.
- Shadow people can interact with the physical world when they want to.
- Shadow people drain the heat from the air around where they stand.

Organizations

These are people groups and organizations that the PCs might run into during their missions.

Street Legion: the Homeless Alliance

This is a network of people who would voluntarily live a life of homelessness, rather than be part of a corrupt, Illuminati-controlled system. These people believe they have personally witnessed Illuminati activity. Because of this, they simply cannot reintegrate into normal society.

Most members suffer from some combination of mental disorders that results in paranoia, delusions, and hallucinations. Or maybe that's just what the sheeple think. Maybe they're completely right. Maybe they have more solid information on the Illuminati than the PCs do.

International Cryptozoologists Union

Cryptozoology is the study of animals whose very existence is contested, such as Bigfoot and the Loch Ness Monster. Many of these so-called "cryptids" are old Illuminati experiments, thus cryptozoologists can often be found in the middle of the weird world of conspiracy. To defend their own legitimacy, many cryptozoologists banded together and formed ICU. These guys are always showing up in remote places, looking for sasquatches and other creatures.

UFO Cults

Many people believe aliens will one day whisk them away to their home planet or a higher level of consciousness. These people gather together in UFO hotspots to watch the lights in the sky. Over time, various religions have grown out of these groups, each with its own strange beliefs.

Conspiracy Theorists

There are those whose mission in life is to uncover the truth about the Illuminati. These are the conspiracy theorists. They come from many different walks of life, and they vary widely in levels of sanity. Many of them run blogs or YouTube channels, or are frequent conspiracy forum posters. Though not a formal group, conspiracy theorists can still be a threat to the PCs. They might figure out what's really going on, or lead the PCs off track with their theories.

APPENDIX I:

Mission Briefings

Low on mission briefing ideas? Here are some you can use:

- The top YouTube search result for "hotel commercial"
- A 24 pack of Ice Mountain water bottles
- A mason jar with a small teddy bear inside
- [in Just-] by E. E. Cummings
- Any video by YouTube user totheark
- Open a book and type the first two nouns you see into YouTube and click on the first video under one minute you see.
- Select a random object from your desk
- A bouquet of roses
- A flip phone that has been smashed to bits
- Pick a color. Roll a d20. The mission briefing is a d20 of the color you chose, but every face is the number you rolled.
- Dial the number of a local pizza restaurant without your players' knowledge. Hit call and say "here's your mission briefing," as you turn on speakerphone and leave the phone on the table for the players to answer. The entire situation that results (including real life pizza deliveries) is the mission briefing.

APPENDIX II:

Conspiracy Resources

Below are links to resources relating to the Illuminati, conspiracy theories, and the paranormal.

- conspiracy.wikia.com : A wiki of conspiracy theories
- 4chan.org/x/ : 4Chan's Paranormal board
- reddit.com/r/conspiracy/ : Conspiracy subreddit
- coasttocoastam.com : Paranormal talk show
- youtube.com/user/ThePeladophobian/ : Conspiracy theory parodies
- youtube.com/user/Truthiracy3 : Very weird conspiracy theorist
- bentoandstarchky.com/dec/rants.htm : The rants of Francis E. Dec, Esquire
- http://www.infowars.com/listen-to-the-radio-show-archive/ : Alex Jones' talk show

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Features:

An easy-to-learn rules-lite system

Designed for impromptu one-shots

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