

# Conspiracy

**Requirements-** Players will require two d10. Both of those dice will be used for d100 rolls. Game master will be required to oversee and dictate the game. Recommended with four to six players, besides the game master. Something to record player data is required, along with writing utensils, if using paper. Above all else, imagination is needed most!

**Setting-** In a modern world infested with crime, new independent investigation agencies started popping up all over the world. These agencies operate on their own and have their own system of justice. The government reserves the right to take over any investigation cases and oversee any court cases.

Conspiracy is the largest investigation agency, mostly known for being involved with the new medical and technological achievements of the modern age. The company has brought fully functioning Artificial Intelligence (AI), along with genetically modified humans (GMH), to the forefront of crime investigation. Also, Conspiracy was a heavy supporter for the invention of replacement body parts that can enhance physical traits in a person.

AI has come a long way but many people still fear and oppose this new type of sentience. Most GMHs are indistinguishable from humans and have blended into society with ease, although there is plenty of prejudice against them. People who replace body parts with prosthesis are now being called Prosthy. There is little upset about people replacing body parts, but there is heavy resistance against making replacement body parts weapons.

Corruption and protestors against what Conspiracy supports have been plaguing the agency since it was founded. Agents find themselves in the pockets of criminals. There are an abundant amount of lawsuits fighting against AI in law enforcement, and genetic testing on humans.

Agents themselves are similar to police officers in almost every way except for who they are employed by. If an agent kills anyone during a mission, a hearing is held to determine whether or not the agent was justified. Also, legal forms are required for agents to perform searches without permission.

**Playing-** The players, who work for the Conspiracy agency, form an investigation team which is sent on missions. These missions can include assassinations, under cover missions, investigations, arrests, or anything else the game master can think of. There can be different play styles for the players. Players can play cooperatively with each other to achieve their goals. Alternatively, if the players would like to add a little more to the game, they can have hidden agendas of their own, such as working against the other players for their own purposes. All players start with body armor that provides the body with 20 armor, a pistol with 12 rounds, an extra clip, a combat knife (capable of piercing metal), and anything else the game master provides. The AI does not receive body armor, but starts with all other equipment. NPCs and enemies can be created just like characters, otherwise they can have the same value for each stat, adjustable for difficulty. The game master has final say on anything the players want to improvise with that is not explained here.

**Character Stats-** For each stat below, the player rolls a d10 to determine their bonus for that stat.

**Strength-** Determines the physical power that a character has. Strength will increase the amount of melee damage a character does and will help in situations that require muscle.

**Endurance-** Is a body's defense against damage from outside and within. Endurance reduces the amount of damage a hit will cause and also reduces the effects of illnesses and poisons.

**Accuracy-** Helps mostly in combat to determine whether an attack hits or misses. It also helps in situations where precision is needed.

**Skill-** Applied to any check a player makes using any of their skills.

**Character Types-** There are four different types of characters:

**Human-** Plain old humans with no distinctive physical traits besides aesthetics. A human starts the game with two skills.

**Genetically Modified Human (GMH)-** Humans who have had their genes tampered with to enhance characteristics. A GMH will start the game with a bonus of five to a stat of their choice.

**Prosthy-** A human who has replaced one or more body parts with a prosthetic piece of equipment. A Prosthy gets a bonus of three to a stat and 10 armor to a body part of choice.

**Artificial Intelligence (AI)-** A mechanical being with sentience of its own. Having a robotic body grants 20 armor to all parts of the body.

**Skills-** Various skills can come in handy while the players are trying to complete their missions. A player may only pick one skill unless they are human.

**Computer Interfacing-** Allows a player advanced skills when interfacing with computers. This skill can be used in situations like hacking computers, using any electrical device with an interface, reprogramming robots, and in some cases AI.

**Mechanical Knowledge-** Gives the player advanced knowledge in dealing with mechanical objects or beings. Can be used to repair robotic bodies, fix transportation, and give information on how a mechanical system works.

**First Aid-** Allows a player to patch up a comrade. Can be used to patch wounds, restore function to injured limbs, and save people from dying.

**Mechanics-** The system runs off of d100, with the occasional use of a d10.

**Skill Tests-** Skills are tested by a difficulty, set by the game master, between 1 and 100, 1 being the hardest, and 100 being the easiest. After the difficulty has been set, the character adds a stat to the difficulty, if any apply, and tries to roll under the difficulty with a d100.

**Actions-** Characters take actions freely or by the game master's instructions, unless a combat is initiated.

**Combat-** Combat is taken in turns and starts off by everyone rolling a d10 for initiative. Highest roll will go first. During a turn, a character can do two actions. The game master decides whether or not an action will take up one of a character's actions. Simple actions may not take up one of a character's actions during their turn.

**Attacks-** When an attack is made, a player may specify arms, legs, body, or head. If no specification is made, the attack automatically goes to the body. To attack, a player rolls a d100 and adds their accuracy stat to the roll. If it is above the set difficulty, then the player hits. Difficulties for body parts are as follows:

Body: 50

Legs: 65

Arms: 75

Head: 85

For partially covered and moving opponents, an extra 10 is added to the difficulty to hit each body part. Fully covered opponents cannot be hit.

**Damage-** If a player hits their target, they get to roll a d100 to determine damage. If it is a melee attack, the character adds their strength to the damage. Guns add 20 to their damage. The defender gets to reduce any damage by their endurance and any armor value they may have on that part of their body. The defender then records the damage to their body part. Each part of the body has 100 health. If any part falls to 30 or below, that part has been damaged enough to hinder the part's functions. Falling to 10 or below is fatal, and the character starts losing one health in that part per turn. If any part falls to 0 or below, the character dies.

**Sample Mission-** The players have been assigned to investigate a company called B-Technologies. B-Technologies has found millions of dollars missing from transactions over the past few weeks. This company develops body parts for the unfortunate people who have lost theirs. The mission is to find who is stealing the money and bring them in alive for questioning. Players will be going in under cover as workers so that they won't raise the suspicion of their target. In order to succeed, the players must bring sufficient evidence linking the culprit to the crime, along with the culprit.