



CONSPIRACY



The Extraterrestrial Sourcebook

Conspiracy X – Second Edition (Unisystem)

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Intro



THEY ARE AMONG US

"They are among us" is one of the more insane ramblings of a conspiracy theorist. Official government statements from world-renowned scientists claim that interstellar travel is so far beyond our current technological capabilities that it would be unfeasible for alien visitations to be occurring. Why is this so hard to believe? Why do scientists insist on using our technology level as the benchmark? Surely it is possible that alien races could be more advanced than we are? Are the scientists lying to us to hide the fact that three alien races have been in our midst for years, secretly manipulating and experimenting on humankind?

Extraterrestrial encounters recorded throughout human history detail a wide variety of creatures. When the potential hoaxes and delusions have been filtered out, however, three recurring manifestations are revealed. These races have been classified by certain UFOlogists as "Greys," "Lizardmen," and "Nordics."

Greys are the traditional *Close Encounters* aliens, with diminutive bodies, oversized heads, and large black eyes. The Lizardmen have been described by conspiracy theorists, such as David Icke, as being able to take human form and manipulate from positions of power. The Nordics are idealized humans—beautiful specimens too perfect to be of earthly origin. The races behind these encounters are exposed in this book: the Reticulans or Greys, the lizard-like Saurians, and the seemingly flawless Atlanteans.

Can there really be three competing alien races all interested in our own world? If so, why? This book answers these questions and more providing histories and motivations for each of these races.

duction

Briefing

Disclaimer

The world of *Conspiracy X* is based on historic and contemporary events, persons, and groups. The secret of a good *Conspiracy X* campaign is weaving “real” events as seamlessly as possible into the story line so that the players cannot be sure what is true and what is deception. Heightened paranoia is central to the experience.

When this book, or any other *Conspiracy X* publication, uses names and details taken from history or contemporary affairs, all such references are fictional or satirical. *Conspiracy X* is intended solely as a game and not as a source of the “truth.” Nothing in this book is intended to degrade or impugn these people or groups, nor does this book purport to reveal true secretive information about them. In fact, Eden Studios and the authors would like to publicly disclaim any “inside” knowledge and assure any MiBs and Regis operatives out there that there is no reason to look into the matter any further. Honest!

CHAPTER SUMMARY

Introduction: Briefing: Briefing contains these opening remarks as well as a guide to how to use this book. A timeline covers the complete history of the alien races to the present.

Species File: Atlantean: The first section covers the most “human” of the alien species, the immortal Atlanteans. This includes a complete history of the race, rules for creating Atlantean characters (both as adversaries and as Cast Members), and a full list of the highly advanced technology and nanotechnology they have created.

Species File: Grey: The second section details the most recognizable alien race, the Reticulans or Greys. It includes their fascinating evolution, their experiments with hybrids, their technology and abilities, the mysterious meta-humans and Blues, rules for creating Grey and hybrid characters, and finally, their power-enhancing lenses and psibots.

Species File: Saurian: The final file discusses possibly the greatest threat to mankind, the Saurians. This section details the various clans and their violent history, rules for creating Saurian characters (as adversaries and as Cast Members), and the Matter/Energy converters, plasma weaponry, and approaching starships of the Saurian nations.

As this reveals the most hidden secrets of the alien races, their backgrounds and motivations, along with their methods and technology, the book is designed purely for the eyes of the Chronicler. Adventurous Chroniclers may allow some of the information to fall into the hands of alien Cast Members—Grey hybrids, Forgotten Atlanteans, or the peace-seeking Dreamspeakers. Information available to these characters reveals a great deal of the “conspiracy.” Thus, it is not recommended for early games in a Chronicle. Experienced Chroniclers may even consider complete “alien” campaigns, where all of the Cast Members are extraterrestrials. The options are endless.

Each species file covers one of the alien races in detail. Hints are provided to demonstrate how much of this information Aegis knows (or, in most cases, doesn’t know), but the final say is always for the Chronicler. The histories and details provided may be altered or discarded completely as the Chronicler sees fit. Hints are given for other alien activity, and Chroniclers should feel free to create their own.

HOW TO USE THIS BOOK

The Extraterrestrials Sourcebook is essentially three books in one. Most of the material presented within these pages was originally found in the three extraterrestrials books for the original *Conspiracy X* roleplaying game: *Atlantis Rising*, *Exodus* and *Nemesis*. The game stats have been modified and updated to the **Unisystem**, and several adjustments have been made to better present the material.

ALIEN ATTRIBUTES

In each of the species files, new and improved sample alien characters are presented. These take into account the new equipment, abilities, backgrounds, and rules presented in this book. As such, the features of these aliens differ significantly from those presented in the *Conspiracy X* core rulebook.

Of particular note are the higher Attributes—some reaching far above human limits. Agents facing such alien challenges must rethink their tactics if they hope to survive. Charging in with guns blazing is among the least effective, and most dangerous approaches. Chroniclers, or course, may choose to stick to those presented in the core rulebook if this seems unbalanced or too dangerous.