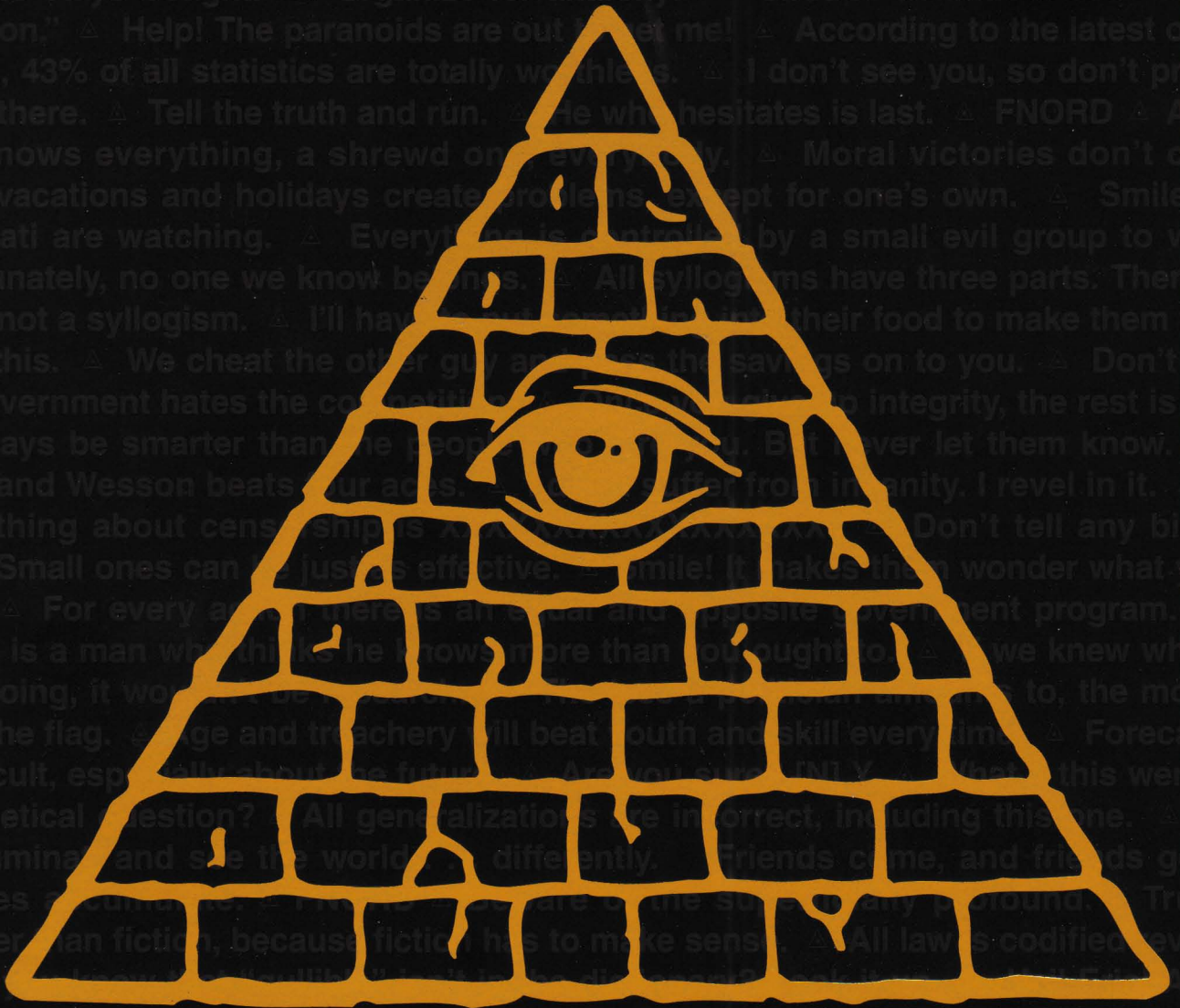


G U R P S®

ILLUMINATI

The World Is Stranger Than You Think . . .



By Nigel D. Findley

STEVE JACKSON GAMES

MIDNIGHT SUN

Vol. 23 No. 5

The Eyes and Ears of Middle America

December 1996

Dog-Faced Woman Abducted by Giant “SPACE-ELVIS”!!

The Secret Masters have denied all knowledge of the various conspiracy theories put forth in the recently published *GURPS Illuminati*.



“To begin with, we don’t even exist,” said a spokesman. “The Illuminati are a myth.” He went on to deny specifically that:

- Everything you read in the tabloids is true! Aliens regularly visit Earth, and are in contact with high government officials.
- The Men in Black are everywhere, and will snatch you from your home if you ask too many questions or just see something you shouldn’t see.

- Orbital Mind Control satellites cruise the skies, influencing international politics and deciding the fates of billions.

- The Gnomes of Zurich control the world’s monetary supply, and manipulate it to fit their own sinister plans.

- The world is such a complex web of secrets, mysteries and conspiracies that nobody really knows what is happening. But everyone in power *lies* all the time.

- The only way to protect yourself is to join the conspiracy. But even then, you’ll never know who is pulling your strings.

- Everything you know is a lie. Everything you suspect is true. The world is a *very* strange place. Hail Eris! All Hail Discordia!

The publishers of *GURPS Illuminati*, Steve Jackson Games, admitted that it was a work of fiction, but added “It’s all true anyway! Just look at the book. It’s closer than you think.”

Written by Nigel Findley
Edited by Steve Jackson
and Jeff Koke
Illustrated by Dan Smith
and Ruth Thompson
Cartoons by Alexis Gilliland



STEVE JACKSON GAMES

ISBN 1-55634-223-3

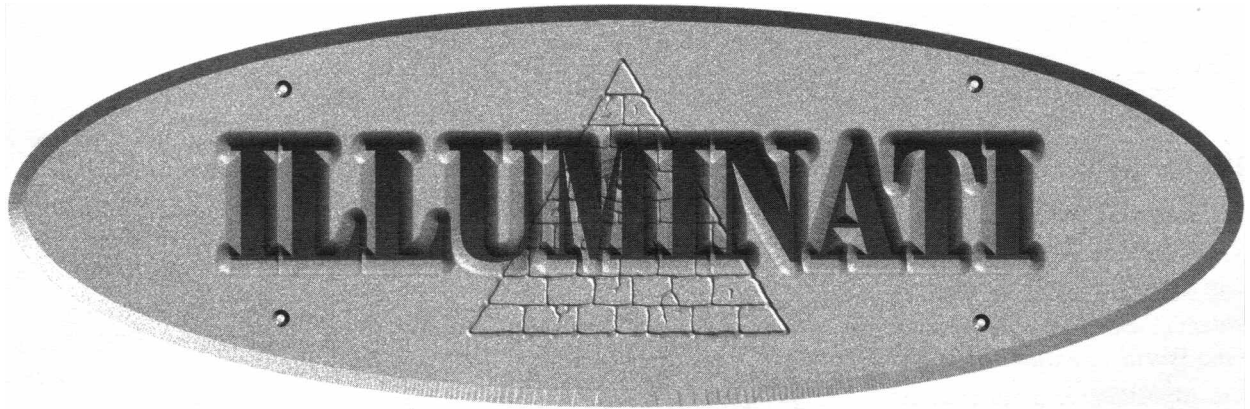


9 781556 342233

SJGO1995 6016

Made in
the U.S.A.

G U R P S[®]



The World Is Stranger Than You Think

By Nigel D. Findley

Edited by Steve Jackson and Jeff Koke

Additional Material by Steve Jackson and Chris McCubbin

Illustrated by Dan Smith

Additional Illustrations by

John Kovalic, Shea Ryan and Ruth Thompson

Cartoons by Alexis Gilliland

GURPS System Design by Steve Jackson

Alain H. Dawson, Managing Editor

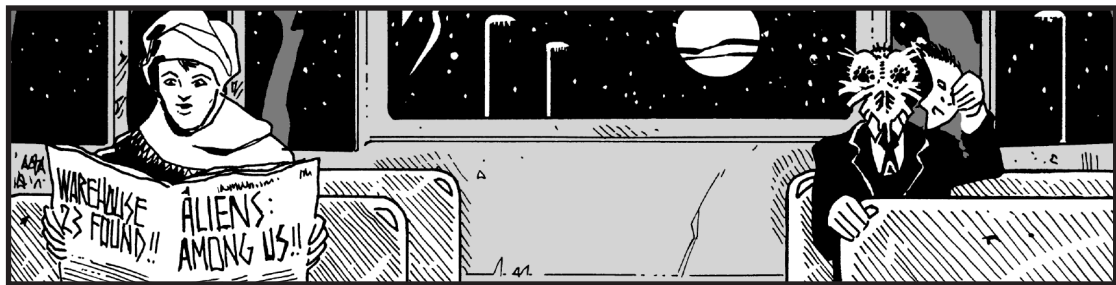
Sean Punch, *GURPS* Line Editor

Art Direction by Bruce Popky

Page Layout and Typography by Bruce Popky

Interior and Color Production by Lillian Butler,
Jeff Koke, Rick Martin, Derek Percy, and Bruce
Popky

Print Buying by Russell Godwin
Ross Jepson, Sales Manager



Michael Bowman, Errata Coordinator

Playtesters: Meemie Allison, Joy Aregood, Kirby Arrinder, Tom Bither, J.M. Caparula, J. C. Connors, John Dees, Sean Dyess, Michael Ellinberg, John M. Ford, Jeffrey C. Gaines, Rob Lustek, Rob McMahan, John Monahan, Tim P. Morgan, Joe Moriarty, Trey Palmer, Allen Shock, Brett Slocum, Mary J. Zawacki, and the Illuminati BBS.

GURPS and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid* and Illuminati Online and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *GURPS Illuminati* is copyright ©1992, 1996, 2000 by Steve Jackson Games Incorporated; cartoons copyright ©1979, 1984, 2000 by Alexis Gilliland. The pages from the *Principia Discordia*, reproduced on p. 124, are in the public domain. All rights reserved. Printed in the U.S.A.

ISBN 1-55634-223-3

3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

CONTENTS

INTRODUCTION	4	Equipment	32	“Keep Your Day Job . . .”	47
And So It Came to Pass	5	Wealth and Status	33	<i>Time Travel</i>	47
<i>About GURPS</i>	5	Status	33	<i>Humorous Illuminati</i>	48
<i>About the Author</i>	6	Jobs	33	Other Times and Places	49
<i>Disclaimer</i>	6	Job Table	33	<i>The Cabal</i>	49
<i>Ruling the World</i>	7			<i>David Hawkins, Tabloid</i>	
<i>Orders of Initiation</i>	7	2. THE ILLUMINATED		<i>“Reporter”</i>	50
The Illuminati Abroad	8	CAMPAIGN	34	Adventure Seeds	51
The Illuminati Today	8	<i>There Are No Bad Guys</i>	35	Terribilis Est	51
<i>Illuminati Propaganda</i>	8	<i>Sympathy for the Conspiracy</i>	35	Spitting Image	51
<i>Other Historical Illuminati</i>	8	Developing a Power Structure	36	<i>Sarah Barstow, Photographer</i>	51
The Campaign	9	The Center of the Web	36	Scavenger Hunt	52
<i>Controlled Organizations</i>	9	<i>Illustrious Illuminati</i>	36	<i>Tony Kwan, Fringe Researcher</i>	52
<i>Conspiracies Everywhere!</i>	9	<i>Illuminati Warlords</i>	37	Ghost in the Machine	53
Roleplaying the Illuminati	10	<i>The Gold Standard</i>	37	Mail Call	53
<i>For Every Conspiracy There Is An</i>		<i>Power Structures</i>	38	<i>Lamont Gray, “Consultant”</i>	53
<i>Equal And Opposite Conspiracy</i>	10	<i>Controlling Subordinate Groups</i>	39	Telephone Tag	54
<i>The Paranoid’s Delight</i>	10	<i>Taking Over a Government</i>	40	Lost Legacy	54
<i>“I Think We’re Property”</i>	11	Building the Power Structure	41	<i>Jean-Jacques Martel, Conspirator</i>	54
<i>Be Paranoid About Satellites</i>	11	<i>Individual Agents</i>	41	<i>Systematic Delusion</i>	55
Connections	12	<i>The Cybergate Caper</i>	42		
<i>Seven More Things To Be Paranoid</i>		<i>Just Because You’re Paranoid</i>	43	3. ILLUMINATED	
<i>About</i>	12	Mapping the Conspiracy	44	GROUPS	56
About This Book	13	<i>When the Doctors Aren’t</i>		The Illuminati	57
<i>Victory in an Illuminated</i>		<i>Out to Help You</i>	44	The “Round Table” Conspiracy	57
<i>Campaign</i>	13	Sample Power Structure	44	<i>The Merovingian Dynasty</i>	57
<i>An Illuminated Glossary</i>	13	“Winging It”	45	The Cathars	58
50 Awful Things About		<i>The Conspiracy of Magic</i>	45	<i>Basing the Campaign on the</i>	
The Illuminati	14	Getting the Characters Involved	46	<i>Card Game</i>	59
		<i>The Conspiracy of Technology</i>	46	The Prieuré de Sion	60
1. CHARACTERS	18	Campaign Crossovers	47	<i>Alphans</i>	60
Character Types	19			The Alphans	62
Advantages, Disadvantages				<i>Alphan Characters</i>	62
and Skills	27			The “Time Meddlers”	63
Advantages	27			<i>The Bermuda Triangle</i>	63
New Advantages	28			The Network	64
Disadvantages	29			<i>The Discordian Society</i>	64
New Disadvantages	30			Society of Assassins	65
Skills	31			<i>The Illuminated Templars</i>	65
New Skills	31			<i>The Bavarian Illuminati</i>	65
				Other Organizations	66



Banks	66
“The Gnomes of Zurich”	66
Environmental Protesters and Ecoterrorists	67
Freemasons	67
<i>The Society of Light</i>	67
Intelligence Agencies	68
<i>The Mafia</i>	68
Knights Templar	69
Major Corporations	69
<i>Prohibition and the Mafia</i>	69
Organized Crime	70
<i>Using Public Opinion</i>	70
Organized Religion	71
Phone Companies	71
The Unions	71
<i>Moving the Mountain</i>	71

4. WHY DOES MR. BEAMISH HAVE TINFOIL IN HIS HAT?72

Gradual Illumination	73
Meaningless Tasks	73
<i>They Know Where You Are</i>	73
Mysterious Events	74
M.A.P.	74
<i>The Conspiracy of the Tabloids</i>	75
Strange People	76
Warnings	76
<i>Rumormonger</i>	76
Accidents	77
Reasons and Explanations	77
“Gizmos”	77
<i>Where Are They Hiding?</i>	77
Testing, Testing	78
Other Opponents of the Illuminati	78
<i>So Why Are They So Secretive?</i>	78

5. JUST THE FACTS, MA’AM79

The PCs Alone	80
Looking to the Past	80
<i>Secret Communication</i>	80
Coincidences and Accidents	81
<i>Ciphers and Codes</i>	81
Invitation From the Illuminati	82
Destruction	82
<i>Wheels Within Wheels, Groups Within Groups</i>	82
Manipulation	83

<i>The Midnight Sun</i>	83
The Set-Up	85
Protecting the PCs	85
<i>Humor – The Perfect Weapon</i>	85
The Test	86
<i>False Evidence</i>	86
Friends and Relations	87
Hostile Actions	87
Motives	87
<i>They’re Not Real!</i>	87
Clear-Headed	88
Going to the Authorities	88
Getting the Word Out	88



<i>I Know I’m Paranoid, But Am I Paranoid Enough?</i>	88
<i>Giving (Dis)Credit Where Credit is Due</i>	89
Calling the Cops	90
<i>The Conspiracy of Coincidence</i>	90
The Conspiracy Reacts	91
Enter the MIBs	91
Warnings from Other Sources	91
<i>The Protocols of the Elders of Zion</i>	91
Reverse Psychology	92
Heroes and Villains	92
Unexpected Foes	92
Surprising Allies	92
<i>Hanger 13</i>	92
<i>The Hidden Truth</i>	93

6. THE MEN IN BLACK ...94

“The Illuminati Want You” – Joining a Secret Society	95
<i>A Typical Man In Black</i>	95
<i>Superhuman or Inhuman MIBs</i>	96
Who’s In Charge?	97
Missions	97
<i>Blood Samples</i>	97
Mission Types	98
<i>Membership in a Conspiratorial Group</i>	98
<i>Unwilling Tools</i>	99

<i>Symbols and Signs of the Illuminati</i>	100
<i>Rituals and Trappings</i>	102
Adventure Design	103
<i>Public Symbols</i>	103
Working Against the Illuminati – Or Are You?	104
... And How?	104
<i>Help Wanted!</i>	104
Patronage	105
Non-Conspiratorial Patrons	105

7. FNORD!106

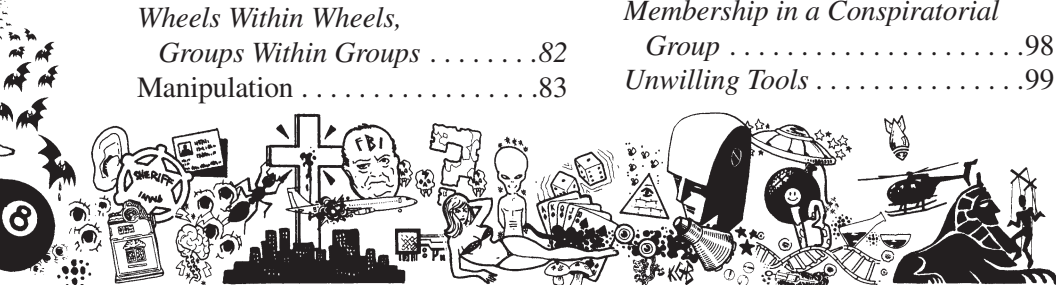
Secret Societies in Real Life	107
Conspiratorial Groups in the Past	107
“Special Projects”	107
Incompetent Conspirators	108
“Small-c” Conspiracies	108
The Illuminati in a Non-Illuminated Game	108
The Illuminati Exist	109
<i>The Church of New Beginnings</i>	109
<i>Council for a Free America</i>	110
The Illuminati are Dead!	111
Other Genres	111
<i>Fundamental Truth</i>	113
<i>The Jokers</i>	115

8. PRESS THE BUTTON MARKED “HELP” ...116

Counter-Moves	117
Mind Alteration	117
<i>Chemically-Induced Amnesia</i>	117
<i>Attitude Chips</i>	119
Complexity	120
Mood	120
<i>The Conspiracy is a Fake!</i>	120
Maintaining the Mood	121
“Unlocking” Implanted Information	121
<i>The Mind Control Laser</i>	122
Lost in the Fog	123
If All Else Fails	123
<i>Things Man Was Not Meant to Know</i>	123
<i>And Just WHAT Is FNORD?</i>	123

BIBLIOGRAPHY125

INDEX127



INTRODUCTION

Welcome To The World As It Is . . .

*"For not all true things are the truth . . . [and] not all true things are to be said to all men."
– Bishop Clement of Alexandria*



The world of the Illuminati seems very much like the “real” one in which we live. You can read about it every day . . . in the tabloids.

The world of the Illuminati is shaped, not by social pressures, market forces, technological development, and the tide of history, but by the actions and conflicts of a few shadowy groups operating behind the scenes. These groups – collectively known as the Illuminati, or just the Conspiracy – are orchestrating world developments to suit their own inscrutable ends. The Illuminati have connections with other groups, some secret and some overt, and those groups have connections with others. The interconnections cover the world, like an infinite spider’s web. And at the heart of that web, shielded behind uncountable layers of “blinds” and “fronts” and “shells,” lie the Illuminati.

The Illuminati rarely, if ever, take direct action. Instead, they simply tug on one strand of the web here, another strand there, subtly influencing the actions of other groups. Those groups, in turn, influence others, eventually bringing the result that the Illuminati wanted. The core conspirators remain safe in the middle of their web, hanging behind everything that occurs in the world like a dark and deadly spider. Only the greatest of worldwide catastrophes could force the Illuminati to step from the safety of their anonymity and act directly. Wars, even world wars, wouldn’t be enough to do it; after all, wars are orchestrated by the Illuminati for their own purposes . . .

The existence of a group that is “stage-managing” the world may be frightening, but sometimes it’s not hard to accept. It could be argued that we accept it already, in a way, but simply aren’t aware of our acceptance. How often do we find ourselves saying things like, “They should do something about world hunger,” or “They’re letting too many Third World countries default on their debts,” or “They’re letting inflation get out of control?” Well, They are the Illuminati, the invisible rulers of the world . . .

Sounds a lot like the real world, doesn’t it? Many people believe it *is* the real world. There’s a whole “school,” as it were, of historical analysis – the “conspiratorial” view of history – that believes the Conspiracy and the Illuminati are behind absolutely everything that happens in the world. There’s no such thing as an “accident of history”; *everything* is orchestrated and manipulated. Both coincidence and synchronicity are phantasms, comfortable fictions that we maintain to avoid having to come face to face with the awful truth.

Disturbing, yes? But also somehow compelling. That’s why an Illuminated world makes for such a fascinating campaign.

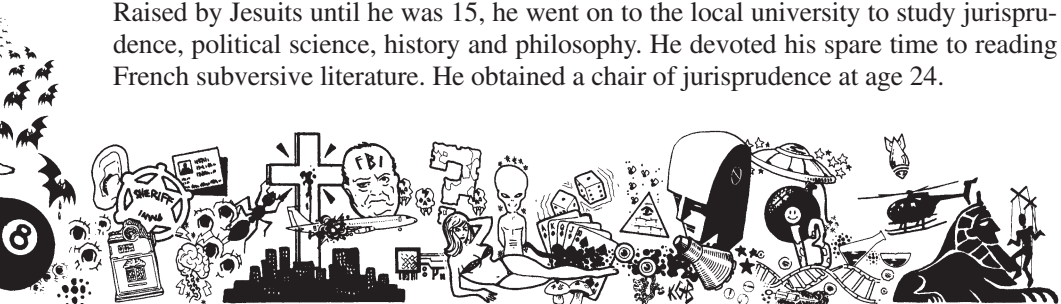
And So It Came to Pass . . .

Beneath the broad tide of human history there flow the stealthy undercurrents of the secret societies, which frequently determine in the depths the changes that take place upon the surface.

– Arthur Edward Waite, *The Real History of the Rosicrucians*

Where did the Illuminati come from? Some would say this question is meaningless. The Illuminati have *always* existed, in one form or another. In Biblical times, the Illuminati – under a different name, of course – were working behind the scenes to temper the tribes of Israel during their generations of slavery in Egypt, and then orchestrated their freedom. It has even been hinted that Cain himself was the very first “Illuminatus.” The more widely-accepted view, however, places the creation of the Illuminati in a much more recent historical context.

Adam Weishaupt, the founder of the historical group that bore the name “Bavarian Illuminati,” was born in 1748 in Ingolstadt on the Bavarian Danube. Raised by Jesuits until he was 15, he went on to the local university to study jurisprudence, political science, history and philosophy. He devoted his spare time to reading French subversive literature. He obtained a chair of jurisprudence at age 24.



ABOUT *GURPS*

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby’s top games – *Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they’re released.

New supplements and adventures. *GURPS* continues to grow, and we’ll be happy to let you know what’s new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, and hundreds of pages of information. We also have conferences on Compuserve and AOL. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your World Wide Web browser to <http://gurpsnet.sjgames.com/>.

The *GURPS Illuminati* web page is at www.sjgames.com/gurps/books/illuminati.

PAGE REFERENCES

Rules and statistics in this book are specifically for the *GURPS Basic Set*, Third Edition. Any page reference that begins with a B refers to the *GURPS Basic Set* – e.g., p. B102 means p. 102 of the *GURPS Basic Set*, Third Edition.

ABOUT THE AUTHOR

Nigel D. Findley was one of adventure gaming's most prolific and most respected freelance designers and novelists. He began roleplaying in 1976, and got his first gaming article published in *Dragon* magazine in 1983. He went on to write for nearly every major game system out there, including *D&D*, *AD&D*, *Vampire*, *Mage*, *Earthdawn*, *GURPS* and more. His work on the *Shadowrun* line, both as a game designer and a novelist, defined that game world as no other writer's work did.

Nigel Findley died Feb. 19, 1995 of a heart attack in his home in Vancouver, B.C. He was only 35. We, along with his many other friends in the game industry, mourn his passing and dedicate this book to his memory. If you play and enjoy *GURPS Illuminati*, that is the greatest tribute Nigel could ask for.

DISCLAIMER

This book deals with a fictional world in which everyday organizations – organizations that exist in what we laughably call the “real world” – are players and pawns in interlocking conspiracies with the eventual goal of world domination. Of necessity, then, this book refers to real groups, and describes baroque and surrealistic interconnections between these groups.

Conspiratorial view of history aside, rest assured that we are *not* impugning the reputations of any of these groups. This is, after all, a work of fiction. It's just a game. Isn't it?



The following year, in 1773, in response to pressure from France, Spain and Portugal, Pope Clement XIV issued an order that “forever annulled and extinguished the Jesuit order.” Weishaupt personally benefited from this, in that he was appointed to the chair of Canon Law at Ingolstadt University, which previously had always been filled by Jesuits. Three years later, in 1776, Weishaupt founded a secret society originally called The Perfectibilists, but soon renamed the Illuminati – the “Enlightened.” (The official date of the founding of the Illuminati was May 1. A number of conspiracy theorists gleefully point out the correlation with the later Soviet celebration of May Day.)

Why did Weishaupt found the Illuminati? Nobody knows, but there are lots of conflicting theories. The most interesting – from a conspiracy point of view – is that he was planning vengeance against the Pope who suppressed his beloved Jesuit order, and, in fact, against the entire Catholic Church. (The suppression order was reversed by Pope Pius VII in August, 1814, but by then the Illuminati had other concerns.)

Whatever his personal reasons, Weishaupt described the official purpose of his society as “to perfect and ennoble mankind.” The philosophy he offered was a reversal of the traditional philosophy taught by the Church and the educational system. In Weishaupt's own words, the core belief of the Illuminati was that “Man is not bad except as he is made so by arbitrary morality. He is bad because religion, the state, and bad examples pervert him. When at last reason becomes the religion of men, then will the problem be solved.” This position – that man should solve problems through the use of his own mind and reason, rather than relying on the laws of God – didn't go over too well with many of Weishaupt's contemporaries. Within the intellectual climate of the university, however, it gained considerable support. In fact, all but two of the university's professors became members of the group in the first couple of years of its existence.

In addition to his emphasis on free choice and the use of reason, Weishaupt drew the ire of organized religion because of his Manichaeic view of good and evil. Again to quote Weishaupt himself, “Behold our secret. Remember that the end justifies the means, and that the wise ought to take all the means to do good which the wicked take to do evil.”

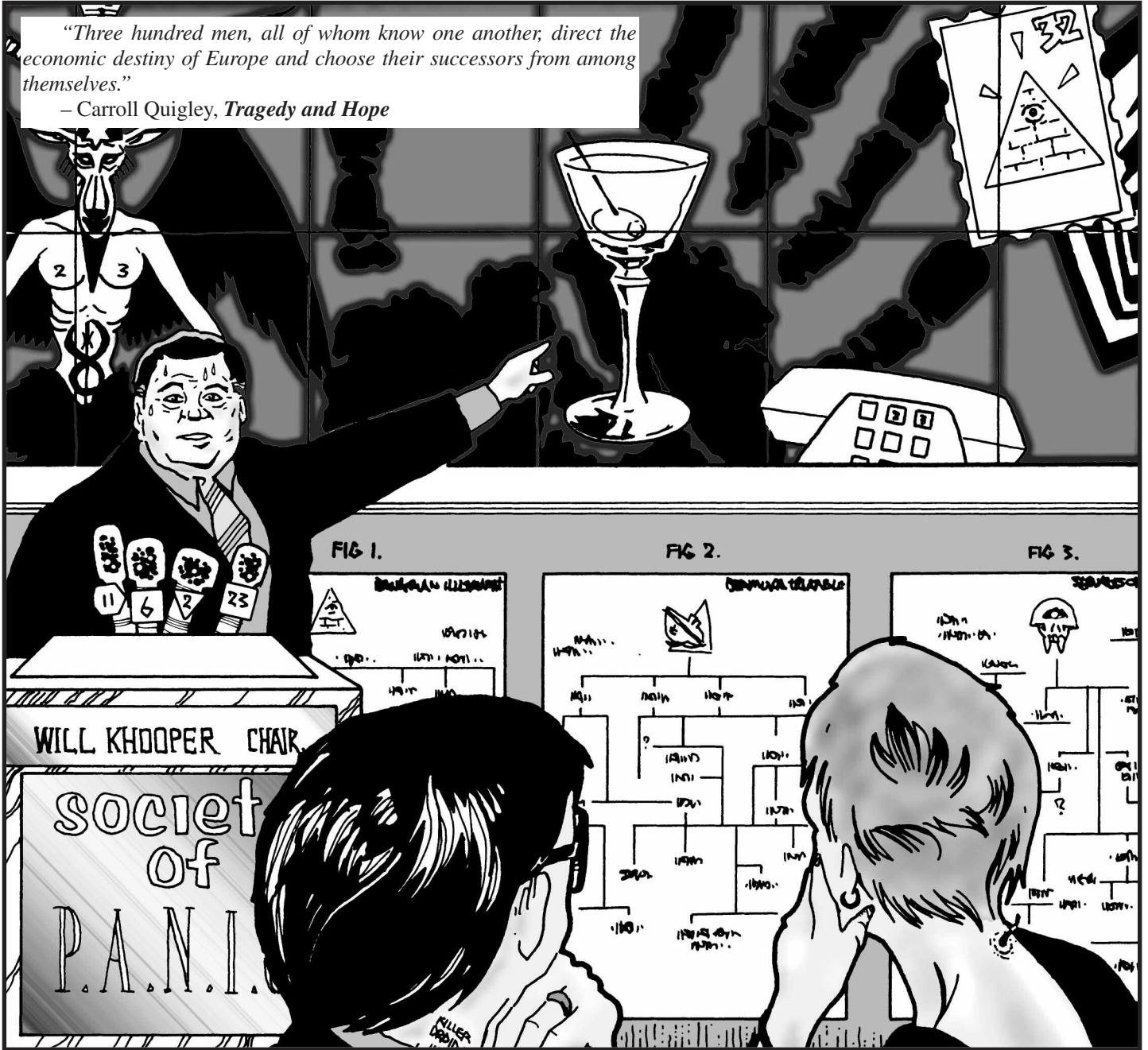
THE ONLY THING SWEETER
THAN REVENGE IS REVENGE
ON A PARANOID.

I WAS ALWAYS A
SUCKER FOR
PARANOIDS...
MAYBE THAT'S WHY!



3 ILLUMINATED GROUPS

"Three hundred men, all of whom know one another, direct the economic destiny of Europe and choose their successors from among themselves."
 – Carroll Quigley, *Tragedy and Hope*





This chapter describes a number of Illuminati groups and other organizations that GMs can use in their campaigns. Obviously, this list is neither inclusive nor exclusive. There are many historical Illuminati-style groups not mentioned. GMs can make up their own Illuminated groups as well – the more eccentric the better. Similarly, *any* organization that exists in the “real world” can be part of the Conspiracy. The following examples are just to get the GM started, illustrating the kind of information he should know about each group.

Nothing in this chapter should be taken as “the truth” – either in the real world or within an Illuminati campaign. GMs can change anything and everything to better suit their campaigns. The group descriptions below are intentionally somewhat vague; if everything were in print the players would know as much about the Illuminati as the GM!

The following descriptions discuss tendencies, possibilities and options, often in terms of “conventional wisdom,” rumor, scuttlebutt, etc. It’s up to individual GMs to decide how much of this hearsay and supposition is actually true . . . if *any* of it is. Some liberties have been taken with historical fact; where there are multiple interpretations of history, the most interesting one – from a gaming perspective – is given.

The Illuminati

The “Round Table” Conspiracy

This is one of the “classic” visions of the Illuminati from the conspiratorial view of history. The “Round Table” is a small group of influential individuals, scattered throughout the world, in government and business. Their goal is to concentrate all world power into a single government with themselves at the head. They strive to destroy organized religion, all governments, and all existing human institutions, intending to set up a new world order in the wreckage. Conspiracy theorists frequently cite the Round Table as the true driving force behind the so-called “Communist conspiracy.”

The path to world dominance is not a direct one. In many countries, the Round Table has used the “incitement” technique, described in the sidebar on p. 40, to bring in oppressive governments. Elsewhere, however, strong traditions of personal freedom makes this direct route impossible. In such countries, the Round Table must first discredit or destroy institutions that are bulwarks of individualism and freedom, such as organized religions and social institutions.

The Round Table frequently creates organizations similar to those it wishes to destroy. These are extreme versions of the real institutions – so extreme that they incur the wrath of society.

THE MEROVINGIAN DYNASTY

The bloodline of the Merovingians was derived from the Sicambrians, also known as the Franks, a tribe of Germanic origin. Between the 5th and 7th centuries, the Merovingians ruled large areas of what is now Germany and France. The dynasty takes its name from a Frankish king named Mérovée, who was crowned in 448 and ruled until his death a decade later.

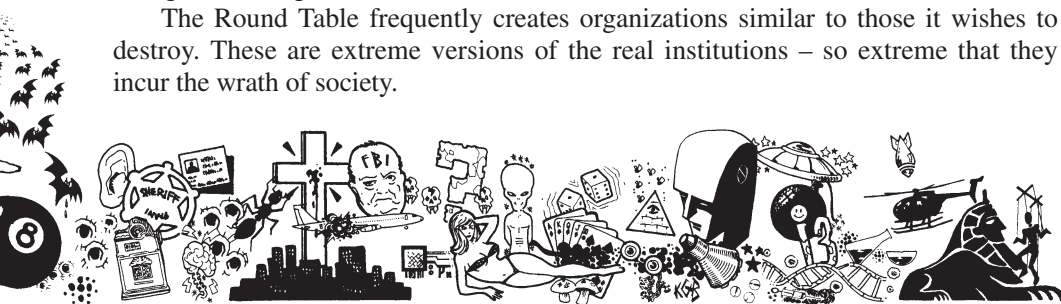
Mérovée’s grandson, Clovis I, was perhaps the most famous of Merovingian monarchs. Reigning between 481 and 511, Clovis is remembered in Europe as the first of the Frankish kings to convert to the then-expanding doctrine of Roman Catholicism. In fact, he signed a pact with Rome, and was touted by the Church as the “New Constantine,” Emperor of the Holy Roman Empire. Clovis was responsible for extending Frankish rule to include most of what would later become France.

On the death of Clovis, his realm was divided between his four sons. Over the years, these Merovingian kings faded in influence until they became virtual puppets of the “Mayors of the Palace” who served them as chancellors. The Merovingian monarchs who ruled over the next decades are known to history as “*les rois fainéant*,” “the enfeebled kings.”

The last of the significant Merovingian monarchs, who took the throne of the kingdom of Austrasie, was Dagobert II. Exiled as a youth in a *coup d’état* by his Mayor of the Palace, he returned to retake his kingdom in 674. Under his rule, the Merovingian dynasty began to increase once more in importance. Dagobert made many enemies, however, not least of which was the Catholic Church. In 679, Dagobert was assassinated as part of a plot that saw his Mayor of the Palace, one Pepin the Fat, collaborating with the Church to eliminate a mutual obstacle. In return for his participation, the Church anointed and crowned Pepin as true king of Austrasie.

The Church’s action, of course, was a breach of the alliance they had formed with Dagobert’s ancestor, Clovis. Although Dagobert’s removal was definitely expedient, it seems that the Church eventually felt some guilt over their duplicity. In what some believe to be an attempt to expiate this guilt, the Church canonized Dagobert in 872, as *Saint Dagobert*.

Continued on next page . . .



6 THE MEN IN BLACK

In the Service of the Illuminati



"Power is the end. What other delight is there but to enjoy the sheer sense of control?"

– Richard J. Whalen, *The Founding Father*



Conspiratorial groups constantly need new blood. Current members die – in the line of duty, by accident, or of old age – or become ineffective, or perhaps “graduate” to other organizations higher up the power structure. Even those Illuminati groups whose members have become immortal – if such exist in the campaign – might remain on the lookout for new talent.

The nature of recruitment depends on the nature of the organization. An “overt” secret society like the Masons, an apparently non-Conspiratorial group like IBM, and a truly secret society like the Knights Templar would all handle matters very differently.

But in any campaign, there may come a time when the investigators, now wise in the way of the Conspiracy, are invited to *join* . . .

“The Illuminati Want You” – Joining a Secret Society

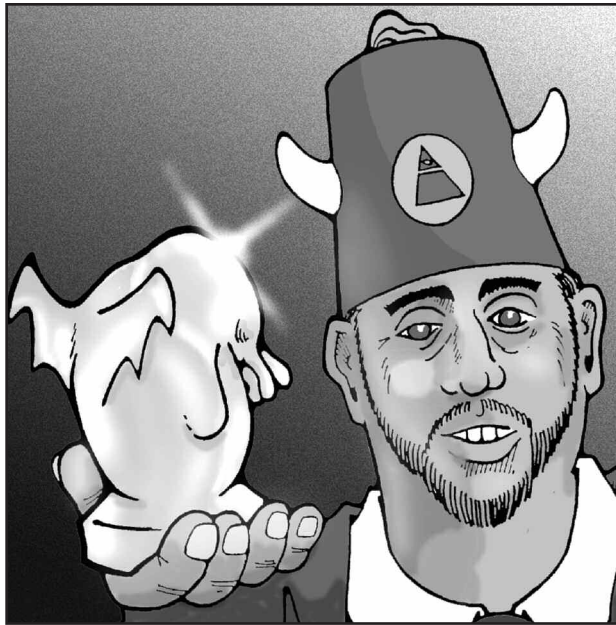
“Known” Secret Societies

These are groups such as the Freemasons and Greek-letter fraternities: organizations that openly described themselves as “secret societies,” that actively recruit – and even advertise, in the case of fraternities – for new members, and that can be found in the phone book. They don’t keep their existence secret, but they *do* conceal their ritual, their recognition codes, and – occasionally – their true goals and purposes.

Some of the more rabid conspiracy theorists believe groups like this are major players in the grand Conspiracy. Organizations like the Sigma Chi fraternity, for example, might conceal the Illuminati, who trust to the group’s apparent openness to deflect suspicion. These groups can be quite open in recruitment. In fact, some of the more prestigious “secret” societies might just sit back and wait for qualified candidates to approach *them*.

But if the group is secretly controlled by the Conspiracy, only the senior members will know how the organization fits into the power structure. (“Senior” in this context might equate to those who hold the key offices in the group, but it might not. The president and other executive members might be totally unaware of the group’s true nature, while the *eminence grise* manipulating them from behind the scenes is an “elder statesman” – greatly respected by all, but holding no official position.) Only after an initiate has proven himself worthy will he learn the “core secret” that he’s joined a conspiratorial group.

Only rarely will every active member know that the organization has a secret purpose. In this case, it’s likely that the organization is some kind of sham anyway – perhaps a cover group that can be sacrificed to the authorities or to public opinion if the *true* conspirators need to deflect attention from themselves.



A TYPICAL MAN IN BLACK

A “real” MIB can be one tough hombre. In general, he’ll be just that bit tougher than those he’s come to “warn off” – *enough* tougher that he could reduce one or even two to cat food, but could be defeated by coordinated and determined action by a group. (So great is the reputation of the MIBs that few intelligent people would ever fight one, of course.) The following statistics describe a typical MIB for a “real world” campaign (i.e., TL7, where the PCs don’t have access to magic, superpowers or heavy weapons).

ST 16; DX 16; IQ 11; HT 13.

Advantages: Ally Group (other MIBs; Small Group, appears on 12 or less); Combat Reflexes; Danger Sense; High Pain Threshold; Patron (a conspiratorial group; Powerful Organization); Strong Will; Toughness.

Disadvantages: Duty (to conspiratorial group); Reputation (government official – +2 to law-abiding citizens; he’s an MIB! – -2 to conspiracy theorists, UFOlogists, etc.).

Skills: Area Knowledge (whatever’s appropriate)-14; Brawling-14; Detect Lies-14; Escape-14; Guns (varies)-19; Intimidation-17; Karate-15; Stealth-14.

An MIB will usually wear body armor concealed beneath his raincoat, and carry weapons just slightly in advance of what everyone else has.

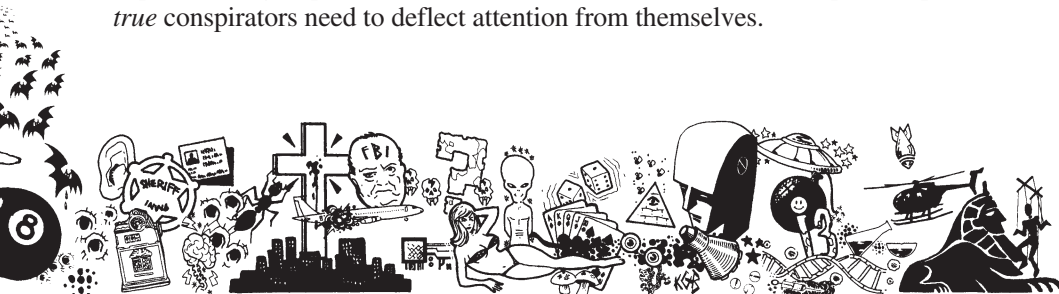
MIBs have totally unshakable morale. They fight as a cohesive unit – if fighting becomes necessary – and never leave a comrade behind.

Note that MIBs aren’t limited to contemporary campaigns. An MIB in a Victorian “London-by-gaslight” campaign might carry a small silenced automatic pistol; an MIB in a space campaign would probably pack something at least one Tech Level higher than the prevailing technology.

SUPERHUMAN OR INHUMAN MIBS

In a cyberpunk, Space or other high-tech campaign, there might be the MIB’s “big brother,” the “Cyborg-in-Black.” All metallated up, with implanted armor, enhanced strengths and senses, and possibly built-in weapons, the CIB is the ultimate bionic “expediter” for the Illuminati. (Bionic reconstruction is covered in detail in *GURPS Cyberpunk*.)

And some conspiracy buffs believe that the Men In Black aren’t human at all.



INDEX

Advantages, 27-29, 27.
 Adventure seeds, 51.
 Alchemy skill, 31.
 Aliens, 11, 12, 15, 60-63, 92, 96.
 Allies advantage, 27.
 Ally Group advantage, 28.
 Alphans, 60-63, 92. *See also Aliens.*
 American Revolution, 8.
 Amnesia, 117-118; *disadvantage*, 30.
 Anarchists, 19.
 Assassination, 103.
 Attitude chips, 119.
 Autoduel, 115.
 Banks, 66, 73, 104.
 Bavarian Illuminati, 5, 44, 45, 65, 124.
 BBS, 89, 90.
 Bermuda Triangle, 63.
 Bibliography, 125-126.
 Bismarck, 41.
 Blood samples, 97.
 Bloodlines, 83, 85; *see also Merovingians.*
 Brainwashing, 26, 30, 88, 117, 118, 119, 121.

Bystander, *innocent*, 25, 73.
 Cabal, 49, 111; *see also Horror.*
 Camelot, 115.
 Campaign, 13; *crossovers*, 47; *victory*, 13.
 Cathars, 58-60.
 Catholic Church, 6.
 Causality, 12.
 Cellular phones, 11.
 Ceremonies, 7.
 Chain letters, 17.
 Character types, 19-27.
 Church of the SubGenius, 28, 85, 126.
 Ciphers, 81, 124.
 Cliffhangers, 115.
 Clones, 14, 87, 97.
 Codes, 81.
 Coincidence, 90.
 Communist Party, 9. *See also Soviet Union.*
 Computers, 15.
 Conspiracy, *fractal nature*, 23; *Theorists*, 19.
 Conspiracy Theory skill, 31.

Conspirator, 20; "Wannabes," 20.
 Crime, 70.
 Cult, 21; *mystery*, 8.
 Cybergate, 42.
 Cyberpunk, 50, 53, 65, 96, 113, 115, 119.
 Dead rock stars, 105.
 Delusions, 55; *disadvantage*, 29.
 Deprogrammer, 20.
 Disadvantages, 29-31.
 Discordian Society, 64.
 Disinformation, 102.
 Drugs, mind control, 117-118.
 Dupe, *see Pawn.*
 Ecoterrorists, 67, 70.
 Environmental, *groups*, 70; *protesters*, 67.
 Equipment, 32.
 Espionage, 47, 54, 112.
 Evidence, *false*, 86.
 Eye in the pyramid, 8, 100.
 Fanaticism disadvantage, 29.
 Fanatics, 39.
 Fantasy, 112; *see also Magic.*
 Fnord, 13, 81, 90, 93, 123.



Fort, Charles, 11, 126.
 Freemasonry, 7, 8, 9, 67, 68.
 Fringe Cultist, 21.
 Future, 50. *See also Science Fiction, Cyberpunk.*
 Glossary, 13.
 Gnomes of Zurich, 66, 67.
 Goals, 42.
 Gold, 37.
 Government, *Investigator*, 21; *taking over*, 40.
 Great Randi, The, 25.
 Gullibility disadvantage, 29.
 Hangar 13, 92.
 Hireling, *see Tool.*
 Historian, *Conspiracy*, 21; *Traditional*, 22.
 Historical campaigns, 49.
 History, 21, 22; *conspiratorial*, 5.
 Hitler, 17, 40.
 Horror, 48, 49, 51, 111.
 Humor, 48, 85.
 Illuminated advantage, 28.
 Illuminati, 59; *campaign*, 34-55; *Card Game*, 59; *historical*, 8; *historical campaigns*, 49; *members*, 38; *opponents*, 78; *origin*, 5; *propaganda*, 8; *purpose*, 36-37; *rebirth*, 8; *relationships*, 41; *roleplaying*, 10; *group size*, 37; *tactics*, 9; *warlords*, 37; *see also Bavarian Illuminati.*
 Individual agents, 41.
 Infiltration, 99.
 Initiation, 7, 38, 96, 102.
 Insanity, 117.
 Intelligence agencies, 68.
 Intimidation skill, 32.
 Jacobins, 8.
 Jefferson, Thomas, 8.
 Jesuits, 6.
 Jobs, 33; *table*, 33.
 Journalist (Respectable or Tabloid), 22.
 Knights Templar, 49, 65, 69, 115.
 Law Enforcement Officer, 23. *See also Police.*
 Lawyers, 23, 105.
 Lennon, John, 10.
 Lethe, 117.
 M.A.P., 74.
 Mafia, 68, 69, 70.
 Magic, 27, 45, 51, 119.
 Magical Aptitude advantage, 27.
 Major corporations, 69.
 McGuffins, 33.
 Meaningless events, 73.
 Men In Black, 13, 23, 91, 95.
 Merovingians, 54, 57-58; *see Prieuré de Sion.*
 MIB, *see Men In Black.*
Midnight Sun, 83, 84, back cover.
 Military Officer, 24.
 Mind Control, 78; *attitude chips*, 119; *laser*, 33, 122; *drugs*, 117-118, *orbital lasers*, 11.

Mission, 97, 98.
 Money, 33, 40, 66, 73, 104.
 Montanus, 8.
 Nazi, 96; *see also Hitler.*
 Network, 64, 65.
 News media, 88, 89, 102, 104, 111.
 No Sense of Humor disadvantage, 30.
 Oblivio, 117-118.
 Obsession disadvantage, 30.
 Occultism skill, 31.
 Optometrists, 10.
 Pages, nonexistent, 129-140.
 Paranoia disadvantage, 29.
 Paranoia, 6, 10, 12, 24, 31, 43, 44, 88, 117, 120.
 Patron, 29, 105; *advantage*, 28; *Secret*, 29, 85.
 Pawn, 25.
 Perfectibilists, 6.
 Phone companies, 71, 75.
 Police, 23, 48, 80, 90, 105, 111.
 Power structure, 36, 38, 41, 44, 59.
 PR Flack, 25.
 Prieuré de Sion, 54, 55, 60, 61, 62, 68, 69, 81, 83, 109, 110.
Principia Discordia, 64, 124.
 Professional Skeptic, 25.
 Programmed behaviors, 119.
Protocols of the Elders of Zion, 91.
 Psionics, 45, 115; *skill*, 32.
 Psychiatrist, 26, 44.
 Public opinion, 70.
 Recruitment, 95-97, 101, 105; *false*, 84.
 Religion, 71, 109, 110, 113, 114.
 Research skill, 31.
 Researcher, *Fringe*, 26; *Obsessed*, 26.
 Rituals, 102.
 Riverworld, 115.
 Roleplaying, 10.
 Round Table, 57.
 Rumormonger, 76.
 Sabotage, 102.

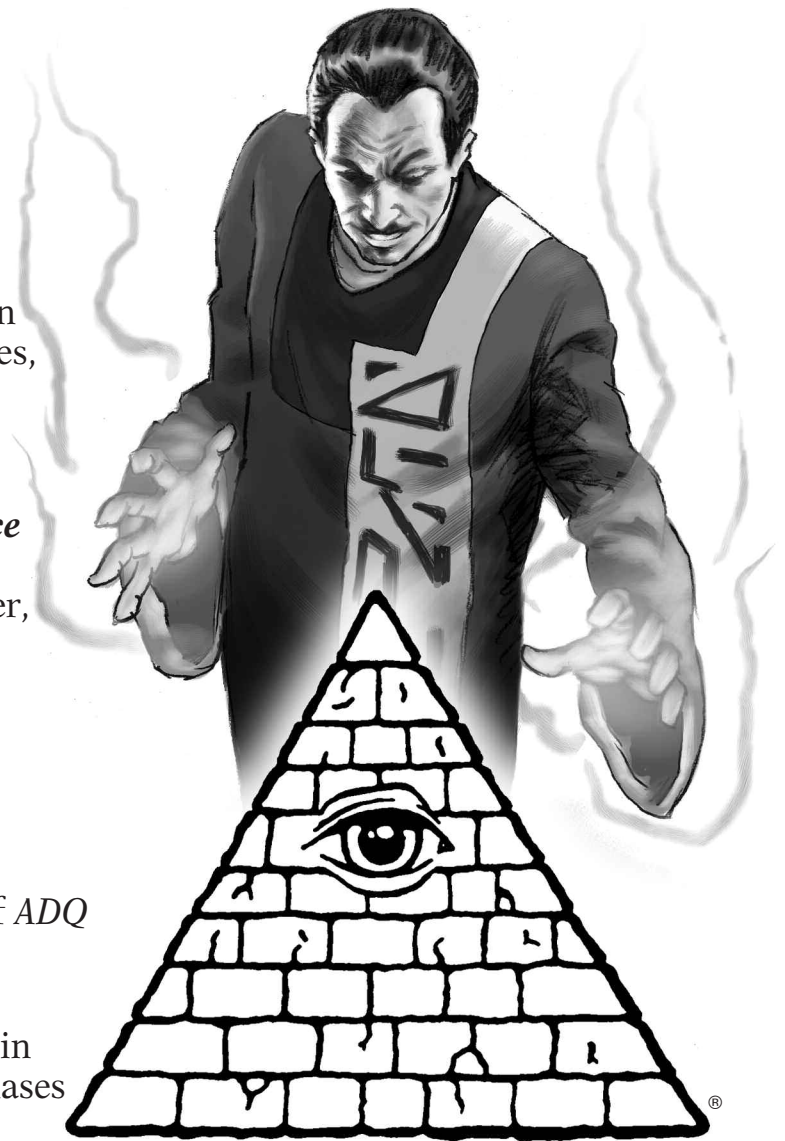
Satellites, 11, 78.
Scarlet Pimpernel, 49, 115.
 Science fiction, 112; *see also Aliens, Cyberpunk.*
 Secret, *clockwork*, 12; *communication*, 80; *disadvantage*, 30; *messages*, 16, 88; *societies in real life*, 107; *society*, 43.
 Skills, 31-32.
 Society of Assassins, 8, 65, 124.
 Society of Light, 67, 90.
 Soviet Union, 6, 9, 10, 29, 41, 54, 58, 107.
 Space, 15, 112. *See also Science Fiction.*
 Status, 33.
 SubGenius, 28, 85, 126.
 Subordinate groups, 42.
 Subversion, 101.
 Supers, 114.
 Surveillance, 99.
 Swashbucklers, 115.
 Symbols, 100, 101, 103.
 Tabloids, 11, 13, 22, 50, 75, 83, 84.
 Technology, 46; *ultra-tech*, 46.
 Television, 15.
 Tests, 7, 39, 78, 86, 96; *see also Recruitment.*
 Time Meddlers, 63.
 Time travel, 47, 50, 63, 64, 83, 113.
 Tool, 27, 99, 104.
 Truth, 9, 93.
 UFOlogist, 13.
 Ultra-tech, 32, 46, 52, 77, 78.
 Unions, 71.
 Unknown Enemies disadvantage, 31.
 Unusual Background advantage, 28.
 von Knigge, 7.
 Warnings, 76.
 Washington, George, 8.
 Wealth, 33.
 Weirdness Magnet disadvantage, 31.
 Weishaupt, Adam, 5; *see also Bavarian Illuminati.*
 Writers, 26, 27.



STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality
game adventures and supplements
in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com