

# Conspiracy Theorist Gauntlet

By Batman Anon

You enter a world much like ours. Indeed to the everyday member of the public it would be indistinguishable. However, in this world at least one major conspiracy theory from our world is true and perhaps more depending on your choices. Your mission is to prove to the general public the truth of the conspiracy theories you choose below. This follows the standard rules of a gauntlet. You may choose any age and gender, you may choose to be a drop in or have lived an average life in this world. You begin with **[0cp]**.

## **Drawbacks:**

### **No Jumper You Are The Conspiracy Mastermind [+0cp]**

You are the mastermind behind the conspiracies chosen and you have to stop people from uncovering your plots. Why do you do it? Is there some hidden reason behind your plans? Or are you just kind of a dick?

### **No Power Loss [+0cp]**

You keep your powers but if you fail the gauntlet you lose your chain.

**Theories:** You may choose as many conspiracy theories to be true as you wish. Choosing multiple theories may cause them to merge together as appropriate. You will have ten years to complete the goals.

### **Elvis is alive [+100cp]:**

For unknown reasons his death was faked and he roams the world hiding his true identity. If you choose this theory you must prove to the world that the King still lives.

### **Crop Circles [+100cp]:**

Throughout the world there are patterns created in crop fields. All previous studies have shown them to be created by human causes. Your mission is to prove the involvement of aliens in their creation.

### **Loch Ness Monster [+100cp]:**

Loch Ness is a lake in the Scottish Highlands. There have been many claims of proof of the Loch Ness Monster however all have been shown to be dubious or faked. There have been many scientific studies and attempts to map the lake with technology yet there has been no proof of the existence of a monster within. Your mission is to catch the Loch Ness Monster or record it in a manner that none can dispute.

**Bigfoot [+100cp]:**

A large hairy bipedal ape-like creature said to inhabit forests in the Pacific Northwest. Named for its enormous feet. There are a number of sightings reported yet most are quickly found to be mistakes or hoaxes. Your goal is to prove the existence of Bigfoot.

**Airplane Chemtrails [+200cp]:**

You know those trails left in the sky by aircraft? The ones scientists say are condensation trails? Those actually consist of unknown chemical or biological agents. Whatever reason they are being sprayed into the atmosphere is certainly sinister. Your goal if you choose this theory is to discover their hidden agenda and stop it.

**Hitler Clones [+200cp]:**

After the events of World War Two certain Nazi scientists fled to Brazil and succeeded in eventually cloning Hitler. There are an unknown number of clones that have been sent to locations around the world and placed in positions where they will come into power. Your mission is to stop all of them from becoming a leader of any country or organisation by any means.

**The Moon Landings Were Faked [+200cp]:**

NASA faked the moon landings. The footage was created through the use of movie sets. All elements of the Apollo program and subsequent space exploration are staged hoaxes. Your mission is to prove this to the public.

**Moon Hologram [+200cp]:**

The Moon doesn't exist. What we see in the night sky is actually a massive hologram produced by people unknown. Your goal is to prove this to the general public.

**Area 51 [+200cp]:**

In 1947 a UFO crashed in Roswell, New Mexico. The cover story is that it was a weather balloon. The military secretly recovered the crashed UFO and the corpses of its alien inhabitants. Your objective is to prove to the public that it was really a UFO and that the government is covering up the existence of aliens.

**The earth is flat [+400cp]:**

The earth is actually flat. There is a conspiracy of mind-boggling proportions to cover this up that includes near total control of the media and all sources of information and surveillance of every individual on earth to ensure that they do not discover the truth and attempt to spread it to others. The reasons for this are unknown. Your mission is to uncover this to the public.

**The Reptilian Elite [+400cp]:**

They are among us. Shape shifting reptilian humanoids with one goal: to enslave the human race. They are our political leaders, beloved actors and household names. They are responsible for nearly every horrible event in human history. Your objective is to prove their existence and ensure that their goal never comes to pass.

**The New World Order [+400cp]:**

There is a secretive powerful elite group conspiring to eventually rule the world through an authoritarian world government. Many historical figures and current influential people are members of this group. Your goal is to uncover their existence and prevent them from taking control of the world.

## **Perks:**

### **Information Security [100cp]:**

You gain skill in getting through computer security. Most of the time this is accomplished through social engineering, psychologically manipulating people into divulging the necessary information. You also have enough skill to handle the software side of it as well.

### **Research [100cp]:**

Research is something that you are very skilled at. You can find information in a quarter of the time it would take the average person. You are also skilled at noticing when things seem like a cover up.

### **Secret Handshake [200cp]:**

There are lots of little tricks to being in a secret society. Fortunately through a few days of observation and a talent for improvisation you are capable of passing as a member of near all but the most paranoid of groups. Keep in mind that if you try to infiltrate a group where everyone knows each other this will not be of much help.

### **Fluoride in the Water Supply [200cp]:**

You have an immunity to mind controlling chemicals. You are also immune to chemicals meant to make you more suggestible.

### **Batshit Crazy Deduction [400cp]:**

You have a gift for arriving at the correct conclusion through seemingly illogical means. After all, you arrived in this world in the morning. The morning is in between night and day. Spring is in between summer and winter. May is in the spring. The temperature was 76 degrees Fahrenheit. 76 degrees Fahrenheit is 24 degrees Celsius. There are 24 hours in the day. You arrived at seven o'clock in the morning. 24 minus 7 is 17. May 1776. The month the Illuminati were founded. You'll probably get a few strange looks if you explain your reasoning and even stranger ones when you're proved right.

### **Tin Foil Hats [400cp]:**

You have learnt how to fold aluminium foil into a hat in such a manner that it shields the brain from electromagnetic fields, mind control and mind reading. While there are limits to how much it can protect people it will be sufficient for any threat found in this world.

**Surveillance Awareness [600cp]:**

You have a talent for determining when you're under surveillance. Any time that you want to see if you are alone you'll feel a tingle down your back if someone is watching you.

**The Truth Is Out There [600cp]:**

If there is a conspiracy then you know it. You can easily detect cover-ups and have a gut feeling when something's just not right. You are also able to share this talent with others over an extended period of time. For a casual friend it might take years.

**Living Lie Detector [600cp]:**

You have gained the ability to tell if someone is lying to you. If it is a direct lie then you will know with absolute certainty.

For an extra [400cp] you can also tell if they are trying to mislead you.

**Gear:****Cryptozoology Book [100cp]:**

You have a book detailing every mythological creature known to this world. Fortunately it is only as large as an average textbook. Post jump it will update to have a brief description of every supernatural animal in the current world.

**Record Room [100cp]:**

You have a file room somewhere consisting of public newspapers dating back nearly fifty years. Attaches to the warehouse after the jump and updates every jump.

**Pin Board [100cp]:**

You own a pin board that when placing pictures of things or/and print outs of information will help you make connections between them.

**Book of Mysteries [100cp]:**

You have a book containing every myth and legend known to this world, from airplane chemtrails to the fountain of youth. Fortunately it is only as large as an average textbook. While it may not be completely accurate there may be some gems of truth. Post jump it will update to the current world.