REMEMBER
Me

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By Justin Schmid

An Alternate Reality Adventure for

Cyberpunk

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INTRODUCTION

Remember Me? is a **Cyberpunk Alternate Reality** Universe campaign adventure designed for a very experimented playing group. The adventure deals with memory manipulation and the covert activities of one of the government agencies still in existence in 2020, the CIA.

This adventure can easily be incorporated into an existing **Cyberpunk 2020** ARU campaign. While it is highly recommended that you have a copy of **Grimm's Cybertales**, the **Night City Sourcebook**, Chromebook and Maximum Metal, they are not necessary for the enjoyment of this adventure. All you need is the **Cyberpunk 2020** game and a penchant for conspiracies and intrigue.

The Game Master should read through the entire adventure a few times to ensure that he is thoroughly familiar with the material before running it. A great deal of preparation is also required for the characters' conversions. The adventure is designed to be run in a free-form manner, allowing GMs to individualize the adventure to suit their playing group.

OVERVIEW

The Central Intelligence Agency is the major protagonist in this adventure. They are still active in 2020, even after their near-demise during the Gang of Four incident in the early 2000s, and ever diligent in their own covert activities. (Note that while the government agencies in this adventure are slightly more powerful than in the standard Cyberpunk timeline, this power is carefully hidden and their public image is practically the one presented in the official Cyberpunk sourcebooks.)

The CIA is engaged in a massive research push. After their mind-control experiments in the 50's and 60's and their genetic tests of the 80's and 90's, they have moved on to a new area of study, that of memory. Through the development of technologies that would allow them to control memory, they hope to increase their agency's ability to get whatever it wants done without anyone noticing.

The current projects are all aimed at controlling and manipulating an individual's memories. There are nearly twenty individual projects, the earliest having started in the 1990s. They are having varied success with the experiments, but all of them are carried out under the strictest of secrecy to avoid troubling the public with this "necessary" experimentation. Even the corporations are held at bay through a combination of bribes, disinformation and intimidation.

The characters get caught in one of the major experiments, code-named Project Masterpiece. This experiment's goal is to replace an individual's memories with entirely new ones, several times, and then study the effects.

The other secret project that the characters may come into contact with is Johnsville, a large-scale experiment in which the CIA wants to discover whether their techniques can be used to control the masses. Johnsville is also used as a major base for Masterpiece, and, depending on the GM's whim, can be the place where the characters will find their original identity patterns.

This adventure brings characters to face their worst nightmare: not knowing who they are. An identity crisis of epic proportions, the Remember Me? campaign brings new meaning to horror as the characters struggle to determine just what they remember is real and what is not.

ADVENTURE SUMMARY

The adventure begins with a fairly standard encounter. The players are told to roll new characters to set up part of the big story. These characters are given a recording of an Arasaka bloodbath and become embroiled in a chase as various groups pursue the characters, seeking to obtain or destroy the tape. Ultimately, the characters attempt to escape and are surrounded by the enemy. Fade to black.

The second part of the adventure begins with the GM giving the players entirely new characters and placing them in a new setting. This time, they are police hunting a mass-murderer. A cop-killing woman is on the loose, and the characters must end her murder spree, killing her if need be.

The scenario is designed such that the characters easily find her and are forced to shoot her in self-defense. The players realize that she is the lover of one of the characters from the first adventure, and they begin to remember moments in the lives of those characters. However, before they can think this over too long, mercenaries arrive and once again, everything fades to blackness.

In the third part of the adventure, the characters awaken in a hospital, where they are told they are all suffering from multiple personality disorders. They are questioned about who they are, a question which the characters themselves cannot answer. Each recalls 4 lives, none of which are any more real or fake to them.

A NSA agent, who has seen the experiments destroy the lives of countless people before the characters, snaps and decides to break them out of the hospital. Using his psychic powers, he lulls the guards to sleep and helps the characters escape. They are now free to retaliate or investigate just what has happened to them.

The fourth, and most likely last part of the adventure, is free-flowing in nature. A small village called Johnsville is the home of a cult which, under the control of CIA experimenters, encourages forgetting the past. The man who helped the characters escape has become a prisoner of this cult, and clues lead to the existence of the characters' original patterns in the town...

OPTIONS

The adventure is free-form in nature, providing all the information required to run it in a variety of ways. The characters might not be captured by the CIA at all, but instead might have a friend who has been captured. Alternatively, a relative of one of the subjects might contact the characters and ask them to rescue the victim. The entire adventure could also begin in Johnsville and be an investigative campaign in which the characters gather information to expose the Masterpiece Project and other experiments like it.

Vampire characters might have a coven-mate kidnapped by the CIA for the experiment. The effects of the memory-alteration upon a vampire would be interesting, though the adventure might take an entirely new twist once the CIA experimenters realize their test subject is not human. Vampire hunters might follow a vampire who gets kidnapped and then face the dilemma of rescuing him and exposing the unethical experiments, or letting the vampire be tortured and allowing such experiment to continue.

There are also several other experiments dealing with memory manipulation other than Johnsville and Masterpiece as listed in the Extra Experiments section. The characters could become victims of those experiments instead of the Masterpiece or Johnsville projects.

There are many ways of entering this campaign adventure, and in almost all, the characters will discover a conspiracy of secret experiments in their midst. Their exposing this underground research could set them up for life, but it could also cost them their lives.

PROJECT MASTERPIECE

Project Masterpiece is one of 19 experiments directly involving memory manipulation being conducted by the CIA at this time. It happens to be the one which the characters are drawn into.

HISTORY

The project was conceived by Quincy Downe, a long-time agent of the CIA. He has headed up many secret projects like this in the past, including, for example, projects in genetic engineering in the 90's. This is nothing new to him, and is in fact a little mundane in nature, which is why he has spiced it up with a few "tricks".

The project started nearly one year ago and has involved two test groups so far. The first had to be killed halfway through because the equipment had not blocked their memories sufficiently and they remembered enough to attempt an escape. In the second group, everyone went insane. They were terminated as well to avoid future complications.

The current group has been selected for various reasons and it is hoped that with the modifications to the equipment, the experiment will be a success this time. However, tensions are running high — if this group does not succeed, it is possible that the entire project will be scrapped. This would mean a serious loss of prestige for Quincy and it is something he wishes to avoid at all costs.

THE EXPERIMENTERS

The team Quincy assembled for the project are a pretty odd bunch. The five team members all get along okay, but with some tensions. They are all specialized in certain areas vital to the project, so none will be sacrificed if at all possible.

Note that all of these agents' names are the names they are currently going under. Their true identities, indeed their true appearances have all been modified since their last project, and they bear no resemblance to their original identities. They are listed in all government mainframes under the names given, though these records can be erased in a keystroke if trouble arises.

THE REAL OBJECTIVE

The official objective of Project Masterpiece is to develop technologies and techniques which will allow the complete conversion of enemy agents. However, because there are very few enemies left, their primary goal is in fact to place prominent politicians and individuals under their influence. This would allow them better control of the government and corporations and regain their former glory.

It is hoped that the Masterpiece Technique will allow the CIA to subtly alter the memories of certain key individuals so that their beliefs and ideals on certain issues can be completely determined by removing certain memories and adding new ones.

For example, if the CIA wanted stiffer laws concerning handguns, they might have the individual remember having a loved one or themselves shot. Or they might simply make that person remember some early bad experiences with handguns and turn an avid gun-owner into a devout gun-hater.

If the project is completely successful, then the techniques could be used on a massive scale, so that no one would realize the inconsistencies. In effect, they would be rewriting history, but in people's minds instead of just in the media.

Another use for the Masterpiece method would be creating agents whose cover stories were built into their minds so that even under the most intense scrutiny, they would maintain their new identity.

THE BASES

The team members will use three bases over the course of the adventure. Some of the action will also take place at the Robertson Memorial Psychiatric Hospital.

• Base #1
Base #1 is the first place that the captured characters are taken. This is a nice house in the suburb of Westwind Estates (Pacifica district). It has two floors and a basement where the characters' memories are messed with.

• Base #2
Base #2 is the second place that the characters are taken to. It is a nice and large home in the suburb Rancho Coronado. Here the characters are released with the persona of being police officers hunting after an escaped convict.

• Base #3
Base #3 is tucked away deep inside the Heywood suburb. If anything goes wrong, the team agents are to knock off all of the test subjects and then go to this location and await further instructions.

• The Robertson Memorial Psychiatric Hospital
The Robertson Memorial Psychiatric Hospital is located in San Francisco. The four-story building has room for 100 patients, though there are only twelve currently in the hospital, not including the characters. The characters will all be kept in one of these high-security wards, alone.

THE PROCEDURE

The experiment, involving test groups consisting of four to six subjects each, will follow this procedure:

PHASE 0
Before any experimentation occurs, the various personnel involved move into position. Two special operations teams are housed in each of the bases (six teams in total), the surveillance teams are housed in apartments in the Pacifica suburb. The main research team move into Base 1 and set up. All purchases are under W-9 corporation's name.

The Technical Services division of CIA, NetCon office sets up the false identities of all members of the experiment. Main personnel (the five experimenters) are all linked to top Militech psychological warfare research labs while the rest of the personnel are linked to Militech in general. W-9 is also set up, complete with "covert" links to Militech. Militech itself is kept in the dark through various means, all more or less illegal.

PHASE 1
The subjects are selected when the initial phase of the experiment is to begin. The experimenters want people with the following attributes:

- with a low social standing, so that no one important (yet) is affected by the experiment (also to prevent acquaintances from looking for them);

- in a high stress position, to better predict their future targets' behavior;

- who deals with violence on a regular basis, so that they will not be adverse to future violent situations;

- who possesses an above average intelligence, to better determine the effectiveness of these new methods of memory manipulation;

- who has no relations to any major government institution, to avoid tipping off the rest of the government to the existence of Project Masterpiece.

Next, they have a surveillance team watch the subject for a full week. This allows them to learn the characters' routines, home, hang-outs, etc. Then, when they must capture their test subjects, they can easily grab them at the most opportune time and place. This also helps the experimenters determine the locations to avoid during the experiment, to prevent the subject's original memories from recurring.

Once the experimenters decide to begin the experiment, they send a special operations team after each of the subjects. The special ops teams ambush the characters and use capture rounds and tasers to knock the subjects unconscious. Generally, they are in and out in under two minutes. There is only a small chance that anything goes wrong with these pick-ups, unless the subjects are being extraordinarily cautious. Even then, the chance of failure is minimal.

The captured subjects remain unconscious while they are transported to Base 1, which is a house in the suburbs of Pacifica. They are brought to the basement and secured on operating tables (Very Difficult Strength Feat/Escape to break out of). They remain unconscious while there, under sedatives. A special ops team watches over them nevertheless, ready to administer another sedative if any awakens.

PHASE 2
While the characters are kept at Base 1, the neural manipulator and neural encoding device are used to Block each subject's Persona and Sum Episodic memories. These are replaced by a new persona and sum episodic memory for each character, using the B Pattern. Also, Skill memories that do not conform to the new persona are Blocked, with new ones inserted using the advanced chipware processor (see *Memory and its Manipulation chapter*). The details of the operation can be found in the *Stolen Tape* chapter. The subjects are kept unconscious except for brief periods when the experimenters verify if the new memories have set. This is done through hypnosis.

The empirical testing now begins. Each subject awakens in Location 1, which is an apartment in Night City. The subjects all believe themselves to be friends who perform various illegal activities together. They awaken and recall a wild party the night before, a false memory to explain their intense headaches. They find a note on their persons telling them to meet someone at the New Harbor Mallplex. A surveillance team has rigged the entire apartment and will record everything that they say and do. A second team is mobile and will follow the characters.

This is called Sequence Stolen Tape. It is an artificially constructed rendez-vous to see how well they take to their new personae. The undertaking consists of the characters receiving a tape showing Arasaka brutally killing citizens in the Combat Zone.

The characters are then pursued by a special ops team, disguised as members of various corporations and gangs attempting to retrieve the tape. Eventually, they are captured. Special ops teams, disguised as Arasaka security forces, surround the characters. A visual trigger causes the characters to loose consciousness. They are then taken to Base 2, and again are put in heavy restraints.

PHASE 3
While the characters are kept at Base 2, the neural tools are used to Block each subject's dominant Persona and Sum Episodic memories. The original Sum and Persona are again Blocked to ensure they do not conflict with the third persona and sum which are then imprinted, using the C Pattern. As well, Skill memories that do not conform to the new persona are Blocked, with new ones inserted using the Advanced Chipware Processor. The details can be found in the *Hunt for Love* chapter. The subjects are kept unconscious for the most part except for brief periods when the experimenters verify the new memories' presence. This is done through hypnosis like before.

Again the characters are moved, this time to Location 2, a warehouse from which they recieve a briefing that they are to hunt a vicious murdereress down and kill her if need be. The woman is a cop-killer and the station wants this little affair dealt with quietly and quickly.

The characters are sent out to find and kill her. They have permission to execute her on sight. They are even given a great tip as to her location. Presumably they find her and slay her. Then, once again, the special ops teams swoop in and surround the characters. Again, they loose consciousness. Like before, they have been knocked unconscious by a mnemonic trigger and moved to the Robertson Memorial Psychiatric Hospital.
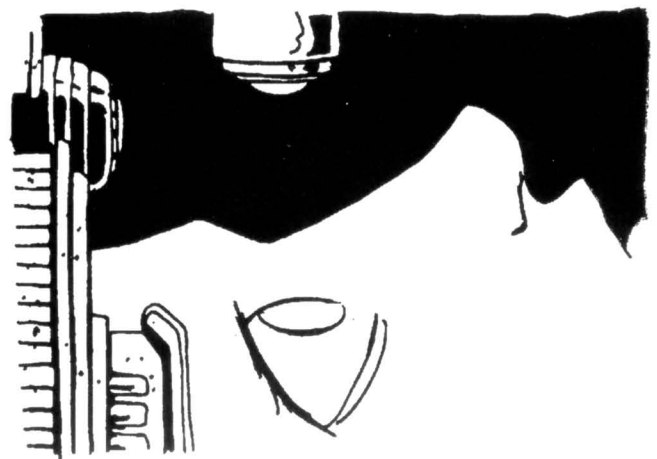
PHASE 4

While the characters are unconscious at the hospital, the neural manipulator and neural encoding device are used to Block each subject's dominant Persona, and Sum Episodic memories. The first three sum and persona are also Blocked to ensure they do not conflict with the fourth persona and sum which are then imprinted, using the D Pattern. This time, all chipware skills are removed and while the characters believe themselves to have many different skills, they only really have the ones from the Pattern A persona. The details can be found in the *Who Are You?* chapter.

As before, the subjects will have moments of lucidity while the experimenters test to see if the new memories set.

Using a new technique, all blocks are removed. Now, all four Personae, Sum Episodic memories and skills are available to the characters. However, all are dominant, with none stronger than any other, so the characters have to sort out who they are by themselves. In effect, the players are controlling four characters at the same time!

Then the subjects are awoken and examined by Winston Ansel, who poses as their psychologist. He will profess complete ignorance, claiming they were brought in off the street by the police. He will attempt to learn who they think they really are. This will continue for days, perhaps weeks. Guards watch over the characters, making escape very difficult at best.

PHASE 5

Once the experimenters are certain that they have learned all they can from the subjects, they will be released into a special town. Winston will claim that there is nothing he can do for them, explaining that they are probably schizophrenic. He will prescribe a drug which should help, but it is nothing more than a sedative.

The town, known as Johnsville, is a cult town. Supposedly the new faith will help them sort out their lives, but instead they will become victims of the mass-memory manipulation experiment being conducted in the village. The village is also home to the previous victims of the experiment and serve to monitor the long-term effects; as such, they often have the people's original patterns on files.

PROJECT RESULTS

If the project is a success, then these methods will eventually become a regular staple of the CIA's tools. Whenever they run into opposition, they can simply change the opponents' memories and thus control them through this tool. If the characters manage to expose it or disrupt it sufficiently, the project will be scrapped.

SEQUENCE 1: STOLEN TAPE

The Stolen Tape sequence is the first part of the adventure. The characters are already using artificial personae, although they are completely unaware of this. This sequence is designed by the CIA to test the strength of the new patterns initially, especially under duress.

PATTERN REPLACEMENT

All of the characters have had their real Patterns (refered to as Patterns A throughout the book) blocked and replaced by artificial Pattern B personae. The characters think that they are Pattern B. Although they must be completely unaware of it, the new characters they rolled up for this adventure are in fact their usual Cyberpunk characters, only modified!

Whenever a characters enter a stressful situation, roll a Fright check (see Grimm's Cybertales) every hour of being under duress, roll against the character's COOL. If the check fails, roll 1d10: on a 1, the character has a flashback of his original life (Pattern A). If this happens, roll 1d10 on the Pattern Flashback table below.

PATTERN FLASHBACK TABLE:

Roll	Result
1-4	The character remembers a random life event from Pattern A's past.
5-7	The character remembers a person from Pattern A's past.
8-9	The Pattern A's personality (i.e. InMode, ExMode, Quirk, etc.) becomes dominant in the character for 1d10 Turns.
10	The character has a distinct feeling of being someone else, an extreme discomfort at being who he is overcomes the character.

The characters will be unable to recall just where these memories or why these things happen. If they ask their contacts (who are CIA plants) about them, they will be written off as drug-induced flashbacks. However, any overt evidence of the characters experiencing such flashbacks will be carefully recorded by the CIA Surveillance teams, who are looking for just such a thing.

If the characters try to recall more about the flashback they had, they must make an INT check -5 for every little bit more surrounding the memory. Each attempt requires one hour of concentration. For example: The character recalls a beautiful woman standing close to him smelling of gasoline. Wanting to know more, the character tries hard to remember. Making the check, the character recalls that he worked for her. The

next check he might remember that she was a nomad, and the next the time that the character made fun of her in front of the pack and how much she hated him for it, etc.

If a character is coming too close to remembering their past, they will be "killed" by a group of punks (actually CIA Special Ops), and removed from the group, to rejoin them in Sequence 2. The entire sequence will be brought to a close if they remember too much of their past (which should be unlikely — the new patterns are freshly engraved, after all, and the characters have no reason to think they are false).

If the characters seek out a person remembered from Pattern A, or seek to confirm that such an event occurred as did with Pattern A, they will be side-tracked by the CIA operatives, who will try to get them back on track with the scenario. However, if the characters are careful and go about their investigation cautiously, they will confirm that those people or events do exist. However, these people will not recognize the characters (whose appearance has been changed), even if they are looking for them. If the characters attempt to convince the people that they do know them, there is a 10% chance that these contacts will realize who they really are, sparking some very interesting revelations.

SEQUENCE SUMMARY

This sequence, set up by the CIA, has been run through several times without major incidents. The characters generally go through it perfectly, rarely deviating. There are teams in position ready to move should this happen. The main goal of the surveillance teams is to keep the characters under a watchful eye for any evidence of flashbacks, and to keep them on track to complete the sequence.

The first part of the sequence is the set-up. The characters have been located in an apartment and have a note telling them to meet with someone. At this meeting, they receive a video tape from a teenager. He promptly disappears and the characters are left with the tape. The characters are left to act upon their own for a little while until pursuers show up.

The first group of pursuers approaches the characters and offers to buy the tape. They quickly draw knives and attack. The characters presumably beat them and escape easily. Two more groups turn up chasing after them. The chase continues until the characters run out of options and then Angelica is sent in to help them "escape" to her secret hideout.

At the secret hideout, they lay low until surrounded by Arasaka security forces (actually CIA Special Ops). The troops wait a bit, and then attack. All rounds used in the adventure are Capture rounds, so real deaths should not occur. However, to the characters and players, real deaths have occurred. Once a few characters are eliminated, the rest is made unconscious by a special mnemonic visual trigger. CIA Special Ops teams then move in and remove the "corpse", keeping characters unconscious and reviving their own people.

SETTING

This first sequence is set almost entirely in the New Harbor Mallplex in Night City (although it would be better if you used your usual city for this). This allows the experimenters to keep the characters in a largely confined environment. All staged interactions occur within the Mall.

The character's apartment is located in Mallplex Living Area Gamma, room 227. They all share the one room to minimize costs. The CIA has rented ten rooms in the Mallplex for the purposes of this scenario. One is used by the characters, two are used as bases for the fictional groups pursuing the characters, two are used for surveillance of the characters, and the other five by any contacts or other important people the characters might seek out. More rooms can be rented if needed.

The CIA has also tapped into Mallplex security and can use any of their video cameras, phone taps or bugs. They can also jam any of these devices should they need to. This is all being done courtesy of the NSA, under the direction of William Fischer.

One of the player characters (GM's choice), has Angie as his girlfriend. Optionally, Angie's gender can be changed and he could be one of the character's boyfriends. Angie will be present when the characters awaken, but will promptly excuse herself and go off on her own business. She is, of course, a CIA plant.

The adventure later moves to a ranch 50km west of Night City in a valley. There are other ranches nearby, but most have been abandoned or automated, therefore it is a very isolated location.

RANCH KEY

The ranch is owned by a holding company called American Vision Realties, a CIA front. Angie does not and has never owned this property, though it is true that she used it as a hideout for her covert helicopter activities. Air America used it often, though its current role is in the Masterpiece experiment.

The ranch itself consists of over 100 acres of land surrounding a ranch-house, landing pad and stable. The landing pad can be covered up when necessary. The whole estate is surrounded by a 3' barbed wire fence.

- **1. Ranch-house:**
  See below.

- **2. Stable:**
  This stable is currently empty, but at one time may have held three dozen horses. It can conceivably hide four medium helicopters, and if the characters investigate closely, there are tracks showing that it has done so in the past. It seems to have been redesigned to accommodate vehicles and hide them.

- **3. Landing Pad:**
  This huge landing pad can easily be covered up and is actually more of a clearing. A remote control can light up the landing pad for night-time landings.

- **4. The Range:**
  There are over 100 acres surrounding the ranch, some of it lightly forested, most of it over-grown. Very easy for someone to sneak up on the ranch-house from, and, in fact, ideally set up to hide attackers.

RANCH-HOUSE

The ranch-house is 10m long and 5m wide. It is green and white, with fading paint similar to other houses in this region. From the outside, it doesn't look like it is still inhabitable. The building has two floors and no basement.

- **1. Front Porch**
  The front porch faces the forest surrounding the house. The front door is locked with a Medium Security Cardlock (which should show this is no normal house from the outset. The door is very creaky.

- **2. Front Room:**
  The front room looks very ragged with peeling wallpaper and water stains covering the walls. There are stairs leading up.

- **3. Living Room:**
  The living room, as opposed to the other rooms, looks just great. There is a nice couch, a few padded chairs, a very adequate music system and Solo of Fortune magazines lying around. Unlike the outside of the house, this room looks very nice.

- **4. Bathroom:**
  The dusty bathroom is largely unremarkable except that it is very modern.

- **5. Bedroom:**
  The bedrooms have bunk beds and are comfortable though dusty and a little musty.

- **6. Kitchen:**
  The kitchen is fully stocked and has many modern appliances. This was certainly not the kitchen the ranch house originally had.

- **7. Second Floor:**
  There are four bedrooms on the second floor, all very much unremarkable except for their modernity. There is also a linen closet, where there are clean linen and a bathroom.

- **8. Master Bedroom:**
  A very nice bedroom complete with a walk-in closet. Angie will claim this room as her own. It has a full entertainment system and other luxuries.

CONTACTS

The characters will have all of their own contacts, or so they think. All of the contacts are in fact CIA plants, surveillance or special ops team members. They will be spread across Night City, in their original locations. If the contacts do not have previously stated homes, locate them in the Mallplex in Living Area Beta or Gamma.

The character's contacts will help them in anything they would normally be able to help the characters in. Their efforts will be directed primarily at helping the characters with the tape, and will discourage any other activities, claiming them to be irrelevant, trivial or unprofitable.

Note that all of the contacts, while unknown to outsiders, have registered identities and will appear to be who they really are. The fact that only the characters know them may seem odd if the characters investigate further.

THE PURSUERS

The pursuers will appear to be of three types: Arasaka security teams, Infocomp security teams and boosters (from the Zone). However, all of them use pretty much the same weapons and use the same sort of gear. Use the CIA Special Ops stats for the pursuers.

If caught, they will claim that they are working for the company they appear to be with; they will resist torture. Their identities will also check out, though checking with those companies involved will reveal that they are not in fact employees. Also, the Zoneheads are not a real gang.

SURVEILLANCE

The character's apartment has extremely well-hidden cameras (Near Impossible Awareness to detect) watching every corner of the room, and as well hidden bugs. The phones are all tapped, including pay phones nearby. The cameras in the halls and public areas of the building are operated by Mall security, but are being used by the CIA Surveillance teams as well.

The characters have bugs and tracers built into their clothing (Near Impossible Awareness to detect), so that anything they say is recorded and their every move can be followed. A mobile Surveillance team specializes in shadowing the characters should they leave the mall. This team has parabolic mikes and an special surveillance van which will follow the characters. A Very Difficult Awareness check detects the mobile surveillance team.

To evade the camera surveillance, each character must successfully make Difficult Hide/Evade checks. If one fails, the team does not lose track of the characters. This would be a good time for the characters to split up. However, there are enough Surveillance personnel to pursue each character individually and equally. The Evasion check must then be made every ten minutes or a surveillance team finds them again. If the characters manage six checks successfully, the difficulty drops to Average, and after six more successful checks, a check must only be made once every hour for the next six, and then once a day from then on. This assumes they have removed their clothing which has the tracer button. Otherwise, the CIA can catch up to them again after 1d6 hours without fail.

In the unlikely event of the characters vanishing from the gaze of the surveillance team, things will get hairy. The experimenters will assume that they have remembered some of their past, and will begin monitoring known Pattern A contacts of the characters. They will also put out an APB over police channels looking for people fitting Pattern B's descriptions. If the police manage to catch them, they will be asked to hand them over to the FBI, which will actually be CIA Special Ops agents posing as FBI agents. They will be very eager to capture the characters. Once back in custody, the CIA will proceed with Sequence 2: Hunt For Love immediatly.

THE SCENARIO

The scenario has seven parts, all orchestrated by the experimenters. If the characters deviate, they will maneuver events to force characters back into the scenario. The entire affair should not take more than a few hours, perhaps no more than a day.

1. THE SET-UP

The characters awaken on late in the morning, around 11am, with a massive hangover. They recall some heavy partying last night at the Pier Three Paradise, a cheap dive of a bar. One of the characters finds on his/her person a note, with handwritten:

"Be in front of Mirrorshades in the New Harbor Mallplex at 12pm tomorrow"

The characters do not recall who gave them the note or when, though they do recall talking to many people about the kinds of jobs they do. Perhaps they talked too much, or about the right stuff, and this is a job proposition.

If a character has the Graphology skill, an Average check reveals that it is the writing of a male, middle aged, probably well-educated. Could be anyone.

Also, Angie will be present, though she will excuse herself to go out on "business". She does not want anyone to accompany her. She goes to the American bar and just hangs out until she is needed when the characters have to escape.

2. THE PICK-UP

If the characters watch the front of Mirrorshades, a store in the mall, they see a teenager dressed casually show up at noon, and seem to be waiting for someone. He is holding a small package wrapped in brown paper. He waits for ten minutes then leaves. He wanders the mall looking for the characters. He has been given a description of them and will find them if they do not hide.

If the characters avoid the kid completely and actively evade him, after an hour he will go to the third floor and into American Cuisine (shop H on Level 3), a family style restaurant (where Winston Ansel is sitting). He leaves without the package and goes to South City where he lives. They will try again the next day.

Assuming the characters meet the kid, he seems to instantly recognize them, and then quickly hands one of them the package and says, "I was told to give you this; it's very important. She said you would know what to do with it," and tries to leave quickly. If the characters ask him questions, he

will answer two of them and then insist that he must leave. Only through force can the characters detain him, creating a scene in the mall.

This entire transaction takes place under a camera which has been taken over by the Surveillance team (Mallplex security believes it to be broken). They want to see how the characters react.
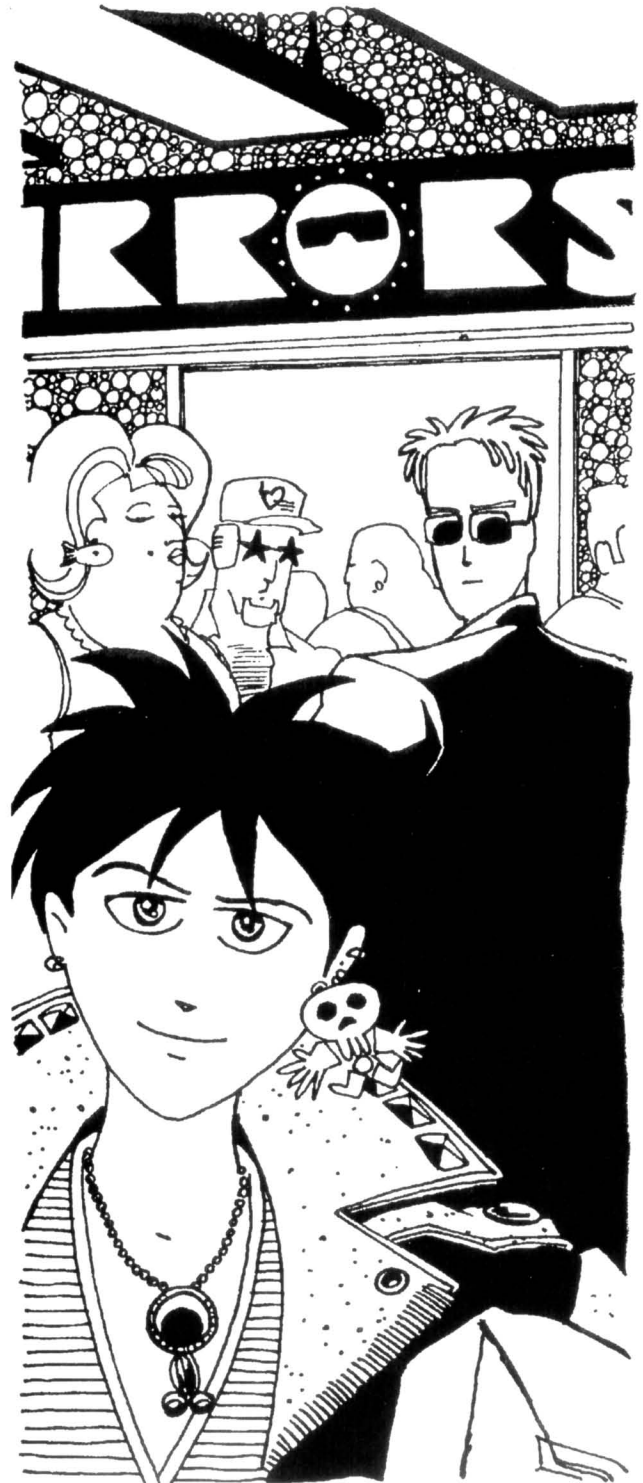
3. THE TAPE

The first thing the characters will want to know is "what is in the package"? It is about the size of a video cassette, because that is precisely what it is. Inside, they find a video tape without label or any writing, for that matter. In fact, the package itself has no writing on it either. A fingerprint check will reveal only one set of prints, the kid's.

The video cassette looks like an archaic one, like those used a few decades ago. Now, the characters must procure a video cassette player. Luckily any of their fixer contacts will have one on stock for a cheap price. Or they can just pay for its use.

The tape was definitely shot using a 1990's hand video camera, as the picture is grainy and bounces a great deal, unlike modern digital recorders which eliminate the bouncing effect.

The tape shows Arasaka troops moving into a suburb of what appears to be the combat zone and systematically shooting anyone they see. The film is apparently shot from a building top. The troops stop to interrogate a gang member they wounded. The torture is brutal as they try to learn the whereabouts of the gang leader. They end up shooting him in the head and moving on. Then one of them looks up directly at the camera. He points at it, cries out, and the tape ends. It is about fifteen minutes long.

The implications of the tape are quite severe. It shows Arasaka taking military action in an American suburb, albeit a violent one, and brutally torturing and slaying citizens in cold blood. This could seriously damage Arasaka's reputation and possibly bring criminal charges against it. Possession of this tape could be hazardous to one's health if Arasaka knew about it.

The characters must now decide what to do with it. They could try blackmailing Arasaka (risky at best), go to a news station with it, or something similar. If they attempt to call any corporation, they will be rerouted (courtesy of the NSA) to the experimenters who have set up programs to simulate the vidphone images of the Public Relations people of all the major corporations.

Because setting this up takes a few seconds, there will be a slight delay (2d10 seconds) whenever the characters try to call a corporation. Calls to people other than their "contacts" will also be rerouted, taking 2d10+20 seconds while the computers find images of the people they want and create a simulation of them so that the characters can talk to them. This delay will be explained by the computer operator as due to overloads on the telecommunications system.

The reality behind the tape is quite different. The tape is real, or at least the images are. The event videotaped was of a CIA raid on a section of the Zone where a gang in their employ was about to publicly reveal their activities. The Special Ops team involved disguised themselves as Arasaka security. The event never got much press, as no one knew who did it, just that twenty punks were killed overnight in the Zone.

4. THE CHASE

Soon after the characters discover the tape's contents (which will probably be under the watchful eyes of the Surveillance teams), the first pursuers will appear. There are three sets of pursuers. The first are the Zoneheads gang members, who are pretending that the film showed the dishonorable deaths of fellow gang members and do not want the public to see it.

The second group are Arasaka security teams, who understandably want the tape destroyed; the third group are Infocomp security teams who would like nothing more than possession of a tape with which to blackmail Arasaka. All of these teams are of course disguised CIA Special Ops teams. They are coordinated by the experimenters and Surveillance teams for maximum effect.

FIRST COMES THE ZONEHEADS

As the characters return home, right inside the entrance to the mall are a group of four punks. They will seem to recognize the characters and call out to them as they approach. The leader will say the following:

> *"Hey big boys, you got a tape, a tape showing stuff you shouldn't be seeing. We be taking that tape off you hands for cash. How you like that big boys? Money talks up here real good don't it?"*

Essentially the gang members of the nonexistent Zoneheads gang want to buy the tape. Their first offer with be 50eb, and the second offer will be 100eb. If the characters turn it down, they all draw knives and attack. The characters will presumably be able to beat them off; after a couple have been injured or killed, the rest run away, shouting warnings that they'll be back.

They will return if the characters take to the streets, this time with six members bearing handguns who will try to ambush the characters. They will be more of a harassing force to keep the characters on the edge than anything.

THEN COMES ARASAKA

The next encounter will be at the door to the characters' apartment. Four men in corporate suits and long black overcoats will be standing there. They will turn to face the characters as they approach and state:

> *"You have a tape of ours. We want it. Give it up or be destroyed with it."*

They will not negotiate. If the characters hesitate, the Arasaka boys draw Minami 10s from their coats and open fire. They will of course be slow in their reactions, allowing the characters to fire first or escape. They will pursue the characters for at least ten minutes, keeping their heads down. They will actually avoid catching up to the characters, pretending to be

cautious and perhaps even purposefully botch a few attempts to capture the characters. They will not have reinforcements either, which will be suspicious.

The characters will manage to escape the Arasaka men after ten minutes if they make any attempts. If they hold their ground and attack, the Arasaka boys will shout out threats and back off, pretending they do not want to make a public incident. The video cameras in the halls are all being controlled by the surveillance teams, and the ordinarily fast response mall security has no clue as to what is going on. However, after ten minutes, residents will have complained enough that a security team will be sent.

THEN COMES INFOCOMP

The characters will understandably be paranoid by this time and will have a few hours to run and hide. If they go to see a contact or someone from their past, two women in high fashion will be waiting at the door. They will call out to the characters by name. They will assure them that they are clean (only handguns in shoulder holsters).

They will try to convince the characters that they are with News Network 54. They know what's on the tape and want to buy it so that the world can see the atrocities caused by Arasaka. They will be very convincing in their act. Their offers will go as high as 10,000eb.

Just as the deal is being struck, Arasaka security arrives and guns down the two women. They will also open fire on the characters. The chase resumes, this time lasting for at most half an hour before Arasaka "loses" the trail or backs off.

If the characters refuse to deal with the women or avoid them, they will try to contact them by phone or in a similar fashion. If this fails, then just hit 'em with the Arasaka goons and Zonehead punks at the same time — serves 'em right!

5. ESCAPE

After running from the various groups who are after them for a few hours, the characters will grow weary of the chase. As soon as they find somewhere to hide out, they will be contacted by Angelica. She has heard that some major action went down with them and wants to help. She offers to fly them out of the city and hide out in the countryside for a few days so that they can sort things out.

If it seems that the characters have become too paranoid, pit them into a ferocious gun battle with Arasaka, have Angelica show up in her chopper, chew up some of Arasaka security and have her pick up the characters. Then, instead of offering, have her take them to the Ranch. She will refuse to turn back because her life is now in danger too, so she wants to hide as much as the characters and will insist that the Ranch is the safest place right now.

Angelica has a Bell Huey Cop-Chopper which she will explain is part of her mercenary work. She will also claim to be a high-price gunship pilot for hire, having served in a few wars (which is true, she just won't mention for whom she was working).

6. THE RANCH OF DEATH

The flight will take about two hours and will land them near a ranch house and an abandoned ranch. She will then have the characters help her push the chopper into a nearby stable to conceal it. They can then explore the ranch house.

The house is in a surprisingly good condition. While it has been abandoned for several years, it has been kept up a minor degree and kept well-provisioned. She will claim that she and her mercenary friends keep it in such a state "just in case". Also, she points out that these friends are very close and would never betray its location since it's their hideout as well.

7. DYING IS EASY

The evening of the first day they spend at the ranch, helicopters can be heard in the distance. Three, coming in at angles so that if the characters try to run, they will be spotted. The helicopters are Bell AH-99 Gunships, designed for ground attack. They are all Air America owned and flown. In fact, several of the pilots are friends of Angie's.

Following them are thirty mercenaries fully decked out in combat gear and armed with FN-RAL assault rifles. They will surround the ranch while the helicopters circle ominously. The characters can fight back or try to escape, but one way or another their escape plan will be fouled by the mercenaries or choppers. The CIA has used this compound before and the mercenaries know it by heart. Note that the helicopters and mercenaries are bearing Arasaka insignias.

If the characters stand their ground, the helicopter will pound

the ground around the house with 30mm autofire. After this, tear gas grenades will be shot into the house and the mercenaries will begin their assault (wearing gas masks). Remember that they are all armed with capture rounds, and their intent is to neutralise the characters, not to kill them. They will take the building without problem. Once the characters are cornered, everything will fade to black slowly.

Any characters who attempt to escape when the mercenaries mount their assault will be hit by a concussion grenades fired by the gunships. It is nearly impossible to sneak by them. But, if a character manages, they will be hunted by the choppers and mercenaries for two days. After that time, the CIA hunts after them using the police.

Once all of the characters are unconscious, they are picked up by an Air America owned Dragon helicopter. It will rendezvous with a convoy of vans which brings the characters to Base 2 and ends Sequence 1. Angelica is released to hide out until Sequence 2.

CONCLUSION

This sequence ends with the characters believing (probably) that they have been killed by Arasaka troops. The players will understandably be annoyed and distressed that their characters were killed in such an inescapable manner. The GM should announce that they are NOT dead, but it is necessary to temporarily abandon them and play another group of characters to "set up the big story". Since they are not the players' regular characters, they must be led to assume that they are playing the NPCs, setting up the background for the campaign — this will confuse them even more later.

Take back their character sheets, "for safe keeping", and then have the players roll new characters for the cop sequence, or give them the characters sheets of the Pattern C characters. Assure them that these are temporary characters, specially designed for the next adventure, so if they dislike the personalities, they will not be stuck with them for more than a few sessions.

In the game, the characters have been taken to Base 2, where the Pattern B personae are blocked and the Pattern C personae encoded. Then the rest of the process to convert them to their new lives is completed and they are transported to Location 2.

Then, when ready, begin Sequence 2.

SEQUENCE 2: HUNT FOR LOVE

The Hunt For Love sequence is the second part of the adventure. The characters are now using Pattern C personae, which are all based around police work. This sequence was designed by the experimenters to test an additional layer of personae and whether familiar faces will bring back the memories of a previous persona or not.

PATTERN REPLACEMENT

The players are now using new characters, although in reality they are only the C Patterns of their original characters, with A and B Patterns being blocked. The characters truly believe themselves to be their Pattern C personae.

Whenever a character enters a stressful situation, roll a Fright check or every hour of being under duress, make a COOL check. If it fails, roll 1d10. On a 1 or 2, the character has a flashback to his original life. If this happens, roll 1d10 on the Pattern Flashback table below.

PATTERN FLASHBACK TABLE:

Roll	Result
1-3	The character remembers a random life event from Pattern A's past.
4	The character remembers a random life event from Pattern B's past.
5-6	The character remembers a person from Pattern A's past.
7	The character remembers a person from Pattern B's past.
8	The Pattern A's personality (i.e. InMode, ExMode, Quirk, etc.) becomes dominant in the character for 1d10 Turns.
9	The Pattern B's personality (i.e. InMode, ExMode, Quirk, etc.) becomes dominant in the character for 1d10 Turns.
10	The character has a distinct feeling of being someone else, an extreme discomfort at being who they are overcomes the character.

The characters will be unable to recall just where these memories come from or why these things happen. If they ask their contacts (who are CIA plants) about them, they will be written off as drug-induced flashbacks, or plain weird behavior on the character's part. However, any overt evidence of the characters experiencing such flashbacks will be carefully recorded by the CIA Surveillance teams, who are looking for just such a thing.

If the characters try to recall more about the flashback they had, they must make an INT check -5 for every little bit more surrounding the memory. Each attempt requires one hour of concentration, just like before. In any case, each attempt will only bring back a tiny piece of memory — a word, perhaps, or a detail. This should be used to confuse rather than help the player, as the character itself as no idea what the flashback is about. It might even be written off as "deja-vu".

If a character is coming too close to remembering his past and shows obvious signs of it, he will be "killed" or otherwise removed by a group of punks (actually CIA Special Ops), to rejoin the rest of the subjects at the Hospital. The entire sequence will be brought to a close with the mnemonic trigger if they are remembering too much of their past, with the CIA team going directly to the next sequence.

If the characters seek out a person remembered from Pattern A or seek to confirm that such an event occurred as did with Pattern A, they will be side-tracked by the CIA operatives, who will try to get them back on track with the adventure. However, if the characters are careful, they will confirm that those people or events do exist. As before, no one will recognize the characters, as their appearance has been changed. If the characters manage to convince acquaintances that they do know them, there is a 10% chance that the latter realize who they really are.

If, however, the characters seek out a person or confirm an event from the Pattern B memories, they will find no confirmation nor the person involved. The memories were all fabricated and the people actors, with all evidence of their existence erased. They might find someone who witnessed the events, but will find no further confirmation.

SEQUENCE SUMMARY

This sequence is a particularly nasty one, but very quick and easy. The characters are set up as police officers who are part of a task force hunting a serial police killer. The killer, a woman who goes by the name Moxy, has killed seven police officers, so the force is understandably eager to have her dead. It is also an embarrassment to the force, so authorities want it kept quiet.

The characters can easily find her since she is actually Angelica from Sequence 1. This is designed to further test the strength of the Pattern C memories because her appearance will not be dramatically altered. This may trigger the Pattern B memories, which is what the experimenters want to find out.

She is easily found and presumably slain as she attempts to fight back. As the characters see her more closely, their memories may be triggered just as the mercenaries move in. The characters are once again neutralized with the mnemonic trigger and taken unconscious to the Robertson Memorial Psychiatric Hospital, where the third part of the adventure takes place.

SETTING

This sequence begins in one of the warehouses in Charter Hill, where the characters are given their mission. They drive around the city searching for Moxy, until they are given the call that she has been spotted at McCartney Stadium. They then find her there and a short chase ensues before they finally are able to kill her. The characters are not encouraged to leave the general area that the experimenters have set up.

CONTACTS

In this scenario, the characters have no contacts other than those in their Lifepath. Again, these contacts are all CIA actors, usually disguised members of Special Ops or Surveillance teams. They will try to help the characters find Moxy, possibly one of them giving the tip of her location in the Stadium.

If the characters begin questioning their contacts about their true identities, the contacts will try to return them to the mission at hand. However, if the characters are persistent, the contacts will play along, not wishing to anger them and eventually trying to return them to the mission to find Moxy.

MAIN NPCS

The only main characters in this adventure are the characters' commanding officer, played by Robert Defoe (no disguise) and Angelica from the previous sequence. The only differences in her appearance are that she does not have the helicopter (obviously) and is wearing a wig of the same colored dark brown hair, but long and straight. The wig "accidentally" falls off after she is shot.

All of the "police officers" the characters encounter as part of the scenario are covert special ops agents, with fake police badges. The mercenaries are also special ops, except that they are using their assault gear.

SURVEILLANCE

The characters' car has extremely well-hidden cameras (Near Impossible Awareness to detect) watching them and bugs listening to their every word. Their radios are monitored (they are not on the standard police frequency at all), and the cameras in the Stadium are all being controlled by the CIA Surveillance teams. If they use public phones, Fischer at the NSA will redirect the calls to the CIA, so that they can set up simulations of the people the characters want to talk to. The delay will be 2d10+10 seconds, again blamed on overloads on the system (this will make players suspicious — let them be).

As in Sequence 1, there are bugs and tracers in their clothing and vehicle; the warehouse will monitor their every word and track their every move. CIA Surveillance and Special Ops will follow the same procedure as before and characters must make the same Hide/Evade checks to lose them. In the event this happens, the CIA Special Ops agents will act as in Sequence 1.

THE SCENARIO

The scenario has three parts, once again entirely orchestrated by the experimenters. If the characters deviate from these events, the experimenters will maneuver them back into the scenario. The entire affair should not take more than a few hours; it is a very simple and straightforward scenario.

1. SET-UP

The characters awaken in a warehouse, on cots. They are soon greeted by Captain Hampton and remember that they are police officers engaged in a hunt for a serial cop killer. He will inform them of the latest intelligence on Moxy, the serial killer, and also bring the players up to speed.

> "Moxy is a woman, in her mid-twenties, long dark brown hair, brown eyes, about 5'11, 70kg. She seems to use an 11mm handgun, though we haven't confirmed its make. She's got good aim, killing by a shot to the head. She's fast and mean, so don't get close to her. If possible, shoot her from a distance, we don't want to take any risks. Be careful out there."

The characters are given a van to patrol the streets looking for her. Unfortunately, they have no pictures of her, so they will have a hard time spotting her in the crowd. Essentially, Hampton wants them mobile in case anyone spots her so that they can respond quickly.

2. THE HUNT & DISCOVERY

The characters are allowed to patrol the streets of Night City for an hour; during this time, they can do as they please. Roll for random encounters if the characters do not have anything they want to do in particular. Note that they are under full surveillance all this time.

After about an hour of patrolling, the characters' radio comes alive, with the following message:

> "We believe Moxy has been spotted. A woman fitting her description is hiding in the McCartney Stadium. She's alone and we've informed all personnel in the stadium to clear out. We have men cordoning off the area to ensure she doesn't get out. Please proceed immediately."

The characters arrive to find a half dozen unmarked police cars and a dozen undercover police standing around. They assure the characters that Moxy is indeed inside and that they are going to watch all the exits to ensure she does not leave the stadium. The NCPD (or the town's police if not playing in Night City) have been told to "ignore" the presence of government agents in the area, with a story of a renegade FBI agent hiding in the stadium to explain the matter. The same story will be fed to the media.

The characters can enter by any way they want. The last time she was spotted, she was in the A section, near the walls. If the characters enter stealthily, they will need between two and ten successful Average Stealth checks to get within sight of her, depending upon where they enter.

She is quietly resting right where she was last seen. If the characters fail Stealth checks or do not proceed stealthily, she will try to escape. Now, a contest of skills between the character's Awareness and her Stealth checks is made. If the characters make an Awareness check by more than 5 over hers, they find her. When they do, she will be 1d10 x 10m away.

She will open fire with her handgun if the characters are within 50m. She will try for aimed shots to the head. The characters are free to fire back; if they hit her at all, she will drop and feign death. She has the Feintware (see Angelica's stats) which makes her look and seem dead to basic examination.

If the characters try to talk to her, she will ignore them and open fire. She will not answer no matter what they say to her. If need be, she will run into the open, shoot at them and try to prompt them to shoot her by making it extremely dangerous for them not to.

Once the characters kill her, they can move up to examine the body. All who get within 5m of her may have an unpleasant revelation. The GM rolls 1d10 for each character, and on a 1-3 the characters remember her to be Angelica. The character who had her as a girlfriend in Sequence 1 has a 5 in 10 chance of remembering. All those who pass the check remember her name, identity and must make a Fright check vs 20 (25 for her ex-boyfriend). If any of the characters relate this to those who failed to remember, a new check is made, with a 5 in 10 chance of remembering, but with the Fright check being only against 15 due to the warning. Remember, the characters are remembering, not the players!

While the characters are reeling from this discovery, twenty four Special Ops, disguised as Militech security, move in stealthily. Secretly make Difficult Awareness checks for all characters. If all fail, the characters are alerted to their presence by Robert Defoe (known to them as Captain Hampton) and the other four experimenters as themselves. The characters find themselves in the middle of two dozen mercenaries aiming at them and these two men laughing.

They will explain that they just killed an innocent woman. They let the characters plead for a few moments, then use the mnemonic trigger. Everything fades to blackness.

While it is extremely difficult to escape this capture, wily characters might have tried to escape as soon as they discovered Moxy's true identity. If a character makes five consecutive successful Difficult Hide/Evade checks, he has escaped the Surveillance teams. However, if the character is accompanied by another person, both of their checks become Very Difficult and the difficulty rises to Near Impossible if three or more characters attempt to escape together. Thus, if the

characters are to escape, each should try on their own. Needless to say, the CIA will be after them, as described if they escape their surveillance in the previous chapters.

The captured characters are brought to the Robertson Memorial Psychiatric Hospital while they are unconscious and thus ends Sequence 2.

CONCLUSION

This sequence ends with the characters believing that they have been captured or killed by Militech troops. The players will undoubtedly be confused and angry at having lost yet more characters. Again, the GM should calm them with the assurance that these characters are not lost, just sidetracked, that the adventure is not nearly over, and there is still much more to come.

Take back their characters sheets, "for safekeeping". Then, at the next session, drop the bomb.

Give them the characters sheets of all Patterns. Make sure to give the right ones to the right players, and randomize the memories, skills, names, etc., so that the A persona's name is not followed by B, and so forth. Explain to them the following:

1) These are your real characters. The stats may be different, but have the same amount of points for the characters (more or less).

2) The names, backgrounds and skills for four people are all given on the characters sheets. Neither the characters nor the players know which are real, though they remember them all. Even their long-time characters might be only a false memory.

3) The characters all have the same skill points, but they are in different places. You will learn which skills are real and which are unreal over time.

4) Their personalities are very confused at the moment, as they have the personae of four or possibly more people all trying to take control within themselves. Encourage the players to roleplay this out.

In the game, the characters have been taken to the Robertson hospital, where the Pattern D personae are encoded, and then the Pattern A, B and C Patterns unblocked. Their appearances are changed to conform to the Pattern D personae. Then, when ready, begin part three of the adventure.

WHO ARE YOU?

The third part of this adventure is not an orchestrated scenario. It is the final phase of the Masterpiece experiment. The experimenters now discover what the effects of unblocking all of the Patterns at once has upon the characters. Can they figure out which memories are real or not? This scenario takes largely place in the hospital and here begins the real freedom of action for the characters.

SEQUENCE SUMMARY

This scenario involves the characters discovering who they truly are. Soon enough, there will be an attempt to escape, aided by William Fischer who is tired of seeing people's lives destroyed by this experiment. At this point, it is a run for the characters' lives and they may manage to escape if they keep their wits about them.

The rest of this sequence will probably involve the characters sorting out who they are and trying to hide from the CIA who is actively hunting them. The characters may also try to find out just what was done to them and stop it or expose it to the media. This part of the adventure will be based largely on the choices made by the player characters.

SETTING

The characters find themselves inside the Robertson Memorial Psychiatric Hospital. They are in Ward C, on the fourth floor of the building, which is a closed ward, with security guards all around it. If they manage to escape, they may travel anywhere they wish, therefore no specific locations are designated.

SURVEILLANCE

The character's hospital rooms and the entire C Ward is under constant surveillance. The cameras require an Average Awareness to detect, while the bugs require a Difficult Awareness check to detect.

This time, the characters have had tracers surgically implanted. Thus only through a Minor Surgery can the characters have these tracers removed and only if they realize they have them. The tracers will allow the CIA to find the characters within 2d6 hours no matter how far they go or where they hide. However, there is a chance that the CIA will let them run for a few days to observe what they do (depending on the mood of the GM).

CONTACTS

The characters have no contacts in this part of the adventure, as they are locked in a hospital. Once they escape they may attempt to contact any of their contacts from any of the Patterns. If the characters try to phone contacts from Patterns B-D, they will get an answer, but be immediately put on hold for 2d10+10 seconds, precisely the amount of time the CIA needs to trace the call. If they try to find these contacts physically, they will find them (they're in place for the next batch of test subjects) and these contacts will try to alert the experimenters as soon as possible, playing along with the characters.

If the characters try to reach contacts from Pattern A, they will find those people, but they will not recognize the characters as their appearance has been altered. If the characters manage to convince the contacts of their identity, the contact has been re-established and can proceed from there, but there is a 10% chance that the contact gets scared that the character has become a spy or something similar and permanently breaks off contact.

THE HOSPITAL

The Robertson Memorial Psychiatric Hospital is a four-story building with an underground parking lot. It is located in the North Oak suburb and is officially a military hospital. While it once had nearly a hundred patients, it now only has a dozen, not including the characters who have just joined its ranks.

Due to the extremely small number of patients at the hospital, visitors are generally not welcome and certainly not ignored. There are no security guards patrolling the grounds, though there are two security guards in the hospital who ensure that no one gets in or out who shouldn't. There are also two Military Police watching over the characters. The cameras on Floor 1 are monitored by the security guards. The cameras on Floor 4 are monitored by a Surveillance agent on Floor 3 in Ward C.

BASEMENT
The basement consists of only a parking lot. A hospital passcard is required to get in and out from it. There is an elevator which goes to all of the floors in the hospital.

1ST FLOOR
The main floor of the hospital is the only one inhabited by real patients.

- ### 1. Entrance:
  Entry or exit from the building requires either a High Security hospital passcard (only the people who work here and the experimenters have them) or identifying yourself to the security

guard on duty. If the visitor is legitimate, they may or may not be allowed entry. Visiting hours are from 10am to 3pm.

- ### 2. Guard Room:
  From this room, all of the surveillance cameras can be viewed, except those in the characters' ward. There are one or two guards in this room at any given time. They are not hard to slip past, requiring only an Easy Stealth check.

- ### 3. Offices:
  These are offices of the psychiatrists who work here. All of the offices are occupied, though only during the day.

- ### 4. Wards:
  There are four wards and, officially, these are the only active ones. The doors to them are locked with Medium Security Cardlocks. There are five patients in Ward A. They are all harmless patients suffering from extreme phobias, addictions and minor disorders. In Ward B, there is only one patient, who is a sociopath. In Ward C, there are four patients suffering from extreme disorders such as agoraphobia, schizophrenia, etc. In Ward D there are only two patients, who both suffer from extreme hallucinations.

2ND-4TH FLOORS
The 2nd to 4th floors of the hospital are officially closed. The wards are supposedly all empty. However, on the 4th floor, in Ward C, the characters are being kept prisoner. Also, the only psychiatrist at work is Winston Ansel.

- ### 1. Main Hallway:
  This main hallway is often unlit and one of the few large places the characters see. The elevators present require a hospital passcard to operate.

- ### 2. Empty Offices:
  These offices are empty save for a desk and chair.

- ### 3. Winston's Office:
  This is Winston's office, where he conducts his sessions with the characters. It soon becomes the site of many nightmares.

- ### 4. Lounge:
  These used to be lounges where patients could relax and visitors could meet with the patients, but the one outside of Ward C on the 4th floor is now home to two Military Police, whose orders are simply to ensure that the characters do not escape.

- ### 5. Wards:
  There are four wards, all officially closed. Only Ward C is being used, with the door locked by a High Security Keylock. The key is on the guards and Winston has one. The wards consist of six beds, an empty space with a table and chairs, and two washrooms.

LIFE IN THE HOSPITAL

The characters awaken lying in hospital beds in Ward C of the Robertson psychiatric hospital. They are wearing only hospital gowns and have no equipment of any kind. There is no one else on the ward, except two armed guards just outside the door. These guards are dressed in what looks like military police uniforms. They have billy clubs, Armalite 44's, and walkie-talkies visible. The guards will not talk to the characters, believing them to be insane.

The characters begin their stay at the hospital. Winston Ansel visits them at 9AM on the first day while they get their breakfast. He explains that they have been brought in by the police for causing a disturbance. They all seem to be suffering from a multiple personalities disorder. He is here to help them sort out who they really are. He then explains that hopefully through therapy they can all become productive members of society again. If they ask about the military police, he will explain that civilian psychiatric hospitals are strained to capacity, so they have been brought to a military one.

They are then subjected to the following schedule for the next few weeks (or until they escape):

HOSPITAL TIMETABLE

Time	Event
8AM	*Alarm goes off, all are supposed to wake up.*
9AM	*Breakfast brought in by two nurses, accompanied by the guards.*
10AM	*Character 1 escorted out by two more guards. They bring him to a room nearby where Winston Ansel waits. The guards wait outside while Winston has a counseling session with the character. See Sessions for more on what happens during this time.*
10:30AM	*Character 2 is brought in for a counseling session as above.*
11AM	*Character 3 is brought in for a counseling session.*
11:30AM	*Character 4 is brought in for a counseling session.*
12PM	*Lunch is served.*
1PM	*Character 5, if there is one, is brought in for a counseling session.*
1:30PM	*Character 6, if there is one, is brought in for a counseling session.*
5PM	*Dinner is served.*
11PM	*Lights out.*

Therefore the character's days will be quite dull, without much to keep them occupied. This should encourage them to formulate an escape plan. However, for maximum enjoyment, they should go through at least two counselling sessions each (all role-played).

COUNSELING SESSIONS

The characters' counseling sessions will consist of the following questions, with Winston Ansel acting as the psychiatrist:

- *What is your name? Your real name?*

- *Who do you think you are?*

- *Why do you think you are _____?*

- *Do you really think you did those things?*

Winston will try to induce as much uncertainty about who they are as possible. He will maintain that they are suffering from multiple personalities and multiple delusions. In other words, that they are crazy. Talk of the CIA or Arasaka being out to get them will only prompt him to ask why the character is so paranoid; he will try to discredit any claims that powerful forces were working against them.

The sessions should be infuriating to the characters, with the GM playing Winston as a patronizing but calm man who sees the characters as complete psychotics, with everything they say being utter lies.

If a character tries a new tactic, such as trying to enlist Winston as an ally, to try to escape, he will explain that it is pointless since these things never happened and there is no one working against the character.

The GM can also play up Winston's favorite hobby, finding people's worst fear and using it against them for his own pleasure. He is anything but an ethical psychiatrist.

SPECIAL EVENTS

There will be three special events during the characters' stay at the Robertson Memorial as described below:

NIGHTMARES

The first night, all of the characters, at different times, will experience the following nightmare:

> *"You are in the hospital, alone. There is no one else around, so you walk out the door and down the long hallway. In Ansel's room, you see him talking to someone and so you walk in to find him leaning over another person. You look to see who it is and see to your horror that it is you, and Ansel is tearing off your face, or the body' face. He then puts it on a hook nearby, where there are dozens of other faces, takes another, puts it on the body, then turns to you and says, "Who are you?""*

The characters will all be exhausted the next day, having received no benefits from the previous night's sleep. The nightmares were induced by William Fischer in hopes of scaring the characters into action.

DREAMS OF HOPE

On the third night, he will send the characters the following dream:

> *"You're in the deserted hospital again. Wandering out, you find your teammates standing around laughing and looking very happy. A black man is also there, but while you don't recognize him, you feel you can trust him. The man leads you all out of the hospital into a bright glowing light. Everything seems nice and wonderful and you awaken feeling refreshed."*

The characters are fully rested and feeling much better. This dream was also sent by William. He is trying to tell them that he and Angie will rescue them. He has hopes that the characters will eventually understand his messages.

INSOMNIAC GUARDS

The characters will begin to notice the guards yawning a lot. All of the guards on duty have developed severe cases of insomnia. They will be sleep deprived starting with the second night of capture. Thus on Day 3 of the characters' imprisonment begins day 1 of the guards' sleep deprivation. On Day 4 of imprisonment, they reach Deprivation Level 1, and get a -1 penalty to Awareness checks. On Day 5, they have a -1 penalty to Awareness, REF and all skills.

RESCUE

On Day 5 of the characters' imprisonment, assuming they have not escaped on their own, William attempts to rescue them. When he arrives at the hospital, he will use a passcard that he has illegally obtained, ride the elevator up to the 4th floor, and use his Hypnological power to lull the guards to sleep. He then takes their guns, and keys, and leads the characters out of their prison. They go down the elevator to the basement car lot and escape in a black sedan.

William drives to the Bodukkan Center parking lot (C3 #4). Then, on foot, the group is led by him up to the Central hotel (B4 #4) where they are checked in under the name Quigley Spain and led up to room 543 where the characters can sort out any plans that they wish.

The characters are now free to do as they wish. See *Freedom* for more information on what they can do.

FREEDOM

Now that the characters are free, they can try to sort out what happened, try to exact revenge or just try to figure out who they are. William gives each of them clothing and 1000eb, and wishes them luck.

WILLIAM FISCHER

The characters will get the following information from William:

- he cannot explain who he works for exactly, giving the general impression that he is with Infocomp.

- he was tired of seeing the characters being used as guinea pigs by the experimenters

- the experiment they were involved in was called Project Masterpiece and involved memory manipulation, but he can't say much more than that at the moment, other than that it was a company called W-9 that was doing it.

- he heard of a place called Johnsville, but he doesn't know what the connection is with the Masterpiece Project — although he knows that there IS a connection.

He will excuse himself the next morning, explaining that he has to go to work. He is hoping that no one saw what he did. Cameras recorded everything, however, but because of what he has witnessed and done, William isn't thinking straight. If the characters let him, he is picked up by the CIA at work and subjected to the Masterpiece Method, giving him an entirely new persona. He may come back to haunt the characters later... Alternatively, the characters may witness the abduction, adding to their paranoia and sense of impending doom.

If they do not allow him to leave, he will claim that his life is on the line. He will at the very least ask to call in sick to work. He will remain resolute in his determination not to reveal secrets of the American government. While he may disagree with their methods, he will not betray them more than necessary. He will try to convince the characters to let him go, or will eventually try to escape.

GAINING INFORMATION

There are many topics on which players might seek information. Here follow some of the more popular ones that will attract the character's interest. If a subject comes up that is not listed below, the GM should ad lib using the rest of the information in this adventure as guidelines. Remember that the CIA is extremely secretive and much better at keeping things a secret than corporations.

Each topic has sub-questions which the characters may likely pursue using the following three methods of research:

Streetwise involves a Streetwise check against the difficulty listed. The check is made after 1-6 hours of checking. The players decide the amount of time. A +1 bonus per hour after the first is gained for the check, up to a maximum of +5. Only one Streetwise check may be made per day. Only on successful checks is the information gained.

Library Search involves a Library Search check against the difficulty listed. The check is made after 2-12 hours of checking. The players decide the amount of time. A +1 bonus per hour after the second is gained for the check, up to a maximum of +10. Only one Library Search check may be made per day. Only on successful checks is the information gained.

Contacts involves using the characters' contacts. This assumes the contacts are real (i.e. from Pattern A) and in a position to tell them anything. Roll 1d10 against the Contact's related skill or special ability level. If the roll is lower or equal, the information is gained. Only one such check may be made with a Contact for a particular piece of information every three days.

ANGELICA

Not her real name, of course, nor was her last name ever given, so researching her identity will be extremely difficult. Also, the fact that her identity is changed every year or so by the CIA means that she has a very small datatrail to follow.

The characters, though, are in luck if they use Streetwise since she has been sticking around the same area for the past couple of months. A Difficult Streetwise check will locate her because she is still using the handle Angie on the street. A Very Difficult Streetwise check will yield the following information: "Angie? Hell, she's nasty. Chopper pilot for some top secret air force. Government-related I believe. Real nasty."

If the characters seek her out, they will find her home, a little apartment with no personal effects, nor anything of interest — empty. She will not show up until five days after the characters escape; see *A Face In The Crowd*.

ARASAKA

There are three topics of interest to the characters in relation to Arasaka: was there a real mass-murder as in Sequence 1 of the adventure; did they really seek out and kill the characters; and are they involved in Masterpiece? Of course, Arasaka might not be happy to see the characters snooping around asking potentially damaging questions, so caution is advised...

MASS-MURDER

Library Search (Diff 15): There was a massacre of the Blood Boys gang in the Zone in that area, though the identities of the murderers were never known. It was presumed to be gang-related, but without evidence the police could not pursue the case.

Streetwise (Diff 20): There was a massacre in the Zone in that area, though the identities of the murderers were never known. There were rumors that Arasaka boys did it, but no one can figure out why they would. After all, the gang, Blood Boys, never had anything to do with Arasaka, though it does seem they had some big time sponsors.

Contacts (Arasaka Executive): Arasaka took no part in the Blood Boys Massacre. Arasaka was never involved with the gang, nor did it have any grievance against them. Apparently it was a set-up to make Arasaka look responsible.

PARTICIPATION IN MURDER OF CHARACTERS

Library Search (N/A): No information can be gained on this topic.

Streetwise (Diff 25): Arasaka isn't concerned about the characters, in fact they didn't even know they existed. There is no reason they would even bother trying to kill them.

Contacts (Arasaka Executive): Arasaka took no part in the character's murder/abduction. They have no interest in the characters.

MASTERPIECE INVOLVEMENT

Library Search (N/A): No information can be gained on this topic.

Streetwise (N/A): No one has ever heard of such a project.

Contacts (Arasaka Executive): Arasaka is involved in no projects code-named Masterpiece or anything similar. Arasaka does not conduct mind-control experiments whatsoever, as far as the contact knows.

CHARACTERS' IDENTITIES

The characters will find that none of their identities exist or have ever existed in the mainframes of the government or in any legal mainframe. If they search in illegal, underground files, there is a 60% chance each that their Pattern A identities still exist. The CIA has just as much access to most underground facilities as anyone, but they aren't perfect. Make sure that the players list exactly the names they are seeking; such research takes a lot of time and money, especially considering the extremely paranoid operators of underground systems.

Otherwise though, all the character's identities have been wiped from government mainframes. They only exist somewhere in the dark files of the CIA. They are now officially Blanks, unless they somehow manage to dig up their files (remember, though, that the CIA's computers are well-defended — this won't be easy).

CIA

There are dozens of ways to research the CIA. As for Masterpiece, their investigations may trigger a lot of red flags, drawing down even more attention to them. Information on Masterpiece is still very hazy.

INFOCOMP/WILLIAM FISCHER

If characters research Infocomp for any relation to Masterpiece or W-9, they will find no connections (make 'em sweat out the research, though). They will also find no William Fischer either. In fact William Fischer, if they let him return to work, no longer exists. He never did.

JOHNSVILLE

There are three forms of inquiry surrounding Johnsville: recent history (newsclippings from last two years, etc.), background history and statistics. Neither Streetwise nor Contacts can be used to gain such information as there is no interest on the streets and, other than specialists, it is improbable that characters will have the necessary contacts.

RECENT HISTORY

Library Search (Diff 15): There is only mention that the Fool's Hope Faith was started in Night City and soon attracted followers to their "utopia" in Johnsville last year. The faith itself is based on the idea that forgetting your past gives you more hope for the future.

FARTHER HISTORY

Library Search (Diff 20): Johnsville, until two years ago, was government land. It apparently was a classified site, put to unknown uses. However, it appears that the land, though used by the village, is still under the control of the government.

STATISTICS

Library Search (Diff 10): Johnsville, as of this year, has 214 residents. Its economy is based primarily on manufacturing. What they manufacture is not listed, nor is there any other information.

MEMORY-MANIPULATION

If the characters ask around about it, everywhere they go they will get the same answer: possible, but who would have the resources to try it? The characters will again get the universal response: "not that I know of, but it would be top secret."

MILITECH

As for Arasaka, Militech doesn't like the idea of a group of bozos running around, asking questions and spreading lies. Caution is advised when looking for information. The GM should feel free to improvise based upon the following facts:

- Militech is aware that W-9 is a subsidiary of theirs and uses them extensively, but would prefer the public did not know.

- W-9's R&D division is so top secret even Militech doesn't know what's going on in it!

- Militech is infiltrated by the CIA. Some operations Militech undertakes are indirectly under the CIA's command. This is Top Secret info: the characters' inquiries, if directed at Militech executives, will get back to the CIA.

- Militech has no idea what Masterpiece is.

QUINCY DOWNE ET AL.

If the characters check out these names using Library Search, they do find the names listed as being employees of W-9. Where they live, however, is not listed. The characters do get full physical descriptions. The characters only get a few responses of having seen people fitting their description if they use Streetwise, but nothing concrete.

ROBERTSON MEMORIAL PSYCHIATRIC HOSPITAL

WHAT IS IT?

Library Search (Diff 15): Essentially a military psychiatric hospital, typically catering to those with Delayed Stress Syndrome and sometimes more exotic disorders brought on in the field. It is a purely military and government installation.

Streetwise (Diff 20): The Robertson is military, from top to bottom with no corp interests there in the least — only US troops who've gone over the edge go there.

Contacts (Government Official): The Robertson is a minor psychiatric hospital with maybe a couple dozen patients. All of them are ex-military, suffering from a variety of disorders. A lot of it isn't used however; some people wanted to use it because of all the space, but the government adamantly refuses.

ADDITIONAL DETAILS

Library Search (Diff 25): There are only a dozen patients in a hospital with a hundred beds. Also, a few wards are classified Top Secret, off-limits to anyone except those with major clearance.

Streetwise (Diff 20): The place reeks of top secret. Probably weird government experiments are going on inside, but no one can get close enough to find out, even if they wanted to.

Contacts (Government Official): "A lot of secret stuff goes on there and asking questions gets you into hot water. I'd say it's some sort of secret research lab."

MASTERPIECE INVOLVEMENT

Library Search (N/A): No information on this topic.
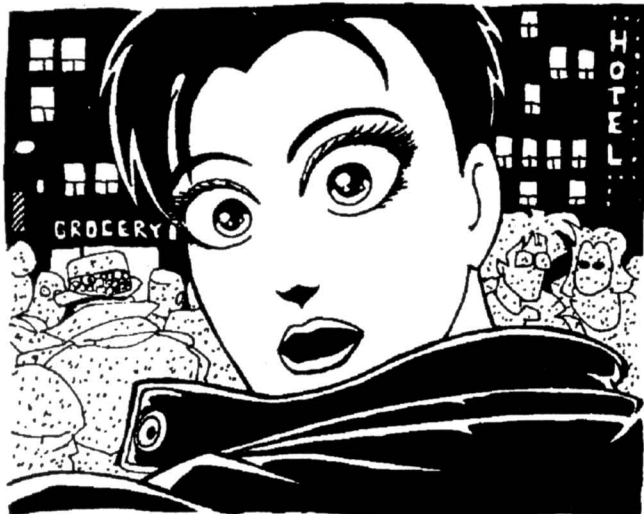
Streetwise (N/A): "Waddya talking about?"

W-9

This company may be of particular interest to the characters, because it is the best clue they have besides Masterpiece.

WHAT IS IT?

Library Search (Diff 20): W-9 is an extremely secretive company which does consulting for military organizations on psychological warfare techniques. It is also a subsidiary of Militech.

Streetwise (Diff 15): "W-9 is some ultra-twisted psycho-warfare outfit, real nasty boys. Don't mess with them, 'cause they'll mess your head up real good."

ADDITIONAL DETAILS

Library Search (Diff 25): There are two divisions, one of which is the advisory board, which has twenty psychiatrists and psychologists on call around the world. The second division is called Research and Development, in which there are six employees: Quincy Downe, Winston Ansel, Emily Swain, Robert Defoe and Yves Gerard. What they research is unknown, except that their budget is quite large.

Streetwise (Diff 20): W-9 consults with military groups and tells them how to psych out the enemy. Apparently they also do research on new and better ways to psych people out. However, what they do is extremely hush-hush.

MASTERPIECE INVOLVEMENT

Library Search (N/A): No information can be gained on this topic.

Streetwise (N/A): "Masterwhat?"

A FACE IN THE CROWD

Five days after the characters escape, they will have a chance encounter. A Difficult Awareness check will reveal Angie walking down the street, looking slightly different. She will not notice the characters.

If they follow her, she returns home. She only goes out to get groceries every once in a while. She has a blank look and walks slowly.

If the characters confront her, she is completely surprised and does not recognize any of the characters. If they try to remind her, there is a 1 in 10 chance per attempt she will remember them. She will then become extremely confused and tell them that they must go somewhere to talk. Assuming they comply, she leads them to her apartment.

Once there, she explains that she doesn't know why, but she remembers the characters, and something dangerous about them. The characters should slowly realize that she has had her memories blocked. They may attempt to help her remember by relating what happened to them.

She will remember the following after a few hours if the characters help jog her memory:

"She used to fly for Air America, a CIA airline. They got her to pretend to be someone in this experiment. The experiment involved memory-manipulation, called Masterpiece. It was to see if they could block a person's memories and then unblock them. Masterpiece is a CIA experiment."

Once they have established this, she can make four INT checks at -5 each day to remember the following (the players should specify which information they want her to try to remember):

- The names of the experimenters
- The experimenters' physical descriptions
- The experimenters' specialties
- W-9 is a cover for the CIA, who used it before.
- The location of all Bases (separate rolls)
- Robertson Memorial is and has always been used largely by the CIA
- The procedure for the experiment
- There is a similar experiment, except on a town
- The town's name is Johnsville, code-named Spring
- Johnsville is one of the main bases of the Masterpiece Project.

The GM should use his or her discretion to determine whether she knows other information that the characters request. She does not know William Fischer, though if they mention that he said he worked for Infocomp, she can try to remember that Infocomp is usually the cover corporation for NSA agents, and she knows that the NSA did some surveillance for this experiment.

All of Angie's piloting and technical skills have been blocked, as well as her memories. The same method used for retrieving the memories can be used with her skills. Once she tries to use them, if she makes the INT check -3, she fully remembers the skill

and regains it. She will side with the characters because she is very angry at having been disposed of in such a cruel manner. They were apparently tired of her and wanted someone new, so they blocked all the relevant memories and dropped her off in the city. Note that she no longer has the helicopter.

DEALING WITH THE CIA

The characters have three major options in how to deal with the CIA, assuming they do not just forget the whole affair and move on. They can either exact revenge, expose them or use their own methods against them.

VENGEANCE

The characters may want to exact revenge upon the Masterpiece experimenters. If Angie is able to remember the location of the Bases, they will find the five at Base 1, along with a dozen Special Ops agents and a dozen Surveillance team members. However, none of them expects anyone to be coming after them, so the characters will have the element of surprise. Twenty-four more Special Ops agents will arrive 2d10 minutes after the characters attack though, so the characters must either be very quick, ensure that they cannot call in for help or get in and out under a minute (just to be safe).

All of the stats for the experimenters, Special Ops and Surveillance teams are given in Masterpiece. All will fight back, intent on killing the characters. Emily will use the nerve gas grenade if it looks like the characters will kill them all.

If the characters manage to kill any of the experimenters, they will be pursued by a massive manhunt. Every police station will have the characters' pictures, along with murder charges and a reward of 20,000eb for any information leading to their capture. The characters have just made an enemy of the CIA — bad move.

EXPOSURE

The second possibility is exposure of the experiment. The characters may decide to go public with the information they have gained, in hopes of stopping it. Unfortunately, none of the major news services will touch the story. In fact there is a 10% chance per major network they contact that they tip off the CIA to the character's attempts.

The characters may also try to reveal the story to the authorities. The city police will dismiss the story as too fantastic to be true, but the FBI will investigate. They will then return with the findings that Johnsville is legitimate and nothing is wrong.

Once the CIA believes the characters are trying to release information on their experiment, they will clamp down on them, trying to locate them (4 in 10 chance per day if no attempt are made at hiding), capture them, and block ALL memories. The characters awaken as street people, not remembering anything they once knew. If they try again, they are killed.

They will have to resort to pirate stations or the really small media services. This will definitely tip off the CIA to their attempts. If a character has a high-ranking media contact from the Pattern A persona, he may be able to convince them to air the story. This is the only way of getting the story out, other than taking over the station's signal.

Assuming the characters have more than hearsay as proof, the characters win. The Masterpiece experiment is investigated by a Congressional committee and immediately stopped. The inhabitants of Johnsville will all commit suicide rather than "lose their faith". All of the experimenters will be found dead, "suicides". The characters will be awarded 1,000,000eb settlements from the government for their troubles, while the CIA will open "troublemakers" files on them. If they have any sense, now would be a good time to disappear.

COUNTER-MEASURES

The characters may decide to fight fire with fire. Beginning surveillance of the experimenters, they will soon learn that they are up their old ways. They have four people, three women and one man, whom they have going through the adventure. When the characters begin surveillance, the experiment is in Phase 1. They can try to record the whole thing, help the subjects escape, whatever. If they follow the whole experiment from start to finish, they end up at the Robertson Memorial, which is now protected by twelve Special Ops agents around the clock.

The characters, if persuasive, may get the major networks to air the video they have gained, in which case see *Exposure* above.

There are other possibilities: the characters may try to obtain the memory manipulation equipment, destroy it, or use it themselves. They may try to learn more about the experimenters and use the equipment on them, or just follow them. If they follow the experimenters for a month, they will be lead to Johnsville.

JOHNSVILLE

Johnsville is the site of an experiment in controlling a large group of people through memory-manipulation and some drug use. This experiment, code-named Spring, began over a year ago and has over 200 subjects, all under the cover of a cult called The Fool's Hope, led by The Fool, a religious leader whose identity is completely fabricated by the CIA.

The characters will most likely learn about Johnsville through Angie, as the media has developed no interest in the cult. The characters might learn more if they conduct research into the strange little town which might hold the key to their true identities.

LOCATION

Johnsville is located just north of Eureka on the Klamath River. It is quite out of the way, sequestered behind a ridge. There are few signs leading to the village and most maps do not to list it at all. Characters will require a successful Difficult Library Search check to locate the village on a map due to the strange secrecy surrounding it. There are no other settlements within 10km.

THE FOOL'S HOPE FAITH

The Fool's Hope faith is a recent cult, formed about a year and a half ago by The Fool, their religious leader. The majority of the members are outcasts of society, the homeless and down-trodden. Those without any hope have joined this cult in large numbers, though its membership appears stable at the moment.

- **Image:**
  The Fool's Hope cult is relatively unknown to the general population. It is mainly those on the street who have heard about it and only a year back. They remember that the cult offered an utopian life and hope for those who didn't have any. "Quite a nice bunch, it appeared, but they're probably crazy in some way. Aren't all cults?"

- **History:**
  The Fool's faith began a year and half ago. It was formed by a man who went by the name the Fool. He had a couple of dozen followers when the cult started and easily attracted two hundred more from the Combat Zone — mainly those whose life wasn't going anywhere anyway.

  All of the followers were then relocated to Johnsville where their utopia was to be set up. With the Fool as their leader, he gave them homes and

jobs in this previously uninhabited valley. They got jobs working in factories that the Fool managed to get the government to build here.

And then, the real utopia was created. One after another, the villagers had their memories blocked. Now, with the sedatives they take daily, they are perfectly happy. There are no troublesome memories of the past worrying them; they just do their jobs and enjoy life. No worries, no hassles. Life is just great.

• Beliefs:

The Fool faith cult members believe that the past is a terrible thing and that it is best to forget it. By just concentrating on the present and future, they believe hope returns to life and everything becomes great without worries. They truly believe in the phrase: "Ignorance is Bliss". They also fully believe whatever the Fool tells them.

• Organization:

This cult is a pure dictatorship. The Fool dictates what happens and the villagers listen. There is no priesthood of any sort. The only other people in town with any power are the guards, who are not part of the faith.

• Status:

There are nearly 200 members of the faith, all located in Johnsville. Because the cult does not bother anyone else and is fairly isolated, the public ignores it. As a result, the government doesn't worry about it.

• Relations:

The Fools keep to themselves, so there are no relations with other cults and faiths.

• Member Types:

The majority of members are streetpeople and homeless. However, there are a small number of ex-Cyberpunks such as Solos, Netrunners, Techies, etc. These are all past subjects of the memory experiments. The characters would also have been part of the cult if they hadn't escaped from the hospital after a month. Aren't they glad they left?

VILLAGE DESCRIPTION

The village is located in a small valley, surrounded by light forest on all sides. There is also (curiously enough), a razor wire-topped, electrified chain link fence surrounding the town (far enough into the woods not to be visible, though). As it turns out, the razor wire is facing in, meaning they want to keep people in, not out.

There are also ten guards on duty at all times (twenty if the village is on alert). Six are in two-man teams on ATVs patrolling the woods. They are wearing hunter's clothing and carry AKR-20 assault rifles. They will warn off strangers and recommend wandering villagers to return home. There are two uniformed guards posing as policemen in the village; they carry Armalite 44 pistols. The other two guards look and act just like normal villagers. They are undercover and carry Glock-30 Machine Pistols (20rnd clips).

Otherwise, the village has about sixty houses, four large factories and other standard amenities typical to a village, including a large church. There does not appear to be any vehicles in the village, except the ATVs.

As far as surveillance is concerned, all of the roads are watched by hidden cameras (Very Difficult Awareness to detect), including the only road into the village, which also has Motion Sensor that detects anything car-sized or bigger.

VILLAGE ROUTINE

The village routine follows the same routine day after day. Over half of the villagers start work at the factories around 8AM, eat lunch at noon and return home around 8pm for supper. Those who do not work at the factories have domestic chores or do odd jobs around the village. At 10PM, all villagers gather in the church until midnight when they go back home to sleep. The entire village is asleep from 1AM to 7AM, with only guards wandering the streets. There is an active curfew during this time period.

Once a month, a convoy of four large semi-trailers drives into the village, loads up with goods produced at the factory and leave for a secret airfield where their cargo is loaded into a variety of planes leaving for undesignated locales. The trucks have two CIA Special Ops personnel in each one.

The "hunters" patrol the forest around the village and greet any visitors, encouraging them to leave as soon as possible. The Fool wanders about the village during the day or meets with his counselors (none other than the experimenters).

VILLAGE KEY

Johnsville has approximately 200 inhabitants living in small homes in a valley, surrounded by a forest. Hidden cameras are scattered about to keep a watch over things in general.

• 1. Main Road:

The only road into the village is monitored by a camera and motion sensors. Anyone driving down it will be greeted at the entrance to the village by two "hunters" on ATVs. Otherwise, the road is very well made and appears to be able to handle large vehicles easily.

• 2. The Fence:

There is an electrified chain-link fence topped with razor wire surrounding the village along with cameras interspersed in the woods. The woods are light enough to allow ATVs, which "hunters" use for patrol, through them. There are signs warning that this is private property and that trespassers will be prosecuted.

• 3. The Village:

The village is composed of over sixty small buildings which house 1-4 people and a few larger buildings housing 4-12 people. The homes are not locked, and villagers move about them throughout the day. It is difficult to get around this region without being seen.

• 4. Security Headquarters:

This is where the "hunters" live and work. There are usually 4-6 ATVs sitting around this house and, unlike the rest, all of the first floor windows are constantly covered by drapes. Inside, all of the cameras in the village feed to monitors and from here the guards can coordinate security in case an emergency arises.

• 5. Factories:

There are four large factories where the citizens work. Inside, there is a jumble of machinery, much of which is automated. The factories produce cheap knock-offs of the Darra-Polytechnic M-9 Assault Rifle and ammunition for them. These weapons are loaded onto semi-trailers that come into the village once a month and end up in the arsenals of third-world countries around the world.

• 6. The Church:

This is the spiritual center of the village and the home of the Fool. See the Church below for more details.

• 7. William's Home:

This is where William lives, alone. The house is not particularly special. He has no personal items inside. This is where he will take the characters if they confide in him. There is a special emergency button which he can use to secretly summon the guards.

• 8. Police Station:

This is the village police station. It is nothing more than an office and jail cell. This is where the police guards work out of. It is directly connected to the Security HQ.

• 9. Fire Hall:

The only fire truck in the region is parked in this building. The firefighters are entirely composed of village volunteers. The firetruck is also one of the few vehicles around and could provide a good if conspicuous escape vehicle.

• 10. School:

This is the village's school, where all of the village children attend. There are only twenty children ranging from 2-16 in the village. One of the villagers teaches the children.

• 11. Hospital:

The small 10-bed hospital is equipped with state-of-the-art medical equipment, including a neural manipulation device hidden among the other high-tech gear. There are two qualified doctors in the village, with one on call at any one time. There will be 1d6 patients in the hospital at any given time. At the GM's convenience, memory files might be hidden away in a secret safe, ready to be used in experiments.

• 12. General Store:

This general store caters to the villagers, where they can spend their measly daily 10eb pay. It has everything that most general stores have, except magazines or any information on the outside world.

• 13. Monument:

This is a monument to the Fool, a great slab of marble with the tarot card The Fool carved into it. Below reads the inscription, "Ignorance Is Bliss".

Happy Daze

Strength: 2   **Cost:** 36eb   **Difficulty:** 18
TTTE: 2d6 Turns   **Duration:** 2d6 Hours
Method Taken: Ingested
Primary Effects: Sedative +2, Hypnotic +2
Side Effects: Clouded Thinking -4
After Effects: None
Cumulative Effects: Amnesia -2   **Features:** None
Description: The drug is a white powder which is mixed in with the villager's food, and promotes serenity in their minds and blind obedience. It also helps to keep their memories blocked.

CHURCH

The church is the center of the village's spiritual life. It is full at 10PM every evening until midnight for the Fool's sermons. These sermons tend to be explanations of why the outside world is so screwed up for being caught up in the past and how great life is in the village where everything is nice and free from unpleasant memories.

• 1. The Church:

There is seating for 200 people. Everyone but the "hunters" attends the sermons, even the police and especially the undercover guards. Quincy Downe occasionally catches it too. The walls have the 22 Major Arcana of the tarot on them, with The Fool behind the podium where the Fool stands. The doors into the church are typically unlocked.

• 2. Podium:

This is where the Fool addresses his people from. There is a microphone and not much else. The door into the Fool's home is locked with a High Security Vocolock, keyed to himself, the guards, Quincy Downe and William.

• 3. Reception:

This is where the Fool meets with villagers and discusses village activities. He also uses this room to meet with the guards or other "guests".

• 4. Kitchen:

There is a separate entrance which allows the servants access to the kitchen. It has a Medium Security Vocolock, keyed to himself and the servants. The kitchen is fully equipped and stocked.

• 5. Dining Room:

Every evening, this is where select guards, the Fool and William eat. The meals are always incredible since they managed to "convert" a chef at one point. On some nights, the Fool entertains female villagers whom he wishes to seduce.

• 6. Living Room:

This is where the Fool relaxes with his complete entertainment system (he is the only one except the guards who gets TV), and meets with William. It is a luxurious and wondrous room.

• 7. Bedroom:

This huge, luxurious bedroom is surrounded by huge, poster-size versions of the Major Arcana, with The Fool covering the ceiling like a mosaic. He is seldom alone at night, having seduced some female villager.
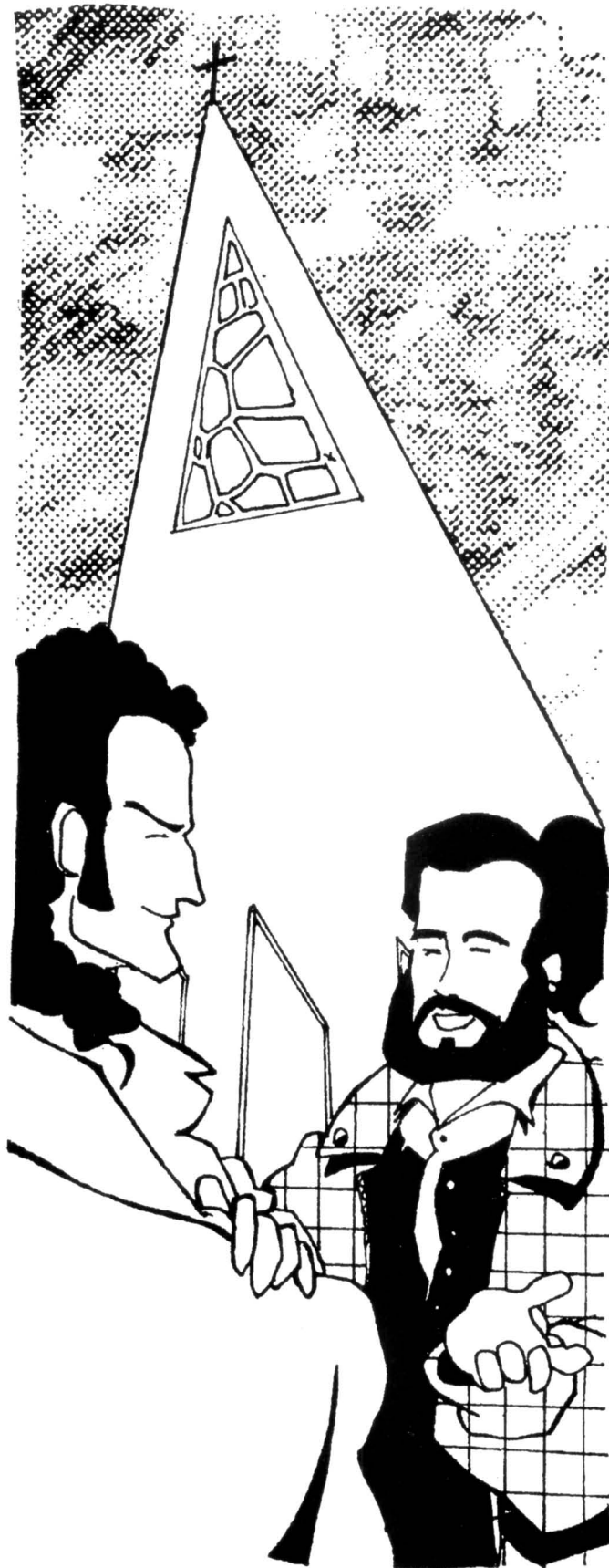
CONTINGENCIES

There are three possible ways the characters can enter the village, with the Fool having no warning, some warning or complete warning. This depends upon the characters' actions. If they have been asking around a lot about the village and have been very obvious about their interest in it, he will have complete warning. If they have gone after the experimenters and harassed or killed them, he has some warning that they may attempt to disturb the village. If they have kept completely quiet and secretive in their efforts, he will have no warning.

COMPLETE WARNING

If the Fool has complete warning, he will have the village on alert and call in double the normal amount of guards. Of the extra guards, four will be undercover and six will join the other six as "hunters". At this time, any intruders will be eliminated in the most quiet and efficient manner.

The villagers will also be warned that anything out of the ordinary should be reported. William will be advised that there may be infiltrators who seek to undermine the village. He will be on the alert for the characters and attempt to get as much information out of them as possible.

Getting into the village will not be easy for the characters. Driving in will alert the guards immediately and walking in will probably be detected. Flying in may be the best alternative, except that they will be immediately alerted and if needed, two Bell AH-99 gunships will be called in. They will arrive 2d10+10 minutes after called.

SOME WARNING

If the Fool has some warning, he will have the village on standby alert, with the extra guards on call, but not on duty. They will all be outfitted as "hunters" and can arrive 2d10 minutes after being summoned. All existing guards will be extra alert and seek to eliminate any intruder as quickly and quietly as possible.

The villagers will again be warned that anything out of the ordinary should be reported. William will be advised that there may be infiltrators who seek to undermine the village. He will be on the alert for the characters and attempt to get as much information out of them as possible.

Getting into the village will not be easy for the characters. Driving in will immediately alert the guards and walking in will probably be detected. Flying in may be the best alternative, except that they will be immediately alerted and, if needed, two Bell AH-99 gunships will be called in. They will arrive 2d10+20 minutes after called.

NO WARNING

If the Fool has no warning, the village will be following its daily routine. The extra guards will require 30+1d10 minutes to arrive and existing guards will seek more to persuade intruders to leave than attack them outright.

Getting into the village will be slightly easier for the characters. Driving in will alert the guards immediately and walking in may be possible as there are less guards, but the fence must be circumvented. Flying in will instantly alert the entire village to the characters' presence and two Bell AH-99 gunships will be called in if needed. They will arrive 2d10+30 minutes after called.

OPTIONS

The characters face a number of options in how to deal with the town. There are several possible goals, some of which may be included in the characters' plans, such as assassinating the Fool, rescuing the Villagers and/or William, gaining information and then possibly exposing the Village.

ASSASSINATE THE FOOL

Assassinating the Fool is no easy proposition. While the characters could easily get in and have a sniper shoot him while he wanders the village, the guards would instantly be upon them, as would a village full of fanatics whose leader has been killed.

The effects of such an assassination would throw the village into confusion. The CIA would send in twenty-four Special Ops agents to keep things calm and try to set up a new leader, possibly William. It would also alert them to the characters as real threat and renew their hunt for them.

RESCUE THE VILLAGERS

Rescuing the villagers is no easy prospect. First, all of the guards and the Fool have to be eliminated or subdued before they can reach the populace. Then, they have to overcome the mind-dulling effects of the drugs, and lastly they have to work with each individual villager to unblock all of their memories and, hardest of all, convince them that this wasn't really a utopia — in other words, deprogramming.

This would be extremely difficult since CIA Special Ops troops would be flown in aafter three days to try to return the cult members to their "home". If they then faced exposure, see *Exposure* below for what would happen.

This would all require a great effort, though one which would gain the characters considerable acclaim for having rescued an entire cult. However, other cults might see the characters

as threats to their existence, and the CIA would be displeased, even assuming the characters "forget" to mention their involvement. It would be, however, the humanitarian thing to do. But then again, this IS Cyberpunk...

RESCUE WILLIAM

The characters might decide that before they try to rescue everyone, they might get a key person, an old friend, out of the village. Or they may just want to help him out after he helped them. Unfortunately, William isn't quite himself. Therefore, when the characters find out, they are going to have to somehow try to unblock his memories and deprogram him. He will be very resistant to such a thing until the end, when he will realize what happened and be very grateful for the characters' help. He will also relate everything that he knows about the experiment, and the fact that he worked for the NSA (he's lost faith in the government and is not worried about "secrecy").

William's absence will not go unnoticed for long. A small search will be launched for him, especially to see if anyone abducted him. For two weeks after his disappearance, the village will be on full alert. The Fool is not pleased that his right-hand man is gone.

RECONNAISSANCE

If the characters decide just to check things out first, they will face the task of sneaking around the town. This will require several Stealth and Hide/Evade checks, as well as Awareness checks to detect the cameras hidden here and there. The characters may learn about the information listed above in their trips into the village. If their visits are relatively covert and manage to stay quiet, there is a good chance that the guards and Fool do not notice them. However, if one of their excursions goes afoul, the village will be on full alert for the next two weeks.

EXPOSE THE VILLAGE

The characters may wish to expose the village to the world, to show what the government is doing to its own citizens, or at least show the brainwashing of cult members and their use as slave labor. Major networks would love to air this story, paying upwards of 100,000eb (or more if the characters are truly persuasive). However, this will depend upon the amount of evidence they have; a deprogrammed William would double the story's value as a "survivor".

The effects of airing such a story would be immediate. The village would be found filled with dead bodies the following day: all suicides. The cult, apparently fearing the ridicule of their faith by the outside, decided to die in a mass suicide led by the Fool. All evidence of any government association is gone.

In fact, the CIA Special Ops agents have moved in and killed everyone in the village, including the Fool (it had to look real). They then removed all evidence — all the weapons and factory equipment — and cleared out. The experiment gets cancelled and the characters now top the CIA's problem list. The CIA and government will deny any involvement in Johnsville.

The characters may also try to reveal the story to the authorities. The city police will want nothing to do with the story, which they will dismiss as too fantastic to be true, while the FBI will investigate. They will then return with findings that the cult is legitimate and nothing is wrong.

CONCLUSION

This concludes the adventure. The characters may or may not have stopped a major conspiracy to control human beings, and may now be sought out by the CIA. If the characters have kept their faces out of the papers and tried to keep as low and secret as possible, they are relatively safe. The CIA will watch them for up to three years to make sure they are not dangerous to the organization. Unless they cause further trouble, the characters' files will then be filed.

If the characters have put themselves into the media limelight as much as possible and continue their "crusade" against government corruption, they will live out long lives. After all, killing them in this case would only make them martyrs and legitimize their claims.
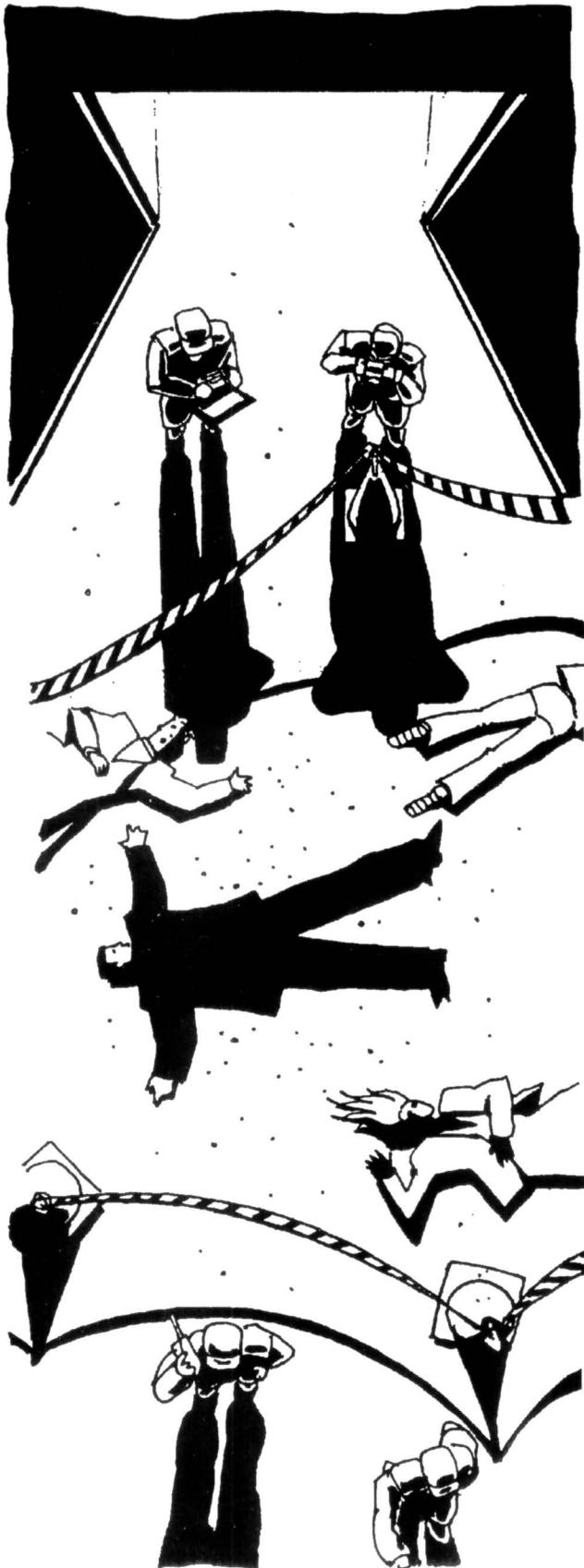
LOOSE ENDS

Remember Me? has a few loose ends and will undoubtedly leave a lot of room for additional campaigns. Here are a few recommendations for bringing them to a close:

ANGELICA

Angie, assuming she survives, will want to stay close to the characters. She believes there is safety in numbers. She will also prove to be a valuable asset to the team with her variety of piloting skills and may be able to net the characters various mercenary jobs through her connections in that field. In any case, she will be a valuable new contact.

WILLIAM

Assuming the characters rescue him, he will set up a small electronics shop from which he will do occasional work for Infocomp. While the CIA presses to charge him for breach of security, the NSA, recognizing his outstanding work for them, will allow him to live out the rest of his life peacefully. He will be a valuable contact for the characters since his skills are out of the ordinary, to say the least.

THE EXPERIMENTERS

The experimenters will probably die, either at the hands of the characters or Special Ops agents. They hold too many secrets to escape alive and they are too arrogant in their positions to bargain with the characters. Therefore, their presence will most likely end with the adventure.

In the best case scenario for them, the characters do not disrupt the experiment, it goes on normally; they complete it and move on to the next project.

THE MASTERPIECE PROJECT

If the characters expose it, the Masterpiece project will be scrapped. If they leave it alone completely, it will be successful. The Masterpiece technique will be used on agents to provide complete covers for them and on enemy agents or other enemies of the CIA to eliminate any possible threats. If the project fails, the techniques may still be used, but to a lesser degree.

JOHNSVILLE

If the characters do not investigate or expose the village, it will thrive for two more years before a News Network 54 investigative team exposes the story, after which the town "commits suicide". All connections between the village and the CIA will be destroyed and the villagers will be recorded as yet more victims of cults.

MEMORY MANIPULATION EXPERIMENTS

Even if the characters expose Johnsville and/or the Masterpiece project, some of the memory-manipulation experiments will go on. They will increase their secrecy and perhaps develop stronger cover stories.

Only if the characters threaten to expose the experiments as part of a series and show commitment to investigating such a conspiracy will the other experiments be put on hold and may be cancelled. If the characters manage to expose a whole series of experiments, all memory manipulation projects will be cancelled. This will seriously damage the research of the CIA psychology department.

CIA

The characters are likely to gain the disfavor of the CIA no matter what they do. This is not good, but the CIA is unlikely to try anything else if the characters lay low and do not cause further trouble.

However, only the CIA knows who they truly are and will keep track of them, ready to exact vengeance should the opportunity ever arise. Use the CIA as a wild card in future adventures. Just when things seem to be going right for a change, have a CIA assassin pop up stating, "Do you remember me...?"

CHARACTERS' LIVES

Perhaps the worst part of the adventure was the living hell that the characters went through not knowing who they truly were. This will live on with them; they will always be unsure just which memories are real and which were fabricated. Also, some memories will remain buried, providing all sorts of new adventures wherein old "friends" show up whom the character cannot remember or childhood enemies whom the character could swear they never saw emerge before. Keeps life interesting.

THE POWERS THAT BE

The United States in 2020 is inundated with intelligence agencies sticking their noses into everything they can. There are over a dozen intelligence agencies dating back to the heyday of the States and a couple new ones such as the Office of Economic Intelligence (OEI), which watches over corporate concerns, and the Federal Cybernetics Registration Commission (FCRC), which keeps a close eye on cybernetics development and registered cyberpsychotics.

Still well-placed in this network of government outfits is the Central Intelligence Agency, which coordinates and compiles information from a few other agencies. Indeed, the lines between the various bureaus have blurred to the point where it is hard to tell who works for which department.

The CIA stays on top of this blurring, keeping tabs on who really works for who and ensuring that their activities remain in their hands only. They have kept a level of secrecy that rivals only the reformed NSA, who sometimes act as their rivals and sometimes as trusted allies.

Currently, the memory-modification experiments are unknown to any of the other intelligence agencies. This is a CIA project all the way, with only the NSA sharing knowledge of its existence (though they were never *officially* informed of it). This creates an unusual situation where some members of the intelligence community are helping the CIA with the project, but don't exactly know what the project is. This could be used to the characters' advantage if they realize it.

Two intelligence agencies (CIA and NSA) are presented with background information to help the GM run their various operatives throughout the adventure. Note that while the NSA does not know exactly what the CIA is up to, they may have their suspicions.

CENTRAL INTELLIGENCE AGENCY

The major protagonist in this adventure is the CIA, which still operate in the 21st century. The Central Intelligence Agency was the foreign intelligence agency of the United States, but has now extended its concerns to both foreign and domestic affairs.

PUBLIC IMAGE

The CIA has always been maligned by the media and has been the source of much fear and confusion. Their past activities, uncovered by the freedom of information acts and the showdown of the early 2000s, have brought out so much of their deceit and terrible activities that the populace has little trust or faith left in the CIA.

Despite that, there is little knowledge of the CIA's current activities, and little interest in their existence. In fact, government agencies as a whole are being largely ignored while the corporations bear the brunt of the media's watchful eye. The CIA is largely believed to be a dinosaur of the Cold War years; many believe it to have been disbanded years ago during the destruction of the Gang of Four (see Home of the Brave).

The high level corporate or mercenary affairs know this to be quite the opposite. However, it is in their best interest to keep this knowledge to themselves since the CIA works closely with both in the 21st century. They also pay well enough to keep things very quiet.

BACKGROUND

Established in 1947, the Central Intelligence Agency was born out of the Office of Strategic Services (OSS) as part of the National Security Act. The CIA's primary objectives where to determine the Soviet military's strengths and weaknesses, with secondary interests in terrorism, drug trafficking and world resources.

They soon extended their involvement to political, psychological and economical warfare, as well as paramilitary incursions. While initially these projects were aimed at communist states, the definition of "communist" soon became blurred, and their activity around the world became heightened.

The aims of their covert activities were also controversial. While the excuse for the mind-control experiments between 1949 and 1973 was stated as a reaction to fear of similar Soviet research, their methods were certainly questionable at best. Nearly twenty separate experiments out of 50 involved humans, the majority of them being unaware or unwilling test subjects.

Heavy involvement in money-laundering, arms trading and the drug trade throughout the latter part of the 20th century was suspected as well. The CIA managed to keep these activities as hidden as possible, therefore the media always focuses on Biotechnica's secret wars or Arasaka's covert affairs instead.

Although the CIA was severely weakened by the purges which started in 2004, its collaboration with the new government kept it alive long enough to regain at least part of its former strength.

RESOURCES

The CIA headquarters are in Langley, Virginia, and there are regional branches all around the world. There are over 30,000 personnel in the direct employ of the CIA, with hundreds of thousands of informers spread out in every major corporation or government in the world. Of those 30,000 employees, there are over 12,000 operatives (spies and agents).

The CIA has an annual budget of two billion eurobucks, plus an income of over 3 billion euro from illegal gun and drug running, which makes up its black budget. In other words, they need not worry about money. They also have the combined resources of several intelligence agency and military force in the United States, plus the support of many intelligence agencies around the world. They have Special Forces troops specifically under their command.

Any equipment or vehicles the CIA needs can easily be obtained, including heavy-duty military issue gear, usually within hours or days.

CURRENT ACTIVITIES

The CIA, as usual, correlates and evaluates all forms of intelligence, including: technical, scientific, military, strategic, political, economic, biographical and geographical. Everything interests them, and thousands of analysts, plus the most advanced computers and AIs, put all of this information together just in case it might prove useful.

Standard operations the CIA is involved in include counterintelligence, exploiting and developing new technologies, conducting espionage upon other nations and corporations. They also conduct paramilitary incursions when necessary and train allied (and some unallied) foreign troops.

Their Technology Development division is currently interested in the memory-control experiments. There are nearly fifty individual projects in this field alone, some dating back to the 1980's. The overall aim of the projects is to find techniques to facilitate the control of human memory.
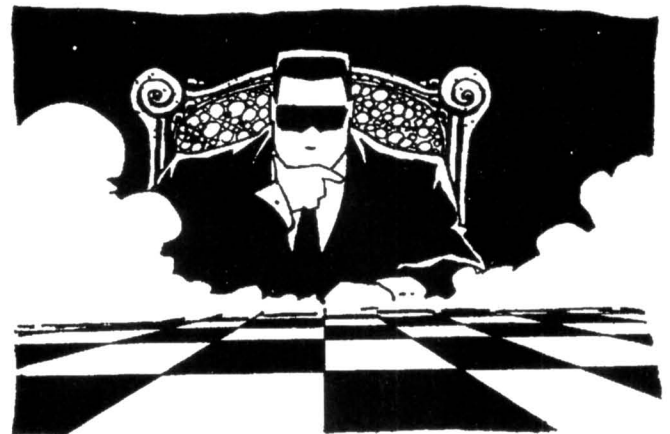
NATIONAL SECURITY AGENCY

Another intelligence agency in the United States is the NSA, which is also one of the best known agencies. Being primarily concerned with intercepting electronic transmissions, it has thrived in the information age.

PUBLIC IMAGE

The NSA is a little known agency. It used to be well-known after the events leading to the Collapse, but most people believe it has been completely disbanded. It has been nicknamed "No Such Agency" to reflect this.

There has been recent interest in the NSA, as corporations accuse it of intercepting top secret corporate information. Because of this, the public is slowly learning more about them, but the main image of the new NSA is a behind-the-scenes overseer and not the villainous monster that the CIA is believed to be.

In corporate circles, characters would know that the NSA has the right to intercept all foreign and domestic communications as long as the information is confirmed to be originating from or related to a foreign government. Because almost all major corporations are multinational, they generally know all corporate moves and some suspect them of manipulating corporate affairs, though these are only rumors.

BACKGROUND

Established in 1952, the NSA was the single largest intelligence agency in the United States. Its primary objectives were to conduct surveillance of all foreign communications, to break foreign codes and create new codes for the US.

As part of the now-infamous Gang of Four, the NSA controlled a great deal of the politics of the United States at the end of the twentieth century. After a series of bloody confrontations with the government between 2004 and 2008, the NSA was all but destroyed. After a few years, it was secretely reformed, this time under tighter government supervision.

The NSA has kept in the shadows for most of its new existence, working out of secret locations and keeping its activities low-key. These days they work mostly with the CIA, though this partnership is becoming strained because the CIA strives to maintain the shroud of secrecy surrounding its activities. This causes tension, which has brought on some confrontations.

RESOURCES

The NSA is headquartered in Fort G. Meade, Maryland, and maintains secret branches and monitoring stations all around the world. There are over 10,000 personnel in the direct employ of the NSA, with half of that working at Fort Meade alone. The NSA does not have operatives per se; it is only an information gathering agency. It relies upon the other agencies to act for them.

They have an annual budget of over one billion eurobucks, which pays for state-of-the-art computers, AIs and other equipment to help them monitor all communications in the US and around the world. While they spend a great deal on their monitoring and analyzing equipment, individuals in the agency are generally poorly-equipped since they are not expected to do more than monitor.

CURRENT ACTIVITIES

The NSA, unlike the CIA, is not project-oriented, having instead a continuous role in monitoring communications and in cryptography. These days, monitoring corporate affairs and overcoming their encryption capabilities is difficult, and it is a full-time job for the NSA.

The CIA has drafted some NSA monitors to keep an eye out for transmissions from certain people, supposedly threats to the United States, who are in fact test subjects of CIA experiments. Therefore, any transmission the characters make which identifies them or makes reference to any memory-related events (the CIA hasn't explained the significance of such comments), will be monitored and traced by the NSA, and reported to the CIA.

EXTRA EXPERIMENTS

While the Masterpiece and Johnsville experiments are the focus of this adventure, there are dozens of other memory-control experiments going on at the same time. The characters may become involved in them or investigate them in an effort to fully determine the extent of these experiments.

Here are four more experiments; more can be generated using the rules in the Memory chapter. The GM should feel free to invent the specifics surrounding these additional experiments.

PROJECT: MARS

The Mars Project represents one of the oldest ongoing experiments. This experiment involves the encoding of episodic memories involving an alien abduction over actual memories of the same time period.

OBJECTIVE

The Mars Project's original objective was to create a fast and easy method to encode the memory of being abducted by aliens, over-writing the memories of that time period. The current objective is to perfect this technique for greater believability of the subject to the experience and to those the subject relates the experiences to.

BACKGROUND

The Mars Project started in 1975 as an effort to cover up those abductions necessary while experimenting. While hypnosis helped to block the memories of the mind control test subjects in the 60's, they wanted something stronger to ensure that no one suspected the truth. An alien abduction was deemed to be a good replacement.

The technique has been performed on hundreds of people across the United States and around the world. They have managed to eliminate cultural bias in the memories, and created a diverse enough assortment of abduction experiences while maintaining commonality to fuel a burgeoning hysteria regarding alien abductions.

This technique is also used to cover up many of the other memory control experiments currently being conducted. The goal is now to encode such a perfect memory of being abducted by aliens that there is never any doubt regarding the experience, with the original memory of that time period permanently blocked.

COVER STORY

The experiment does not officially exist. The experimenters, teams of twelve CIA agents, travel in convoys consisting of a motor home and four scouts on motorcycles. They usually pose as traveling bands or entertainers of some sort. They all work for the New Worlds Talent Agency, but never seem to have any bookings.

METHOD

The Mars method is quite simple. The agents find a suitable subject, often alone and isolated, abduct him or her, then use hypnosis to block the victim's memories for the last 20-80 minutes and the neural encoding device (invented by this project) to encode a memory of being abducted by aliens.

The new memory is of a spaceship landing and the character being lifted into it. Then, humanoid aliens with large heads and eyes conduct all sorts of experiments on the character. Often the memories of the real experiments and these fake ones merge to form a totally new experience of the abduction. Finally, once the aliens are finished, they put the character back where they found him and the spaceship flies away, or the character just wakes up where he was abducted.

The experimenters do pretty much the same thing, except that they are human and their experiments are often not anything the victim would want to remember. They sometimes leave scars or some unexplainable physical evidence surgically implanted in the character to back up the memories.

GM'S NOTES

When a character has his memories tampered with in such a manner, roll 1d6 and find the result on the General Memory Dominance table for the result of which memory, the real one or the new one, becomes dominant. The GM's discretion can be used when determining how the memories merge if called for.

If a memory (new or old) becomes latent, the character can try to remember it normally once given a stimulus (something to trigger the memory). If such as stimulus is presented, the player can make an INT check -4 to remember the latent memory. Then, the character is faced with the problem of sorting out which memory is real.

PROJECT: ERASERHEAD

The Eraserhead project involves blocking memories of a specific topic, person, or subject.

OBJECTIVE

The project's objective is to develop a consistently successful hypnotic technique or electromagnetic device capable of erasing all memories relating to a particular subject, person, experience, etc.

BACKGROUND

The Eraserhead project is a recent experiment, having started only a year ago, and is designed to give the agency the ability to block or erase memories of missions that were top secret, thereby allowing agents to retire without fear of them revealing this information at a later time. It would also give the ability to have people disappear and ensure that those closest to the person forget he/she ever existed.

The experiment is ongoing, with much success related to the hypnotic technique in blocking memories, but little with the electro-magnetic techniques, which tend to accidentally erase unrelated memories.

COVER STORY

This experiment is officially a Naval Intelligence experiment, being conducted by the Special Mental Affairs department. The majority of the test subjects are naval officers in the agency. However, random test subjects abducted from the street are also used, primarily in port cities.

METHOD

The Eraserhead technique consists of two methods:

- 1) Block:
  Hypnotism is used to block memories, which is a Very Difficult task, but if successful blocks all related-memories.

- 2) Erase:
  The Neural Manipulator is used to erase memories, which is a Near Impossible task. Any failure results in 1d6 random memories being erased as well. Even success results in a 25% chance that related memories still exist.

GM'S NOTES

The victim, if given a stimulus related to the memories, can make an INT check at -4 to remember them if they are

blocked or an INT check -2 to notice the blank in their memories if they are erased. The character can attempt the same check with erased memories, except at a -4 penalty, assuming related memories survived.

PROJECT: LABYRINTH

The Labyrinth Project is extremely cruel and recent. It involves blocking or surgically removing a person's short term memory.

OBJECTIVE

The project's objective is to determine the effects of a person's loss of short term memory. This research could result in a technique which could be used as a last resort when dealing with double agents.

BACKGROUND

The Labyrinth project was started five months ago despite heavy protests. The project has only one team of two scientists, six special ops agents and twelve surveillance agents working on it. The bulk of the experiment is in observation of test subjects after they are released onto the street. Due to the nature of the experiment, there were several protests against it, even within the CIA. It is feared that this experiment could lead to unwanted publicity.

COVER STORY

Due to the intense fear of exposure, the experiment's cover story has two layers. The first layer involves two scientists who are crazed Ripperdocs working on their own nefarious experiments. The second layer implies that they are actually working for Petrochem under their Medical Studies division, which is where their funding appears to come from.

Through a great deal of work, it will be discovered that the two scientists are in fact employees of Petrochem and this experiment is sanctioned by the company. However, this was only possible due to the efforts of agents who have infiltrated the company.

METHOD

Test subjects are selected at random, though specifically from lower classes of society, and are abducted by the special ops agents. Then, either through hypnotic, electronic or surgical means, their short term memory is blocked or destroyed.

The subject is then released back on the street, and observed for a month. After this time, conclusions are noted and new test subjects are selected. There is no effort made to return subjects back to normal since this might endanger the secrecy of the efforts.

GM'S NOTES

See *Short Term Memory* for the techniques used for electromagnetic, hypnotic and surgical means. A character without access to short term memory cannot remember anything past the time when it was blocked or removed and cannot store new memories. Essentially, the character moves from second to second not knowing what happened the previous second.

It is recommended that GMs using this experiment set characters up in a location, not remembering how they got there or what happened to them, and a vague recollection of having been grabbed by some people. After every few minutes of actions, move them to a random location, and tell them they don't remember how they got there. In short, they cannot remember what they are doing minute to minute. Before submitting PCs to this, remember that they must be able to return to normal afterward!

PROJECT: OVERRIDE

The Override project is a new one, and the biggest gamble and the grandest concept on the part of the CIA: using psychic powers to control memory.

OBJECTIVE

The project's goal is to accomplish everything with psychic powers that had been previously done using hypnosis, electromagnetism and chemicals. Specifically:

Block & Encode Short Term Memories

Block & Encode Persona Memories

Block & Encode Rule Memories

Block & Encode General Memories

Block & Encode Specific Episodic Memories

Block & Encode Sum Episodic Memories

BACKGROUND

The experiment arose from an agent who claimed to be psychic. He claimed that he could do anything the scientists could do using his powers. He is currently the only psychic claiming to be able to do this, though the agency may start hiring others, including magicians, if this experiment succeeds.

The psychic, codenamed Rasputin, has had twelve surveillance agents assigned to him to record the results of the

experiment, and only two special ops agents since he is supposed to be able to take care of himself. This experiment has the lowest budget of all, a factor which led to its approval.

COVER STORY

There is no cover story for this experiment; the CIA figures it can write off Rasputin as a psycho if anything goes wrong.

METHOD

The experiments are attempted on each of six randomly selected individuals by Rasputin attempting to use his powers on the subject. Then two surveillance agents follow that individual for 2 weeks to record the results. In this manner, the experiment will also end up being one of the shortests.

GM'S NOTES

Rasputin is supposedly using the Mnemonic psychic ability. He may be conning the CIA or may actually have the power. If he does, the difficulty of the various tasks follow:

MNEMONIC POWER USE DIFFICULTY TABLE

TASK	DIFFICULTY
Block/Encode Short Term Memories	15/20
Block/Encode Persona Memories	30/40
Block/Encode Rule Memories	25/35
Block/Encode General Memories	25/35
Block/Encode Specific Episodic Memories	20/30
Block/Encode Sum Episodic Memories	25/35

The characters could become victims of the Override experiment, except perpetrated by a lone psychic or mage. This could bring a whole new perspective to the adventure as the characters face a supernatural opponent. Perhaps a vampire has infiltrated the CIA and is in fact the psychic. Now, the character's opponent is much more powerful, especially when backed by the CIA. The adventure doubles in difficulty.
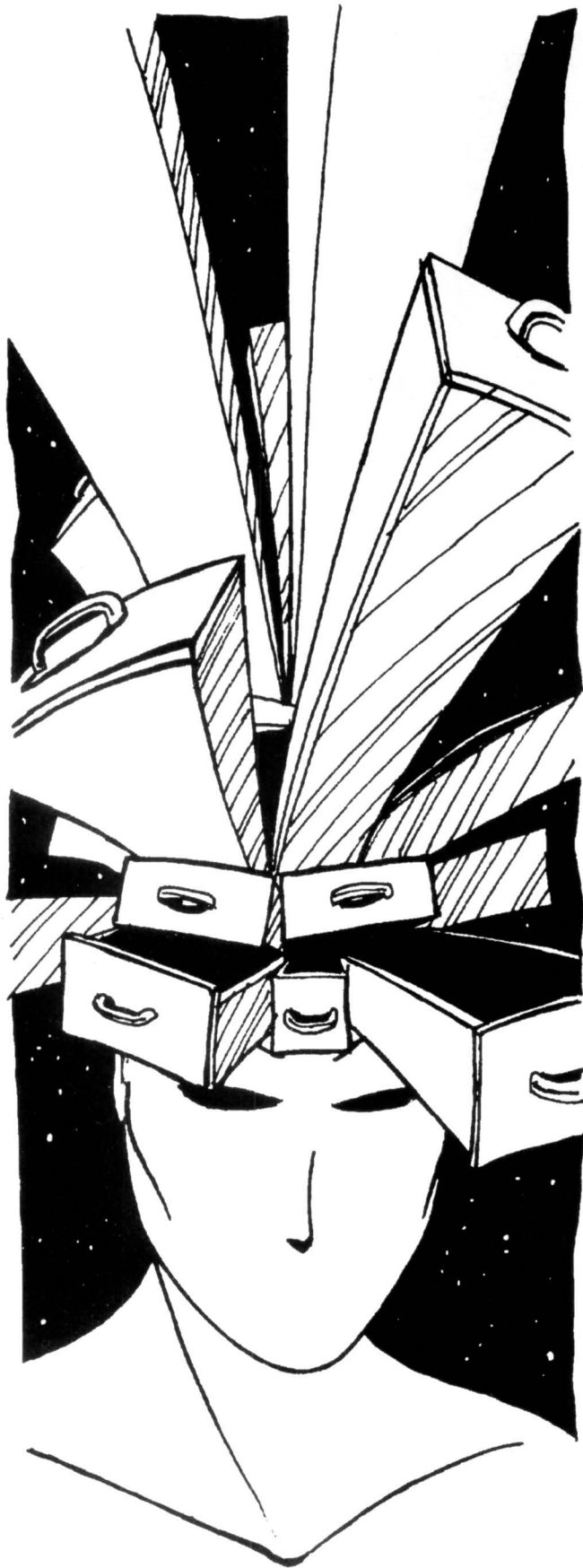
OTHER POSSIBILITIES

There are countless other possible experiments that the characters could investigate or become entangled in, such as Project: Kindergarten where General memory is blocked, or the Project: Manson in which the victim's Rule memory is erased and he becomes a sociopath. The sky's the limit: let your darkest imagination run wild.

MEMORY & ITS MANIPULATION

This chapter deals with optional rules concerning memory, designed specifically for this adventure. These rules allow for all kinds of manipulation of memory, allowing GMs to create their own experiments. Note that these are included as guidelines only; they should not replace good storytelling or role-playing.

There are two major types of memory: short-term and long-term. There are five kinds of long-term memory: Persona, Semantic, Rule, Episodic and Procedural. The CIA experiments involve all of these kinds of memory.

TERMINOLOGY

These are some of the terms used in this chapter.

- **BLOCK:**
  Blocking memories from being recalled. However, those memories are still present in storage.

- **DECAY:**
  Memories fading from storage. If a memory completely decays, it cannot be retrieved and no longer exists.

- **DOMINANT:**
  Memories which are the strongest and most readily available to the character.

- **ENCODING/STORING:**
  Putting information into one's memory.

- **FORGETTING:**
  The inability to recall or remember a piece of information. This can be due to Blocking or Decay.

- **LATENT:**
  Memories which are submerged beneath the Dominant ones, but still present and retrievable with some effort.

- **LONG TERM MEMORY:**
  Information which is stored indefinitely. It has a tremendous capacity.

- **NED:**
  Neural Encoding Device, used to encode memories directly into the brain.

- **NEW:**

  This is a non-original memories of the type described.

- **OLD:**

  This is the original memories of the type described.

- **PATTERN:**

  The totality of memories of an individual. Primarily including Persona, Episodic and skill memories.

- **RECALL/RETRIEVAL:**

  Remembering the desired information. This generally requires an INT check, with modifiers as needed.

- **SHORT TERM MEMORY:**

  Information which is maintained for a brief period of time. Its capacity is limited.

- **STORAGE:**

  The maintaining of information in one's memory.

SHORT TERM MEMORY

Short term memory is what a person can remember for a brief period of time. This information is forgotten after a few minutes. Generally, only seven items can be maintained in short-term memory for any period of time. If the information is transferred to long-term memory, it can be recalled for a very long time thereafter. Only important or novel information is typically transferred to long-term memory.

SHORT TERM MEMORY RECALL CHECKS

Characters generally have to make an INT check to remember recent information that they have not actively remembered or recorded. The limit to short-term memory is generally an average of 7 items and a few minutes. Otherwise, a long-term memory recall check is required.

MANIPULATION

- **Block:**

  The character's short-term memory is blocked. This results in the character being unable to recall any recent past events since no information can be transferred from short-term to long-term memory; no information after Blocked will be stored in long-term memory.

- **Destroy:**

  Destroyed STM involves removing the part of the brain which stores short-term memories. This will result in a permanent Blocked effect. Essentially, from that time forward, the character will be a permanent amnesiac, only able to recall memories stored before their short-term memory was destroyed.

- **Encode:**

  New memories are encoded in short-term memory. If the memory is novel or of particular interest to the character it will be transferred to LTM. Otherwise, it fades after 1d6 minutes.

- **Enhance:**

  The character's ability to remember recent events is increased. Enhancing STM results in a positive modifier on STM Recall checks.

- **Erase:**

  All current short-term memories are erased. They are not transferred to long-term memory. The last 1d6 minutes of the character's experience are permanently forgotten.

- **Impair:**

  The character's ability to remember recent events is decreased. Impairing STM results in a negative modifier on STM Recall checks.

TOOLS

There are five ways to manipulate Short Term Memory, as described below:

- **Chemical:**

  Drugs can Impair or Enhance according to their strength in Clouded Thinking or Concentrator respectively.

- **Electromagnetic:**

  A device called the SB-17 is placed on the temples of the subject. It has a variable strength from +5 to -5, which acts as a modifier to short-term memory checks and Enhances or Impairs it. The device is remotely controlled. It is visible as a small dot on each temple.

  A hit from a Microwaver or other electromagnetic pulse has a 25% chance of Erasing Short Term memories for the last 1d6 minutes.

  A Neural Encoding Device can Encode short-term memories as desired. The chance of success is a Difficult Expert: Electronics check vs DL 20. (Add the NED's Strength Setting.) A Critical Failure results in short-term memory being Destroyed.

- **Hypnotic:**

  A hypnotic technique (Average Hypnotism check) will wipe all short-term memories from a person's memory. The reverse of

this technique can be used to automatically place short-term memories into long-term memory.

A more difficult hypnotic technique (Very Difficult Hypnotism) will make it easier for the subject to remember those items in short term memory (+4 to checks) or harder (-4 penalty). However, this only lasts for 2d6 hours. Hypnotism can also be used to Erase Short Term Memory (1d6 minutes worth) with a successful Very Difficult Hypnotism check.

- **Surgical:**
The SB-17 can be surgically implanted (Difficult MedTech) so that it is not visible. In this case, it is only detectable by X-Rays. The device has no HC. See Electromagnetic Methods above for more information on the SB-17.

Also, short-term memory can be Destroyed through surgery (Very Difficult MedTech).

LONG TERM MEMORY

Long term memory involves information which is actively stored in a person's mind. This is information that can generally be easily recalled and is stored in the brain. There are five types of Long Term Memory (LTM): Persona, Semantic, Rules, Episodic and Skill.

PERSONA

This relates to personality and the basic psychological aspects of a person. It includes the individual's basic personality, his INT, TECH, COOL, LUCK, EMP, Motivation, ExMode, InMode, Quirks, Disorders and Dedications.

There are two types of Persona: Dominant and Latent. Dominant Persona is the one generally described in psychological profiles. It is the personality most often exhibited. Latent Persona is buried in the subconscious and only comes out during times of stress.

There can be multiple Dominant Personas in a character at a time, but over time one will attempt to become solely Dominant, and the rest of the characteristics will be relegated to being Latent. Often which characteristics become latent and which become dominant is randomly determined.

Real Persona refers to the Persona the character was born with. It generally is stronger than other types because it has been dominant longest. It just naturally feels more comfortable. With just a Real Persona, an INT check -2 is required to act outside of the normal character of that Persona. Also, if the current Dominant Persona is Blocked, the Real Persona (if still Latent) will automatically become Dominant.

MANIPULATION

- **Block:**
When a Persona memory is blocked, that persona becomes Latent, or remains Latent if it was before. If there is no Dominant Persona, a random Latent Person will become Dominant, or if there are no Persona memories at all (or all are Blocked), then the character will act much like a zombie; able to act and think, but without any personality whatsoever until a persona is unblocked or a new one encoded.

- **Destroy:**
A Destroyed Persona results in the Persona memory core being permanently lost. All Personae, Latent or Dominant, are lost. The character will act much like a zombie, able to act and think, but without any personality whatsoever. This is permanent and no new Personae can ever be encoded.

- **Encode:**
When a new Persona is encoded, it attempts to be dominant. If there is no Dominant Persona already existing, then it automatically becomes Dominant. Otherwise, roll 1d6 on the Persona Dominance Table for the result.

PERSONA DOMINANCE TABLE:

Roll	Result
1	*Rejected. Old Persona remains Dominant, no aspects of New Persona integrated.*
2	*Partially Rejected. Old Persona remains Dominant, New Persona becomes Latent.*
3-4	*Merging. Old and New Persona merge and create a mix of both, randomly determine which characteristics become Dominant others become Latent.*
5	*Successful. New Persona becomes fully Dominant, Old Persona becomes Latent.*
6	*Complete Success. New Persona becomes fully Dominant, Old Persona is lost (forgotten, no retrieval possible).*

- **Enhance:**
Persona Memory cannot be enhanced.

- **Erase:**
The Dominant Persona is erased permanently. A random Latent Persona (if any) will automatically become Dominant. If there is no Latent Persona, the character will act like a zombie (see Blocked above) until a new Persona is encoded.

- **Impair:**
Persona Memory cannot be impaired.

TOOLS

There are three major tools used to affect persona memories: electromagnetic, hypnotic and surgical. There are currently no drugs which affect Persona memory. Electromagnetic manipulation requires a Neural Manipulator or a Neural Encoding Device.

PERSONA MEMORY MANIPULATION DIFFICULTY TABLE:

	Block	Erase	Encode	Destroy	Skill Used
Electro	N/A	30	25	N/A	Electronics

Critical Failure: Current Dominant Persona erased.

	Block	Erase	Encode	Destroy	Skill Used
Hypnotic	25	N/A	N/A	N/A	Hypnotism

Critical Failure: Subject awakens from hypnotic trance and has -5 penalty against ever being hypnotized again.

	Block	Erase	Encode	Destroy	Skill Used
Surgical	N/A	N/A	N/A	30	MedTech

Critical Failure: Brain damage inflicted, subject loses 1d6/ 2 INT.

RULE MEMORY

Rule Memory is the basic internalized morality and self-control which we all have and which keeps us from behaving against our beliefs. For example, it keeps us from murdering people we hate. These rules and standards are all kept in our memory and while they do change over the course of our lives, they remain largely consistent.

Rule Memory in the game is a difficult concept to manage. Players without any Rule Memory are encouraged to act as they please, disregarding ethics or morality. And, if a new Rule Memory is imposed upon the character, the GM should inform the player as to what mores and ethics the characters now must abide by is and is not acceptable according to this new set of rules.
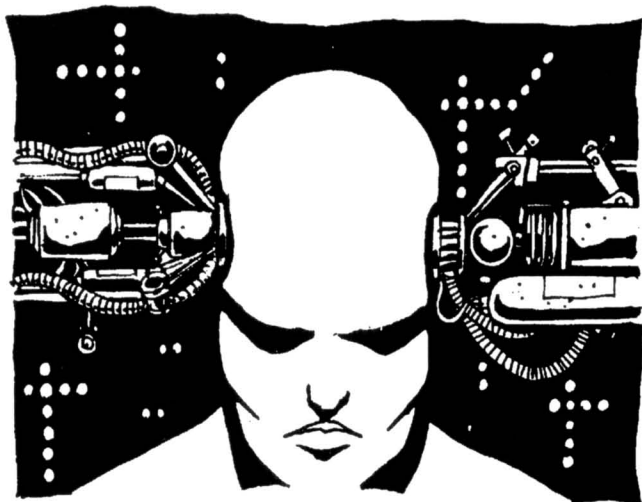
MANIPULATION

- **Block:**

Blocked Rule memory affects the character's Dominant Rule Memory. The result will be a character without any morality or self-restraint. Essentially the character will behave as a sociopath until unblocked. Latent Rule memory will take over while Dominant Rule Memory is blocked, if there is one is present.

- **Destroy:**

A Destroyed Rule Memory will result in the character having no morality or self-restraints. Essentially the character will permanently behave as a sociopath as all Rule Memories, Latent and Dominant, are lost. No new Rule Memories can be encoded either.

- **Encode:**

Encoding a new Rule Memory. If there is no existing Dominant Rule Memory (i.e.: it was Blocked), this new Rule Memory automatically becomes Dominant. If there is an existing Rule Memory, roll 1d6 and find the result on the Rule Memory Dominance Table.

RULE MEMORY DOMINANCE TABLE:

Roll	Result
1	*Rejected. Old Rule Memory remains Dominant, no aspects of New Rule Memory integrated.*
2	*Partially Rejected. Old Rule Memory remains Dominant, New Rule Memory becomes Latent.*
3-4	*Merging. Old and New Rule Memory merge and create a mix of both, randomly determine which characteristics become Dominant others become Latent.*
5	*Successful. New Rule Memory becomes fully Dominant, Old Rule Memory becomes Latent.*
6	*Complete Success. New Rule Memory becomes fully Dominant, Old Rule Memory is lost (forgotten, no retrieval possible).*

- **Enhance:**

Rule Memory cannot be enhanced.

- **Erase:**

The Dominant Rule Memory is erased permanently. A random Latent Rule Memory (if any) will automatically become Dominant. If there is no Latent Rule Memory, the character will act sociopathic (see Block above).

- **Impair:**

Rule Memory cannot be impaired.

TOOLS

There are three major tools used to affect Rule memories: electromagnetic, hypnotic and surgical. Electromagnetic manipulation requires a Neural Manipulator or Neural Encoding Device.

RULE MEMORY MANIPULATION DIFFICULTY TABLE:

	Block	Erase	Encode	Destroy	Skill Used
Electro	N/A	25	25	N/A	Electronics

Critical Failure: Current Dominant Rule Memory erased.

	Block	Erase	Encode	Destroy	Skill Used
Hypnotic	20	N/A	N/A	N/A	Hypnotism

Critical Failure: Subject awakens from hypnotic trance and has -5 penalty to ever being hypnotized again.

	Block	Erase	Encode	Destroy	Skill Used
Surgical	N/A	N/A	N/A	30	MedTech

Critical Failure: Brain damage inflicted, subject loses 1d6/ 2 INT.

GENERAL MEMORY

This is general information about the basic concepts, rules of nature and facts about the world. It is basically trivia information which has no personal attachment or specific events attached to it. Generally, it is what one learns in school.

It is very difficult to affect specific General memories, so the sum of a character's General memory is affected instead of any specific aspect.

MANIPULATION

- **Block:**

  Blocked General memory will result in the character having no basic knowledge of the world. The character will have skills and be able to operate, but will lack knowledge of those basics that we take for granted. For example, counting, spelling, etc. This lasts until unblocked, and this memory is Latent until such a time. Other Latent General memories (if any) will automatically become Dominant.

- **Destroy:**

  A Destroyed General Memory results in the character's basic knowledge of the world being permanently destroyed. The character can never relearn such information nor get it encoded as the part of the brain that stores it is gone. See Block for an example of what information is lost.

- **Encode:**

  If there is no existing Dominant General memory (i.e.: it was Blocked), this newly encoded General memory automatically becomes Dominant. If there is an existing Dominant General memory, roll 1d6 and find the result on the General Memory Dominance Table below.

GENERAL MEMORY DOMINANCE TABLE:

Roll	Result
1	Rejected. Old General Memory remains Dominant, no aspects of New General Memory integrated.
2	Partially Rejected. Old General Memory remains Dominant, New General Memory becomes Latent.
3-4	Merging. Old and New General Memory merge and create a mix of both, randomly determine which characteristics become Dominant, others become Latent.
5	Successful. New General Memory becomes fully Dominant, Old General Memory becomes Latent.
6	Complete Success. New General Memory becomes fully Dominant, Old General Memory is lost (forgotten, no retrieval possible).

- **Enhance:**

  General Memory cannot be enhanced.

- **Erase:**

  The General Memory is erased permanently. A random Latent General Memory (if any) will automatically become Dominant. If there is no Latent General memory, the character will lack general knowledge about the world (see Block above) until a new General Memory is encoded.

- **Impair:**

  General Memory cannot be impaired.

TOOLS

There are three major tools used to affect General Memory: electromagnetic, hypnotic and surgical. Electromagnetic manipulation requires a Neural Manipulator.

GENERAL MEMORY MANIPULATION DIFFICULTY TABLE:

	Block	Erase	Encode	Destroy	Skill Used
Electro	N/A	25	25	N/A	Electronics

Critical Failure: Current Dominant General Memory erased.

	Block	Erase	Encode	Destroy	Skill Used
Hypnotic	20	N/A	N/A	N/A	Hypnotism

Critical Failure: Subject awakens from hypnotic trance and has -5 penalty to ever being hypnotized again.

	Block	Erase	Encode	Destroy	Skill Used
Surgical	N/A	N/A	N/A	30	MedTech

Critical Failure: Brain damage inflicted, subject loses 1d6/ 2 INT.

EPISODIC MEMORY

This is essentially one's autobiographical memory, events in one's life that are recorded in one's memories. It includes everything from who one saw a particular movie with, to the best moment in their life. These memories generally have an emotional attachment.

Either Sum Episodic Memories (SUM) can be affected or Specific Episodic Memories (SPE). SUM refers to all the events experienced over a character's life (Lifepath or adventuring) or encoded during that character's life. Most of the specific events can easily be recalled, with an INT check required for the obscure events. SPE refers to single events within that life experience, generally within a given time frame.

Latent Episodic memories are blocked and can only be recalled with a successful INT check -6, and only when there is a conscious stimulus. For example, regarding the latent memory of an old girlfriend, a check would only be allowed if her name was spoken or if the character saw her again. If the focal point of the memory (i.e. the girlfriend in the above example) is present, a +4 bonus to the check is given.

MANIPULATION

• Block:

A Blocked Sum Episodic Memory (SUM) means all of the life events of that character cannot be recalled until unblocked. It is very similar to amnesia. The same occurs with Specific Episodic Memory (SPE), except only that event is forgotten until unblocked. Episodic Memories automatically become Dominant once successfully recalled by the character.

• Destroy:

A Destroyed SUM means that all of the character's life experiences are permanently forgotten (both Latent and Dominant ones). A Destroyed SPE means that that specific memory is permanently forgotten. New event memories can be encoded after this time, as the brain is capable of shifting its storing capabilities to other locations. However, after two such SUMs are Destroyed, no new Episodic memories can ever be encoded or recalled by the character.

• Encode:

Encoding a new SPE is not difficult. The encoder can even decide whether the memory will be Latent or Dominant. If it conflicts with an existing memory, confusion may occur. Roll 1d10 for each memory in the conflict, the highest roll decides which memory is accepted as true.

Encoding a new SUM is automatically successful (it becomes Dominant) if there is no existing Dominant General memory (i.e.: it was Blocked). If there is an existing Dominant SUM, roll 1d6 and find the result on the SUM Dominance Table below.

GENERAL MEMORY DOMINANCE TABLE:

Roll	Result
1	*Rejected. Old SUM remains Dominant, no aspects of New SUM integrated.*
2	*Partially Rejected. Old SUM remains Dominant, New SUM becomes Latent.*
3-4	*Merging. Old and New SUM merge and create a mix of both, randomly determine which characteristics become Dominant, others become Latent.*
5	*Successful. New SUM becomes fully Dominant, Old SUM becomes Latent.*
6	*Complete Success. New SUM becomes fully Dominant, Old SUM is lost (forgotten, no retrieval possible).*

• Enhance:

Neither SUM nor SPE can be enhanced.

• Erase:

The SUM or SPE is erased permanently. A random Latent SUM (if any) will automatically become Dominant in the case of a Dominant SUM being erased. If there is no Latent SUM, the character will act amnesiac (see Block above) until a new SUM is encoded.

• Impair:

Neither SUM nor SPE can be impaired.

TOOLS

There are three major tools used to affect Episodic Memory: electromagnetic, hypnotic and surgical. Electromagnetic manipulation requires a Neural Manipulator or Neural Encoding Device. The difficulty to the left of the slash is when affecting SPE memories, whereas the difficulty to the right of the slash concerns manipulation of SUM memories.

EPISODIC MEMORY MANIPULATION DIFFICULTY TABLE:

	Block	Erase	Encode	Destroy	Skill Used
Electro	N/A	15/25	15/25	N/A	Electronics

Critical Failure: Specific memory completely erased, plus 1d6 randomly selected other ones / All Sum Episodic Memories erased.

Hypnotic	15/25	N/A	20/-	N/A	Hypnotism

Critical Failure: Subject awakens from hypnotic trance and has -5 penalty to ever being hypnotized again.

Surgical	N/A	N/A	N/A	30/30	MedTech

Critical Failure: Brain damage inflicted, subject loses 1d6/ 2 INT.

SKILL MEMORY

This form of memory is the basic skills and knowledge of how to do things. An example of a skill memory is knowing how to ride a bike. These memories cannot be retrieved consciously, but must be exercised to be recalled properly. It also includes other "unconscious" activities, such as lock combinations. One may not remember a combination until actually trying it on the lock.

Skill memory cannot currently be encoded other than through the use of Chipware Processors. However, skills memories can be blocked.

ADVANCED CHIPWARE PROCESSOR

A CIA invention for agents who need quick training, these devices are very advanced and have overcome many of the problems involved with the standard units. This is primarily due to the lack of safety restrictions that normal development firms are required to work under.

The ACP allows chips with skills up to +8 to be added. Also, double the character's INT in program chips can be run at the same time.

The best part of these chips are that they reach their full level after three uses. The first use of the chip after insertion places the character's skill at 1/2 its total, then 3/4 the third time and full the third use and afterwards. However, these skills disappear once the chip is removed.

Of course, nothing is ever free in this world. If the chips are left in for more than 24 hours, permanent damage in the subject's brain develops. The character has a 50% chance 24 hours after the insertion of losing 1 INT point. This chance increases by 10% every 24 hours later. The number of chips inserted does not affect the chance of brain damage. Thus after 4 days of having the chips in, the character would have a 80% chance of brain damage. Few people keep them in for more than a day.

Note that the chips and processor are both Top Secret CIA equipment and will be removed at the end of the adventure. Obtaining them even through the best of black markets is impossible. In addition, they are incredibly difficult to install (Diff 35): if the installation is not done properly, the character lose 1 INT, 1 REF and 1 BOD permanently. CIA surgeons have worked with it for a long time, so they have a +10 to this roll. Assume that all processors have been installed succesfully for this adventure.

MANIPULATION

- **Block:**
  A blocked skill will be unknown to the character, thus Latent. However, if the character attempts the blocked skill, an INT check is made. If it is successful, the character discovers that he has some previously unknown talent with that skill. If the INT check is failed, there is a -2 penalty on further checks as the character assumes he was just "lucky".

  An entire repertoire of skills can be blocked in Sum Skill Blocking. In this case, all skills become Latent. Only later skills encoded or learnt become Dominant until these blocked skills are "remembered".

- **Destroy:**
  Destroying Skill Memory eliminates all skills from memory and the ability to learn skills. The character can never learn skills again, and is essentially untrainable. The character will still be able to think and have a personality, but will not know how to do anything requiring much thought.

- **Encode:**
  Skills cannot be encoded.

- **Enhance:**
  Skills cannot be enhanced.

- **Erase:**
  The skill is erased permanently from memory. The character can relearn that skill, but must start from scratch.

- **Impair:**
  Skills cannot be impaired.

TOOLS

There are three major tools used to affect Skill Memories: electromagnetic, hypnotic and surgical. Electromagnetic manipulation requires a Neural Manipulator. The difficulty to the left of the slash is when affecting specific skills, whereas the difficulty to the right of the slash concerns manipulation of a character's sum skills.

EPISODIC MEMORY MANIPULATION DIFFICULTY TABLE:

	Block	Erase	Encode	Destroy	Skill Used
Electro	N/A	20/35	N/A	N/A	Electronics

Critical Failure: Specific memory completely erased, plus 1d6 randomly selected other ones / All Sum Episodic Memories erased.

Hypnotic	20/35	N/A	N/A	N/A	Hypnotism

Critical Failure: Subject awakens from hypnotic trance and has -5 penalty to ever being hypnotized again.

Surgical	N/A	N/A	N/A	30/30	MedTech

Critical Failure: Brain damage inflicted, subject loses 1d6/ 2 INT and 1d6/2 REF points.

CONVERSIONS

This chapter deals exclusively with the changes that the characters will go through as their memories are changed. Each personality and lifetime worth of memories is called a Pattern.

When the characters enter this adventure they begin with the Pattern B personae. A Pattern is essentially a combination of Persona, Episodic Memories, skills and the appearance of an entirely new person. There are four sets of Patterns, from A to D. The A Pattern is the original character's persona, his real persona.

The players can either use their existing characters or make new ones for this adventure. The characters will not leave the adventure unscathed, so the players should be warned that their characters will not be the same after the adventure. Alternatively, the GM may allow them to use their characters, with the option that they return to normal if they wish after the adventure (it was all a bad dream, a REALLY bad dream, or perhaps a braindance scenario).

The Patterns are referred to by the following format: Letter-Number. The letter denotes which stage the Pattern came in, and the number is assigned to a player to ensure continuity. For example, Pattern A1 refers to the original Pattern of character run by Player 1. B1 is the same player's character after the first Conversion, and the character the player begins the adventure using. C1 would be the same player's character after the second Conversion and D1 would again be the same player's character after the third and final Conversion.

CHANGING THE PATTERN

There are five steps to changing a character's Pattern.

1) MEMORY ALTERATION:
First the character's original (or current) Persona and Sum Episodic memories must be blocked, as well as any skill not fitting with the new Pattern. Then, the new Persona and Sum Episodic memories are encoded. Now, to the character's knowledge, he is that new Pattern.

2) PHYSICAL ALTERATION:
This covers three parts: stats, skills and appearance:

- a) Stats:
  With the character's Persona altered, INT, COOL, and EMP can be modified. Drugs are used to modify REF and surgery is

used to modify ATTR and BOD. MA, TECH, LUCK and PSY cannot normally be modified. Those stats which can be modified, can be modified by -2 to +2 from the Base Stats. Remember that stats cannot be raised above 10 or lowered below 2.

- **b) Skills:**
New skills are added fitting with the character's new Persona using the advanced chipware processor. Note that these disappear once removed, and have a maximum level of +8.

- **c) Appearance:**
Gender could be altered, but will not be for the purposes of this experiment (maybe in another experiment). Age is surgically altered by a few years up or down. Ethnic origin is also altered slightly. Hair color, length and style can all be dramatically altered. Eye color can easily be changed, as can weight and height, to a small degree. Distinguishing features can be added or removed.

3) MATERIAL ALTERATION:

The character's possessions are all replaced by new ones fitting with the new Pattern. All material evidence of the previous Pattern's existence are removed. This includes cybernetics. Cybernetic limbs will be made to resemble real ones (with memories altered to make the person think the limb is real), and other cybernetics will be removed as deemed necessary. Neuralware will generally be left alone.

4) OFFICIAL ALTERATION:

All official records of the previous Pattern's existence are removed and replaced with the new Pattern. Also, the character is given all the identification relating to the new Pattern. All past identification is removed. Officially, the character IS the new Pattern, DNA scans, fingerprints, everything.

5) EMPLACEMENT:

The character is put into position in an apartment rented under his or another character's new name. Contacts that the Pattern has are also put into place, using Special Ops and Surveillance personnel (including possibly some of the experimenters).

The complete conversion takes about 24 hours for each character. Thus the characters will be out of commission for up to one week while all of them are converted. While a character is converted, the others are kept unconscious.

THE CONVERSIONS

The characters go through three conversions, with three new Patterns added to their memories. The characters will believe themselves to be each of the Patterns in turn, until the last stage, where all Patterns are loosed, and the characters must then attempt to determine which is the real one. Thus, until all Patterns are released, the players think that they are playing completely different characters!

In the conversions, many aspects are changed. The GM is encouraged to randomly determine many of the characteristics of each Pattern, keeping the original role of the Pattern in mind. All of the characteristics should be recorded by the GM and compiled on a character sheet for the players. However remember to have them return their original characters so that they cannot compare the sheets.

When generating a Pattern these steps are followed:

1) Number each of the characters and also remember to give the player the new Pattern with the same number. Alternatively, make the players roll new characters (which will serve as the new Patterns).

2) The Pattern's name, role, stats, skills, cybernetics and psychological profile will be listed. Keep these mind. Only the physical appearance is randomly determined by the GM as follows:

3) If using the listed Patterns, randomly determine or choose the description of the character as follows:

a) Gender remains the same.

b) Age changes by (1d6). Odd: +1d6 years, Even: -1d6 years

c) Roll to determine hair color, eye color and change in height and weight on the following tables. Determine the character's hairstyle, clothes, affectation Ethnic Origin and Lifepath from the Cyberpunk 2020 handbook, p. 24-29:

Roll	Hair Color	Eye Color	Height/Weight
1	Gray	Ice Blue	-4"/-20lbs
2	Light Brown	Blue	-3"/-15lbs
3	Brown	Dark Green	-2"/-10lbs
4	Dark Brown	Green	-1"/-5lbs
5	Black	Brown	-5 lbs
6	Blonde	Hazel	+5lbs
7	Strawberry Blonde	Gray	+1"/+5lbs
8	White	Purple	+2"/+10lbs
9	Red	Golden	+3"/+15lbs
10	Special	Special	+4"/+20lbs

THE ORIGINAL PATTERNS

Each character will have four distinct Patterns in his head by the third part of this adventure. He will start not with his real Pattern, but one of the artificial ones created by the experimenters. Therefore, the original Pattern should be explained.

The listed Patterns are made in reference to the B Pattern as it is the one the players begin with. Also, if the players bring their own characters in, use the reference to B Pattern's Role to help determine which of these Patterns fits which character. In the case of groups in which there are two or more of a particular role, use one of the unused Patterns for the second and third.

NOTES ON PATTERNS

All Patterns accommodate both male and female names as required. Stats are listed as modifications to Pattern B to reflect the original Pattern. In the third stage of the adventure, it is these stats that the character returns to. A +0 modifier means no modification to that stat.

These patterns list only 30 points worth of skills. Another 20 points worth of skill points are taken from the B Pattern character. All other skills that the B Pattern character has are from the chipware processor and disappear after the character changes Pattern. The GM is free to choose which ones. While the general history of each Pattern is given, randomly determine the Lifepath according to the Pattern's age.

IMPORTANT: wheter the players roll new characters or the listed Patterns are used, keep track of all modifications to ensure a semblance of continuity.

PATTERN A1

B Pattern: Cop/Medtechie   **Original Pattern:** Netrunner

Handle: Zephyr   **Name:** Alex Simmins

Original Stats: INT +2; REF 0; COOL -1; EMP +1; ATTR -1; BOD -1.

Original Psychological Profile:

Motivation: Recognition   **ExMode:** Introverted, Intellectual

InMode: Driven   **Disorders:** None

Quirks: Pacifist, Acrophobic (heights)

Dedications: None

Original Skills: Interface +6; System Knowledge +4, Basic Tech +4, Programming +8, Electronics +4, Human Perception +4. Take 20 points worth of skills from the B Pattern character and make them part of the original skills.

Original Cyberware: Neuralware processor: Cybermodem Link, Interface Plugs.

General History: Zephyr was a netrunner who was doing it for recognition. Not a fighter by trade, in fact often avoiding fights, Zephyr was driven to be the best at programming.

PATTERN A2

B Pattern: Corporate/Fixer   **Original Pattern:** Techie

Handle: Diggs   **Name:** Duane/Diane Finley

Original Stats: INT +1; REF 0; COOL -1; EMP -1; ATTR +2; BOD -1.

Original Psychological Profile:

Motivation: Personal Egotism

ExMode: Introverted, Diplomatic

InMode: Lazy   **Disorders:** None

Quirks: Artist, Spendthrift   **Dedications:** None

Original Skills: Jury Rig +6; Basic Tech +6, Electronic Security +6, Electronics +6, Paint +4, Wardrobe & Style +2. Take 20 points worth of skills from the B Pattern character and make them part of the original skills.

Original Cyberware: Cyberoptic: Image Enhancement, Microoptics.

General History: Diggs was a techie who never really wanted to work hard at anything. Preferring to do airbrush paintings or buy some new device, Diggs was not your typical tech-obsessed techie. Instead, his idea of a good time was showing off his paintings at local clubs.

PATTERN A3

B Pattern: Techie/Netrunner   **Original Pattern:** Fixer

Handle: Cash   **Name:** Gregor/Geena Huxley

Original Stats: INT -1; REF -2; COOL +2; EMP +1; ATTR +1; BOD -1.

Original Psychological Profile:

Motivation: Thrill   **ExMode:** Extroverted, Aggressive

InMode: Mischievous   **Disorders:** None

Quirks: Obsessive, Stylish   **Dedications:** Nihilist +2

Original Skills: Streetdeal +6; Handgun +6, Persuasion +6, Human Perception +8, Seduction +4. Take 20 points worth of skills from the B Pattern character and make them part of the original skills.

Original Cyberware: None.

General History: Cash is a fixer who just loves to deal in money, "cash up front". However, it's more the thrill of the deal than the actual money. Every thought in Cash's mind was on the next deal. Cash was also a member of the Nihilists, but only in passing.

PATTERN A4

B Pattern: Media/Rockerboy   **Original Pattern:** Solo

Handle: Patriot   **Name:** John/Janice Kilgore

Original Stats: INT -1; REF +2; COOL +1; EMP -2; ATTR -2; BOD +2.

Original Psychological Profile:

Motivation: Love of Duty   **ExMode:** Extroverted, Forceful

InMode: Opinionated   **Disorders:** None

Quirks: Patriot, Altruist   **Dedications:** USA +7

Original Skills: Combat Sense +6, Rifle +7, Submachinegun +4, Martial Arts (Karate) +5, Stealth +7. Take 20 points worth of skills from the B Pattern character and make them part of the original skills.

Original Cyberware: Adrenal Booster, Subdermal Armor, Cyberleg (R): Shotgun.

General History: Patriot has recently returned from war in some unknown part of the world. A devoted servant to the United States through and through, Patriot objects strongly to any criticisms of his country and has the clout to back up such objections.

PATTERN A5

B Pattern: Solo/Nomad   **Original Pattern:** Media

Handle: Maize   **Name:** Lawrence/Lyla Pendergast

Original Stats: INT +2; REF -2; COOL -1; EMP +1; ATTR +2; BOD -2.

Original Psychological Profile:

Motivation: Vengeance   **ExMode:** Introverted, Diplomatic

InMode: Scheming   **Disorders:** Martyr

Quirks: Liar, Obsessive   **Dedications:** Dead Spouse +10

Original Skills: Credibility +6; Human Perception +8, Persuasion +6, Streetwise +4, Photo & Film +6. Take 20 points worth of skills from the B Pattern character and make them part of the original skills.

Original Cyberware: Cyberaudio: Amplified Hearing, Micro-Recorder Link, Sound Editing; Digital Recorder.

General History: Maize's spouse was recently killed by police who mistook him/her for a crook. Now, Maize is obsessed with nailing crooked cops to the wall by exposing their stupidity; Maize will die trying if necessary. However, while in pursuit, Maize lies about his/her goal and acts very calm and assured.

PATTERN A6

B Pattern: Any   **Original Pattern:** Nomad

Handle: Bud/Bren   **Name:** Brad/Brenda Wiles

Original Stats: INT -1; REF +1; COOL +1; EMP -1; ATTR -1; BOD +1.

Original Psychological Profile:

Motivation: Pleasure   **ExMode:** Extroverted, Friendly

InMode: Optimist   **Disorders:** None

Quirks: Manic, Cheerful   **Dedications:** None

Original Skills: Family +6; Endurance +6, Melee +6, Rifle +6, Driving +6. Take 20 points worth of skills from the B Pattern character and make them part of the original skills.

Original Cyberware: None.

General History: Bud/Bren is just a very nice person who is enjoying life to the max. Always ready for a party and always active, nothing can get this person down.

CONVERSION II

There is no Conversion I because the characters the players start with are the result of the first conversion. After the first part of the adventure, the Stolen Tape sequence, the characters are brought back to the labs and undergo a new Conversion to the C characters.

Under this Conversion, the primary goal is a group of police officers, therefore the changes occur as follows. Note that all skills unrelated to the role of the Pattern are blocked, while 30 points worth of new ones are added through the chipware processor. These skills disappear once the character changes Pattern.

PATTERN C1

B Pattern: Cop/Medtechie   **Pattern Role:** Corporate

Handle: Pat   **Name:** Pat Basin

Modified Stats: INT +1; REF -1; COOL +1; EMP 0; ATTR 0; BOD -1.

Psychological Profile:

Motivation: Social Status   **ExMode:** Introverted, Diplomatic

InMode: Hedonist   **Disorders:** None

Quirks: Stubborn, Clever   **Dedications:** None

Skills: Resources +6; Education +6, Education +6, Library Search +6, Human Perception +6.

Cyberware: Neuralware processor. DataTerm Link, Interface Plugs.

General History: Pat is out to become very powerful in the police hierarchy, just for the status that comes with it.

PATTERN C2

B Pattern: Corporate/Fixer   **Pattern Role:** Cop

Handle: Fish   **Name:** Daniel/Danielle Finch

Modified Stats: INT -1; REF +1; COOL +1; EMP +1; ATTR -2; BOD +1.

Psychological Profile:

Motivation: Love of Duty   **ExMode:** Introverted, Quiet

InMode: Skeptic   **Disorders:** None

Quirks: Assured, Insomniac   **Dedications:** None

Skills: Authority +6; Handgun +6, Human Perception +6, Interrogation +2, Brawling +4, Athletics +6.

Cyberware: Cyberoptic: Image Enhancement, Thermograph.

General History: Fish is a quiet cop who is not always sure people know what is best for the world. He/she just tries to do whatever is possible.

PATTERN C3

B Pattern: Techie/Netrunner   **Pattern Role:** Cop

Handle: Green   **Name:** Harvey/Heather Green

Modified Stats: INT +1; REF 0; COOL +2; EMP +1; ATTR -1; BOD -1.

Psychological Profile:

Motivation: Power   **ExMode:** Extroverted, Hostile

InMode: Treacherous   **Disorders:** None

Quirks: Paranoid, Brutal   **Dedications:** None

Skills: Authority +6; Handgun +6, Interrogation +6, Human Perception +8, Streetwise +4.

Cyberware: None.

General History: Green is a tough cop who gets what he/she wants. Everyone stays out of his/her way, because crossing him/her is very dangerous.

PATTERN C4

B Pattern: Media/Rockerboy   **Pattern Role:** MedTech

Handle: Maine   **Name:** Joe/Jane Maine

Modified Stats: INT +1; REF -1; COOL +2; EMP +1; ATTR -1; BOD -1.

Psychological Profile:

Motivation: Love of Duty   **ExMode:** Introverted, Friendly

InMode: Honorable   **Disorders:** None

Quirks: Conservative, Sober   **Dedications:** None

Skills: MedTech +6, Diagnose +8, Pharmaceuticals +6, Chemistry +4, Education +6.

Cyberware: None.

General History: Maine is a good MedTech, always there, but while he/she is friendly, fun is not part of Maine's life.

PATTERN C5

B Pattern: Solo/Nomad   **Pattern Role:** Techie

Handle: Ticker   **Name:** Wayne/Wendy Ticker

Modified Stats: INT +1; REF -1; COOL -1; EMP +1; ATTR 0; BOD -2.

Psychological Profile:

Motivation: Thrill   **ExMode:** Extroverted, Friendly

InMode: Trusting   **Disorders:** None

Quirks: Radical, Impatient   **Dedications:** None

Skills: Jury Rig +6; Basic Tech +8, Electronic +8, Electronic Security +8.

Cyberware: Cyberaudio: Wide Band Scanner, Radio Link, Bug Detector.

General History: Ticker is damn good and enjoys what he/she does.

PATTERN C6

B Pattern: Any   **Pattern Role:** Netrunner

Handle: LED   **Name:** Fred/Farina Vickers

Modified Stats: INT +2; REF -1; COOL 0; EMP +2; ATTR -2; BOD -2.

Psychological Profile:

Motivation: Knowledge   **ExMode:** Extroverted, Bizarre

InMode: Curious   **Disorders:** None

Quirks: Cynical, Miserly   **Dedications:** None

Skills: Interface +6, Basic tech +4, Programming +6, Electronics +6, Cyberdeck Design +6.

Cyberware: Neuralware Processor: Interface Plugs, Cybermodem Link.

General History: LED just wants to know things, and most of what he/she learns makes him/her more cynical.

CONVERSION III

After the second part of the adventure, the characters are brought back to the labs and undergo a new Conversion, this time to the D Patterns.

Under this Conversion, the characters have boring pasts, and only the Persona is added, no skills. Once it is complete, all of the Patterns are released into the characters' active memory and they must try to figure out who they really are.

The characters' appearances should be rolled for and are entirely new, fitting with the identities of these Patterns. Cybernetics from past Patterns are also present, though their presence is associated with the appropriate Pattern and not this one.

PATTERN D1

B Pattern: Cop/Medtechie   **Pattern Role:** Waiter/Waitress

Handle: None   **Name:** Fred/Felicia Hugo

Modified Stats: INT -1; REF -1; COOL -1; EMP +1; ATTR +1; BOD -1.

Psychological Profile:

Motivation: Wealth   **ExMode:** Introverted, Shy

InMode: Opinionated   **Disorders:** None

Quirks: Rebellious, Obsessive   **Dedications:** None

General History: Fred/Felicia is simply a waiter at Casa de Seville with a rather dull life, but punctuated with visits to the local clubs.

PATTERN D2

B Pattern: Corporate/Fixer   **Pattern Role:** Salesperson

Handle: None   **Name:** Gary/Genevieve Harold

Modified Stats: INT -1; REF -1; COOL +1; EMP +1, ATTR +1, BOD -1.

Psychological Profile:

Motivation: Social Status   **ExMode:** Introverted, Guilty

InMode: Greedy   **Disorders:** None

Quirks: Intolerant, Precise   **Dedications:** None

General History: Gary/Genevieve is an exacting electronics salesperson in the Harborview Mall.

PATTERN D3

B Pattern: Techie/Netrunner **Pattern Role:** Electrician

Handle: None **Name:** Jake/Jill Knight

Modified Stats: INT +2; REF -1; TECH +1; COOL +1; EMP -1; ATTR -2; BOD -2.

Psychological Profile:

Motivation: Knowledge **ExMode:** Introverted, Bland

InMode: Jealous **Disorders:** None

Quirks: Cynical, Collector **Dedications:** Spouse +3

General History: Jake/Jill is devoted to his/her spouse, collects archaic video game systems and wishes that he/she could live a more exciting life.

PATTERN D4

B Pattern: Media/Rockerboy **Pattern Role:** DJ

Handle: Rocker Baby **Name:** Percival/Perry Olden

Modified Stats: INT +2; REF -2; COOL +1; EMP +2; ATTR +1; BOD -1.

Psychological Profile:

Motivation: Wealth **ExMode:** Extroverted, Arrogant

InMode: Lazy **Disorders:** None

Quirks: Gambler, Insomniac **Dedications:** None

General History: Rocker Baby is a DJ with KEDL, a hard rock station. A gambler who can't sleep much, Rocker Baby just wants money without hard work.

PATTERN D5

B Pattern: Solo/Nomad **Pattern Role:** Bouncer

Handle: Nat **Name:** Nathaniel/Natalie Dickens

Modified Stats: INT -2; REF 0; COOL +1; EMP 0; ATTR -2; BOD +2.

Psychological Profile:

Motivation: Love of Duty **ExMode:** Extroverted, Assured

InMode: Brave **Disorders:** None

Quirks: Honorable, Stubborn **Dedications:** None

General History: Nat is a bouncer at The Grand Illusion, and is a good person in general.

PATTERN D6

B Pattern: Any **Pattern Role:** Poser

Handle: Skates **Name:** Ivan/Yvonne Remier

Modified Stats: INT -1; REF +2; COOL +!; EMP 0; ATTR +1; BOD -1.

Psychological Profile:

Motivation: Thrill **ExMode:** Extroverted, Manic

InMode: Optimist **Disorders:** None

Quirks: Paranoid, Musical **Dedications:** None

General History: Skates is a poser who just wants to have fun, play air guitar and party hard, in that order. Only problem, he/she just knows something is weird in the world.

SORTING THE PATTERNS OUT

In the third stage of the adventure, once all of the Patterns are loosed in the characters, they face the challenge of sorting out exactly who they are. All of the information on themselves, the different identities, etc., should be presented randomly, so that they cannot learn which was the first, which was the last, etc. Special rules apply to them at this stage:

- **1) Identity:**
  The players should be given character sheets outlining the identities and pasts of each Pattern, including the first.

- **2) Stats:**
  The characters' stats return to the original ones for the first Pattern, except BOD and ATTR which are based off of the D Pattern.

- **3) Appearance:**
  The same as for the D Pattern.

- **4) Psychological:**
  Each Pattern has its own psychological profile, the characters are caught in conflicting motives, exmodes, inmodes, quirks, dedications and disorders. Roll 1d6 for each (motive, exmode, inmode, etc.) on the following table for which becomes dominant:

PERSONALITY DOMINANCE TABLE:

Roll	Dominant Pattern
1-2	A
3-4	B
5	C
6	D

- **5) Skills:**

  List off all of the skills from all of the Patterns. As the characters try the different ones, they will learn which are real and which are fake. In fact only those Original Skills from Pattern A are real.

- **6) Cybernetics:**

  The cybernetics gained through the various Patterns are all still present, including Neuralware Processors in those who didn't have them before. Also it seems that there was a Chipware Processor at one time, but it has since been removed.

- **7) Gear & Homes:**

  In terms of possessions, all are gone, except the hospital gowns the characters are wearing. Everything else, according to official records, never existed.

- **8) Contacts, Family, Lovers:**

  All of the people the characters knew or had in their "past" as Patterns B-D no longer exist since they were played by the surveillance and special ops team members. However, if the characters track down the contacts and people from the A Pattern's past, they will find these people alive and well, though they will not recognize the characters (their appearance has been changed). However, this will be a good clue to the characters as to their true identity.

- **9) ID:**

  The characters will not be given new ID, but if they attempt to discover their true identity through official records using their fingerprints or DNA, they will find that NONE of the Pattern's identities ever officially existed. This is false of course, but the CIA has a way of controlling official data. Therefore, all of the characters are Blanks. Only the CIA computers know their true identities.

How the players decide to sort out their character's true identities is up to them. In fact, they may never discover their true identities and will have to assemble whatever memories they have into some coherent past and then go on with their life. Most likely, they'll try to gain back their original Patterns from the CIA.

MAIN NPCS

This chapter includes complete stats for all the major NPCs and support characters encountered in this campaign. Remember that the NPC's' appearance may vary according to the stage of the experiment.

WILLIAM FISCHER

Role: Techie   **Specialty:** Communications

STATS:
INT: 9   REF: 4   TECH: 9   COOL: 8   ATTR: 5   LUCK: 7   MA: 5
BODY: 4   EMP: 7   PSY: 8

DESCRIPTION:
Sex: M   **Age:** 29   **Ethnic Origin:** African, Ashanti   **Hair Color:** Black
Hair Style: Short, Curly   **Height:** 5'8   **Weight:** 130lbs   **Eye Color(s):** Brown
Dress & Style: Jeans & T-Shirt   **Distinguishing Features:** Sunglasses & Walkman

PSYCHOLOGICAL:
Motivation: Personal Honor **ExMode:** Introvert, Secretive   **InMode:** Compassionate
Disorders: None   **Quirks:** Paranoid, Helpful   **Dedication:** NSA +6, USA +5

SKILLS:
Skill	Level	Skill	Level
Intelligence Analysis	+7	Awareness	+6
Handgun	+4	Driving	+2
Education	+4	Basic Tech	+2
Library Search	+2	Electronics	+7
Cryptology	+4	Hypnological	+4

CYBERWEAR:
Neuralware Processor: Interface Plugs, DataTerm Link, Cybermodem Link; Voice Synthesizer.

OUTFIT:
Militech Arms Avenger, 2 Clips; Shoulder Holster; Kevlar Vest; Pocket Computer; Scooter; Cellular Phone.

BACKGROUND:
William Fischer was born in Chicago in 1991. His family was heavily involved in the government intelligence agencies, which prompted him to follow the family tradition. He was certainly a patriot in his own right, and easily rose through the ranks in the National Security Agency.

He excelled in electronics and soon got a position in the NSA installing line taps and bugs. He also was very good at detecting tension in people's voices, and was then put to work monitoring important lines. His loyalty to the United States was so clear he survived the purges of 2004 without any problem. His security clearance rose quickly, to the point where he was put onto highly sensitive cases, monitoring people that were so important they were never officially under surveillance.

This has been changing as of late. William has been assigned to monitor for the CIA and is slowly learning more and more about their activities. He is becoming suspicious that their activities are not for the better good of the States. Their activities seem to be harming people, and this worries him. One aspect of William's life that few people know of is his double life as a Dream Rider. He frequently taps into other people's dreams and follows along, only seldom actually changing them, generally only helping them out of nightmares. Recently though, he has been following the character's dreams, and is trying to help them by giving them information through the dreams. He can also put people to sleep without too much effort.

INTERACTION:
William will initially try to help the characters in an indirect manner. Later, he will use more direct actions to help them. He will be a close ally — assuming the characters let him help them.

If confronted by CIA agents, he will profess ignorance and try to create a diversion. While he will cover for the characters, he will not risk his life.

William will be extremely reluctant if not unwilling to reveal his true employer. If pushed, he will claim to be with Infocomp, which his identification proves to be true. Infocomp is unaware of this employee, however.

QUINCY DOWNE (CHAGALL)

Role: CIA Agent   **Specialty:** Administration

STATS:

INT: 9   REF: 7   COOL: 10   ATTR: 6   BODY: 8   EMP: 3   PSY: 6

DESCRIPTION:

Sex: M   **Age:** 47   **Ethnic Origin:** English   **Hair Color:** Black
Hair Style: Short, Neat   **Height:** 6'   **Weight:** 160lbs   **Eye Color(s):** Brown
Dress & Style: Corporate Suit   **Distinguishing Features:** Scar on left hand.

PSYCHOLOGICAL:

Motivation: Power   **ExMode:** Detached   **InMode:** Moody
Disorders: None   **Quirks:** Loyal, Aloof   **Dedication(s):** CIA +8

SKILLS:

Skill	Level	Skill	Level
Combat Sense	+8	Awareness	+8
Athletics	+6	Expert: Mnemonics	+4
Handgun	+6	SMG	+6
Interrogation	+6	Resist Torture/Drugs	+7
Streetwise	+6	Human Perception	+4
Persuasion	+4	Education	+6
Shadow/Track	+7	Martial Arts (Karate)	+6
Stealth	+7	Driving	+4
Language (Japanese/Hebrew)	+5	Basic Tech	+4
Demolitions	+6	Disguise	+6

CYBERWEAR:

Cyberaudio: Amplified Hearing, Radio Link, Wide Band Radio Scanner, Scrambler; Neuralware Processor: Interface Plugs, Pain Editor, Smartgun Link, Cybermodem Link, DataTerm Link; Nasal Filters; Independent Airsupply; Adrenal Booster; Motion Detector; Decentralized Heart; Subdermal Armor; Biomonitor; Cyberoptic (R): Video Cam/Transmitter, Lowlight; Cyberoptic (L): Anti-Dazzle, Infrared, Targeting Scope, Thermograph Sensor.

EQUIPMENT:

Glock 30 Machine Pistol; 1 Kill Clip, 1 Capture Clip; Silencer; Shoulder Holster; Monoknife; UltraKevlar BodySuit*; Pocket Computer; Newsviewer, Advanced Communication Suitcase.

*Special form of Kevlar, gives all CIA operatives SP 20 all over their body (except the head), with no noticable EV. This is only available to CIA agents, and is not available through anyone else.

BACKGROUND:

Quincy is a veteran of the CIA. For the first 8 years of service, he served with the Green Berets as a deep penetration commando. He was one of their top soldiers, and came back from many missions as the sole survivor. Soon, he became a direct agent for the CIA, especially when there stopped being enough wars for him to work.

In the CIA, he was an excellent combination of brains and brawn. He headed up multiple projects, including Project Strands, which was part of a massive research initiative of the CIA at the turn of the millennia involving genetic research. As was Project Visitors, which is still classified Top Secret. In the CIA, it is rumored that the project dealt with aliens, but this is has not been confirmed or denied. Nevertheless, both projects were highly successful, and resulted in his being awarded the Badge of Merit twice.

While he was once a top agent for the CIA, he is now losing his edge in his old age. He has decided to continue with the agency for as long as possible, even in an administrative role. However, if this project fails, he might be permanently retired, which he fears greatly.
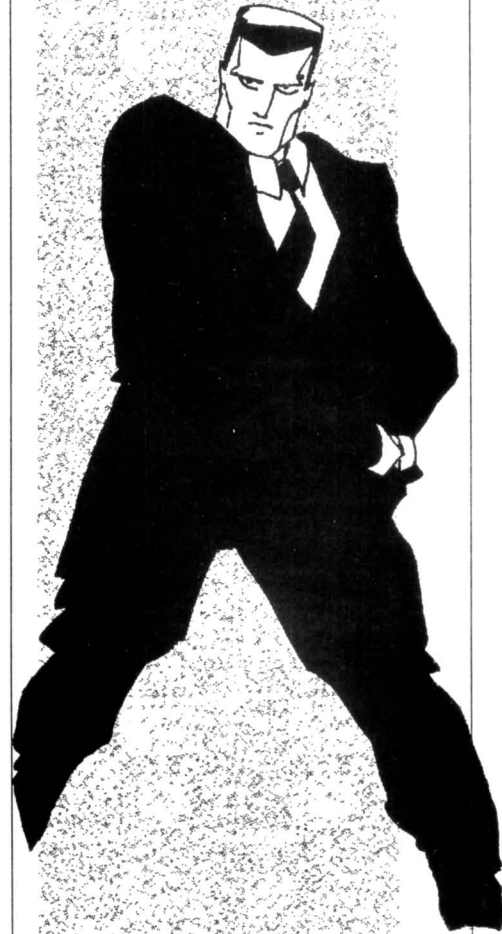
INTERACTION:

Quincy will only speak when he has something to say, and will generally seem to ignore the characters. He will stay in the background, watching, but interacting little. When he does talk, it will be in very quick, short and straight-forward statements. He will seem to regard the characters as animals and not worth attention. In reality, he is watching them very carefully, as he is fully aware of what they are capable of, and will not hesitate to kill them if need be.

YVES GERARD (PICASSO)

Role: CIA Agent **Specialty:** Medical Technology

STATS:
INT: 9 REF: 8 COOL: 5 ATTR: 7 BODY: 4 EMP: 6 PSY: 10

DESCRIPTION:
Sex: M **Age:** 41 **Ethnic Origin:** French Canadian **Hair Color:** Dark Brown
Hair Style: Long, Frizzled **Height:** 5'8 **Weight:** 120lbs **Eye Color(s):** Hazel
Dress & Style: Blue Jeans & T-Shirt **Distinguishing Features:** Cowboy Hat

PSYCHOLOGICAL:
Motivation: Wealth **ExMode:** Forceful **InMode:** Opinionated
Disorders: None **Quirks:** Hostile, Manic **Dedication(s):** CIA +6

SKILLS:
Skill	Level	Skill	Level
Medical Tech	+7	Awareness	+4
Handgun	+2	Interrogation	+4
Resist Torture/Drugs	+2	Human Perception	+2
Education	+6	Martial Arts (Karate)	+2
Stealth	+2	Driving	+2
Language (French, Italian)	+5	Basic Tech	+4
Electronics	+6	Biology	+6
Expert: Mnemonics	+9	Cybertech	+6

CYBERWEAR:
Cyberaudio: Radio Link, Scrambler; Biomonitor; Cyberoptics: Video Cam Transmitter.

EQUIPMENT:
Militech Arms Avenger, 1 Kill Clip, 1 Capture Clip; Silencer; Shoulder Holster; Monoknife; UltraKevlar BodySuit; Pocket Computer.

BACKGROUND:
Yves is a specialist in mnemonics, a new field created only five years ago by these series of experiments. He has been active in four separate memory-control projects since they began, and is the leading expert in memory-manipulation. He will also be the one doing any appearance changes or surgery as necessitated.

While he is devoted to this project, he has eyes set on the larger project, bringing these techniques to a mass-scale. Because of this, he is a little too eager for the project's success, and a little impatient. His overall personality has made him somewhat of an outcast among the team-members.

INTERACTION:
Yves will be dealing with the characters the most, as he will be their psychologist. He will be very forceful and demanding. He feels nothing for the characters, so their treatment will be less than ideal. He will ignore any questions they might have.
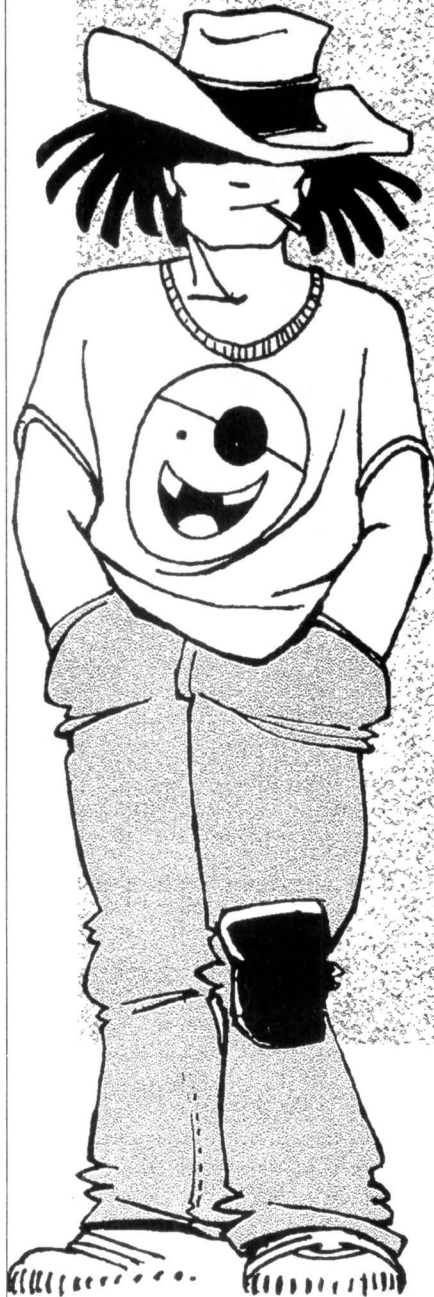
ROBERT DEFOE (DAVINCI)

Role: CIA Agent   **Specialty:** Hypnotism

STATS:
INT: 9   REF: 8   COOL: 9   ATTR: 10   BODY: 7   EMP: 8   PSY: 9

DESCRIPTION:
Sex: M   **Age:** 34   **Ethnic Origin:** Bulgarian   **Hair Color:** Brown
Hair Style: Short, Neat   **Height:** 5'10   **Weight:** 160lbs   **Eye Color(s):** Brown
Dress & Style: High Fashion   **Distinguishing Features:** Mirrorshades

PSYCHOLOGICAL:
Motivation: Pleasure   **ExMode:** Courteous   **InMode:** Deceptive
Disorders: None   **Quirks:** Hedonist, Manipulative   **Dedication(s):** CIA +4

SKILLS:

Skill	Level	Skill	Level
Credibility	+6	Awareness	+6
Handgun	+4	Interrogation	+4
Resist Torture/Drugs	+4	Streetwise	+6
Human Perception	+4	Wardrobe & Style	+4
Persuasion	+4	Education	+6
Shadow/Track	+6	Martial Arts (Karate)	+4
Stealth	+4	Driving	+4
Language (Estonian, Bulgarian)	+5	Basic Tech	+4
Disguise	+6	Forgery	+6
Hypnotism	+8	Seduction	+5
Performance	+5		

CYBERWEAR:
Cyberaudio: Radio Link, Scrambler, Voice Stress Analyzer; Biomonitor; Cyberoptics: Video Cam Transmitter, Low Light; AudioVox*.
* Adds +2 to Hypnotism checks as well.

EQUIPMENT:
Militech Arms Avenger, 1 Kill Clip, 1 Capture Clip; Silencer; Shoulder Holster; Monoknife; UltraKevlar BodySuit; Disguise Kit; Pocket Computer.

BACKGROUND:
Robert Defoe was a deep cover agent for several years until a defector gave away his identity to the Bulgarian government. While he was under this cover though, he posed as a magician, and managed to hypnotize several prominent government officials and gain important information. His skill in hypnosis has made him a highly-respected agent, which is why he was drafted for this project. He is in charge of the non-chemical, non-technical aspects of the Masterpiece technique.

INTERACTION:
Robert will always be seen playing with cards in the background. He will come forward only when his services are needed, using an incredibly soothing voice that will put others into a trance. He will seldom say much, but will be the kindest to the characters.

EMILY SWAIN (MIRO)

Role: CIA Agent   **Specialty:** Pharmaceuticals

STATS:
INT: 8   REF: 7   COOL: 7   ATTR: 6   BODY: 6   EMP: 4   PSY: 5

DESCRIPTION:
Sex: F   **Age:** 29   **Ethnic Origin:** Black American   **Hair Color:** Black
Hair Style: Long, Straight   **Height:** 5'7   **Weight:** 130lbs   **Eye Color(s):** Mirrored
Dress & Style: Normal Clothes
Distinguishing Features: Earrings of all shapes

PSYCHOLOGICAL:
Motivation: Knowledge   **ExMode:** Arrogant   **InMode:** Obsessive
Disorders: None   **Quirks:** Loquacious, Eccentric   **Dedication(s):** CIA +7

SKILLS:

Skill	Level	Skill	Level
Resources	+4	Medical Tech	+6
Awareness	+6	First Aid	+4
Handgun	+2	Resist Torture/Drugs	+3
Human Perception	+2	Education	+7
Martial Arts (Karate)	+2	Driving	+2
Language: Bantu, Zulu	+6	Chemistry	+7
Pharmaceuticals	+8	Demolitions	+2
Biology	+6	Botany	+5

CYBERWEAR:
Cyberaudio: Radio Link, Scrambler; Biomonitor; Cyberoptics: Video Cam Transmitter, Micro-optics; Nasal Filters (95% effective); Chemical Analyzer; Olfactory Boost; Toxin Binders; Anti-Plague Nanotech.

EQUIPMENT:
Militech Arms Avenger, 1 Kill Clip, 1 Capture Clip; Silencer; Shoulder Holster; Monoknife; Nerve Gas Grenade; UltraKevlar BodySuit; Medical Kit; Pocket Computer.

BACKGROUND:
Emily Swain has only been working for the CIA for the last four years, and is the youngest member of this team. She has specialized in the drugs the CIA uses for mind control and the poisons they employ. Because of this, she has worked with some of the CIA's top biochemists, and has an excellent security rating.

She is very proud of her accomplishments, and enjoys showing off her immunity to various poisons. She has acquired an immunity to almost all common poisons, and even to some neurotoxins.

This project is bizarre to her, as she is not used to this sort of activity. Normally, she just designs a special toxin that will be untraceable, or administers a drug which turns a person's mind to mush. This time, however, she has to use her drugs in combination with electronics to create special effects. She is under pressure to ensure nothing goes wrong, which can be very nerve-wracking.

INTERACTION:
Emily will generally be present, making sure that there are no unwanted ill effects from the drugs she administers, and because she is curious about the experiment. She will talk a lot, using her wide vocabulary to the fullest. However, she has little to say, other than ramble on about this drug or that one.

WINSTON ANSEL (DALI)

Role: CIA Agent   **Specialty:** Psychological Warfare

STATS:

INT: 10   REF: 6   COOL: 11   ATTR: 4   BODY: 5   EMP: 2   PSY: 2

DESCRIPTION:

Sex: M   **Age:** 36   **Ethnic Origin:** New Zealand   **Hair Color:** Strawberry Blonde
Hair Style: Short, Stringy   **Height:** 5'8   **Weight:** 130lbs   **Eye Color(s):** Ice Blue
Dress & Style: Corporate Suit   **Distinguishing Features:** Tattoo of red fox on left upper arm.

PSYCHOLOGICAL:

Motivation: Power   **ExMode:** Friendly   **InMode:** Cruel
Disorders: Sadistic   **Quirks:** Coward, Brutal, Egotist   **Dedication(s):** CIA +6

SKILLS:

Skill	Level	Skill	Level
Authority	+6	Awareness	+6
Handgun	+4	SMG	+4
Interrogation	+8	Resist Torture/Drugs	+8
Human Perception	+8	Intimidation	+6
Persuasion	+4	Education	+6
Martial Arts (Karate)	+2	Driving	+4
Language: Spanish, Portuguese	+5	Chemistry	+4
Pharmaceuticals	+4		

CYBERWEAR:

Cyberaudio: Radio Link, Scrambler, Voice Stress Analyzer; Biomonitor; Cyberoptics: Transmitting Video Camera, Thermograph.

EQUIPMENT:

Militech Arms Avenger, 1 Kill Clip, 1 Capture Clip; Silencer; Shoulder Holster; Monoknife; UltraKevlar BodySuit; Pocket Computer.

BACKGROUND:

Winston Ansel has been working for the for the last 10 years as a psychological warfare expert in the CIA. He used to be a leading psychologist dealing with phobias, now he uses his knowledge to create phobias of an unnatural intensity. He has worked on a few projects to date, generally as an advisor to militaries across the world, on how to psyche out the enemy.

He is always keeping people on the edge, watching what their weaknesses are, and then exploiting them. For this reason, few people like to work with him, but he is good, so the CIA keeps him on their payroll.

INTERACTION:

Winston will always be around to talk to the characters, he will act very friendly and try to get to know them, acting as if he is there to help them. Then, he will systematically use whatever knowledge he has on them against them. Because the purpose of this project is not drive the characters insane, he will act restrained, but if you need a character to make cutting remarks or chill the characters to the bone, he is your man.
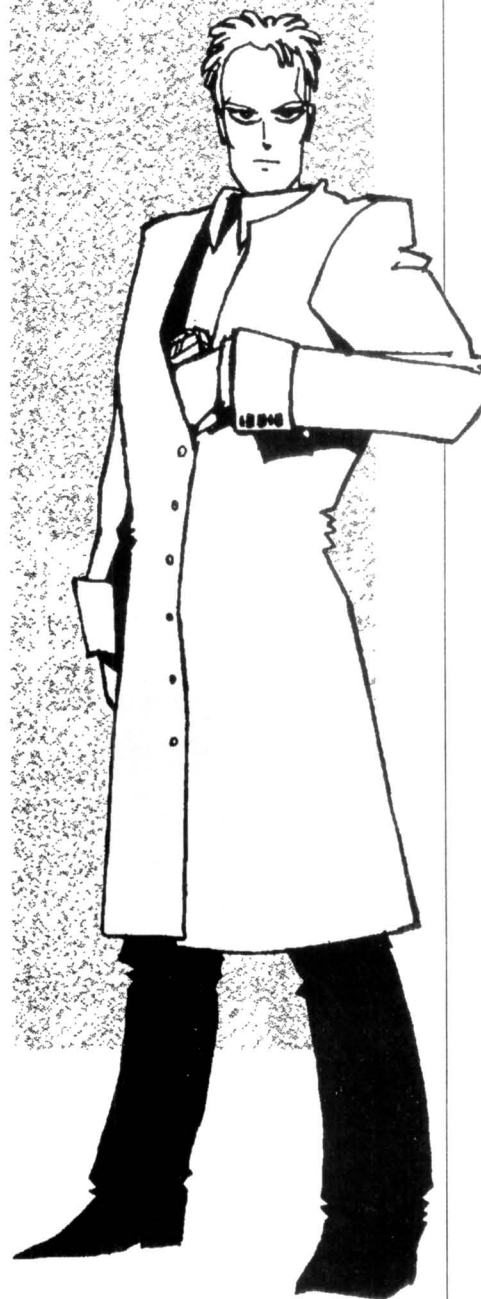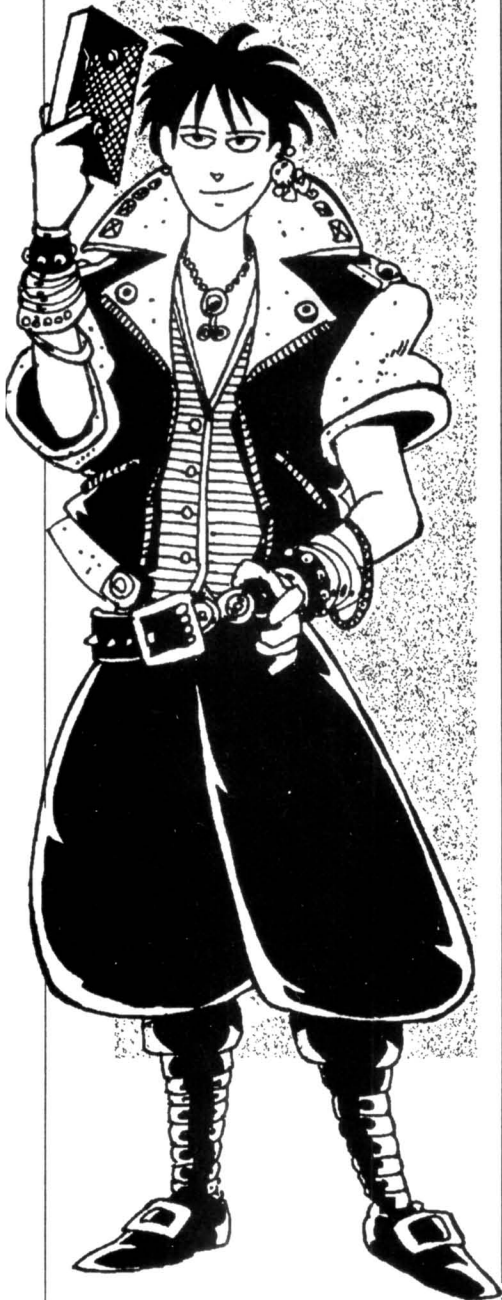
SANTOS (THE KID)

Role: Juvie   **Specialty:** Acting

STATS:
INT: 6   **REF:** 7   **COOL:** 4   **ATTR:** 7   **BODY:** 4   **EMP:** 6   **PSY:** 3

DESCRIPTION:
Sex: M   **Age:** 17   **Ethnic Origin:** Malayan   **Hair Color:** Bright Green
Hair Style: Short & Spiked   **Height:** 5'8   **Weight:** 130lbs   **Eye Color(s):** Brown & Red
Dress & Style: Urban Flash   **Distinguishing Features:** Earring

PSYCHOLOGICAL:
Motivation: Wealth   **ExMode:** Extrovert, Stylish   **InMode:** Hedonist
Disorders: None   **Quirks:** Loyal, Careful   **Dedication(s):** None

SKILLS:

Skill	Level	Skill	Level
Awareness	+3	Athletics	+3
Handgun	+2	Streetwise	+3
Shadow/Track	+2	Stealth	+2
Perform	+4	Hide/Evade	+3
Wardrobe & Style	+3	Disguise	+4

EQUIPMENT:
Dai Lung Cybermag, 1 clip; apartment in South City.

BACKGROUND:
Santos is a young con artist. He has been hired by unsavory types to pretend to be a courier, and has been smart enough to disappear after these jobs. He has unknowingly worked for the CIA on a few dozen operations, and came highly recommended for this one.

He enjoys this job, as they pay for an apartment in the South City for him, he just has to con some fools into believing he's delivering a package for someone. He has no idea why they want him to replay the same con from time to time, but the pay is good. He believes that he is employed by Traverse Technologies. Traverse Tech is in fact a subsidiary of Militech, though it has no knowledge of this operation nor the kid.

INTERACTION:
Santos will act very nervous and will seem to become much happier once he has left the package with the characters. If they ask about the package, he will explain that he is just a courier and has no idea what it is or even whom its from.

If forced, he will explain that "an old woman, black hair, real ugly," hired him. This woman of course does not exist. If the characters persist long and hard enough, he will come clean explaining that he was hired by corp suits, and he remembers the name Traverse Technologies. This is all the kid knows in any case.

ANGELICA

Role: Nomad   **Specialty:** Pilot

STATS:
INT: 7   **REF:** 10 (12)   **COOL:** 8   **ATTR:** 8   **BODY:** 7   **EMP:** 4   **PSY:** 5

DESCRIPTION:
Sex: F   **Age:** 26   **Ethnic Origin:** Anglo-American   **Hair Color:** Dark Brown
Hair Style: Short, Neat   **Height:** 5'10   **Weight:** 150lbs   **Eye Color(s):** Brown
Dress & Style: Jumpsuit   **Distinguishing Features:** Mirrorshades

PSYCHOLOGICAL:
Motivation: Personal Egotism   **ExMode:** Extrovert, Assured   **InMode:** Guilty
Disorders: None   **Quirks:** Insomniac, Conservative   **Dedication(s):** None

SKILLS:

Skill	Level	Skill	Level
Family	+2	Awareness	+4
Melee	+3	Drive	+3
Rifle	+5	Pilot (Gyro)	+8
Gyro Tech	+4	Pilot (Fixed Wing)	+5
Basic Tech	+5	Handgun	+4
Martial Arts (Karate)	+4	Athletics	+3
Streetwise	+6	Perform	+4

CYBERNETICS:
Biomonitor; Skinwatch; Neuralware Processor: Speedware, Pain Editor, Interface Plugs, Vehicle Link, Feintware*; Nasal Filters; Cyberoptic: Targeting Scope, Anti-Dazzle, Infrared; Cyberaudio: Radio Splice, Scrambler, Wide Band Scanner.
*Feintware (1000eb, 2d6 HC): Feintware is used with the Neuralware Processor and allows the character to slow their life signs to the point where they seem dead. A Very Difficult First Aid or Difficult MedTech check is required to determine the character is actually alive. It can last for 1-6 hours, with the character able to return to "life" at will, requiring 1d6 Turns to return to normal.

EQUIPMENT:
Sternmeyer 35, 2 Capture Clips, Kevlar Vest, Leather pants, Bell Huey Cop-Chopper (see Maximum Metal). The chopper is in fact on loan from CIA owned Air America.

BACKGROUND:
Angelica is an employee of the CIA. She is doing this on the side, as a sort of punishment for getting shot down in Central America, flying weapons in for the other side. She is annoyed, but is somewhat glad to be out of the line of fire. She has done this job a few times already, and is growing anxious. She hates being so cold and unfeeling toward the test subjects. She doesn't know what the experiment is all about, but she suspects nothing good after having spent three years flying guns, drugs and worse for the CIA.

INTERACTION:
Angelica will pretend to be the lover of one of the characters. In this role she will pretend to love and care for the character (the part she loathes the most), but will spend most of the time away (in fact drinking like a fish at the American bar). She will only show when she has to, and then will try to keep a peripheral role.
If the characters confront her, attempting to learn her true identity, she will keep up the lies unless extreme measures are taken, at which time she will break down and reveal that she is in fact working for W-9 and explain that they are part of a psychological warfare experiment. If they do not buy that and persist, she will eventually explain that she is a pilot for the CIA and this is an experiment of theirs.

WILLIAM FISCHER II

William's face has been altered slightly, but otherwise looks very similar. His stats are all the same, though his personality and memories have been altered. Also, the only skills he remembers are those listed below. All other skills, personality, memories, etc. are blocked.

PSYCHOLOGICAL:

Motivation: Love of Duty   **ExMode:** Extrovert, Friendly   **InMode:** Loyal
Disorders: None   **Quirks:** Manipulative, Treacherous
Dedication: The Fool +10, Fool's Hope +8

SKILLS:

Skill	Level	Skill	Level
Awareness	+6	Handgun	+4
Human Perception	+7	Basic Tech	+4
Electronics	+7	Expert: Fool's Hope Faith	+4

CYBERWEAR:

Neuralware Processor: Interface Plugs, DataTerm Link, Cybermodem Link; Voice Synthesizer.

OUTFIT:

Glock-30 Machine Pistol (20rnd clips), 2 clips, Shoulder Holster; Kevlar Vest; Pocket Commo.

BACKGROUND:

William Fischer's mind has been tampered with by the Masterpiece method. He now believes himself to be the personal agent of the Fool, his right-hand man. His job is to find non-believers in the village, or people who do not fit in, and bring them to the Fool for re-education. He is fanatically loyal to the Fool, and will kill or be killed for him. He remembers none of his past.

INTERACTION:

William will be very friendly with the characters if they act like they know him, and he will pretend to know them too. He will try to gain their trust and learn as much as he can about them, and then bring them to the Fool for re-education. If it looks like they really mean to hurt the Fool, he will try to kill them.
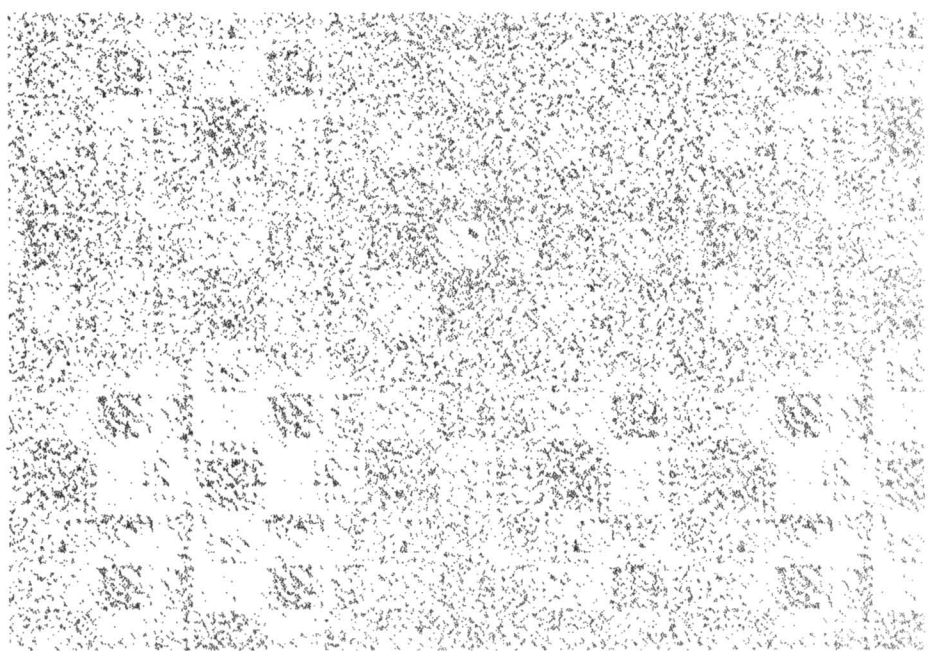
THE FOOL

Handle: The Fool
Real Name: Benjamin Selain
Role: Rockerboy
Specialty: Cults

STATS:

INT: 8   **REF:** 5   **TECH:** 3   **COOL:** 10   **ATTR:** 9   **LUCK:** 6   **MA:** 5
BODY: 6   **EMP:** 8   **PSY:** 2

DESCRIPTION:

Sex: M   **Age:** 39   **Ethnic Origin:** Spanish   **Hair Color:** Black
Hair Style: Long, Curly   **Height:** 6'0   **Weight:** 150lbs   **Eye Color(s):** Brown
Dress & Style: White robes
Distinguishing Features: Tattoo of The Fool tarot card on his back.

PSYCHOLOGICAL:

Motivation: Power   **ExMode:** Extrovert, Charismatic   **InMode:** Manipulative
Disorders: Megalomania   **Quirks:** Seducer, Clever   **Dedication:** CIA +6

SKILLS:

Skill	Level	Skill	Level
Charismatic Leadership	+8	Awareness	+4
Perform	+4	Play Instrument: Guitar	+2
Persuasion	+5	Seduction	+6
Personal Grooming	+2	Oratory	+6
Interview	+4	Human Perception	+4
Leadership	+6	Theology	+6
Tarot Lore	+6	Expert: Fool's Hope Lore	+10

CYBERWEAR:

Lifesaver Skinweave; Forked Tongue; Cyberaudio: Radio Splice, Scrambler.

OUTFIT:

Glock-30 Machine Pistol (20rnd clip); 2 clips; Kevlar vest, Personal Communicator; Passcard.

BACKGROUND:

Benjamin, aka the Fool, is the new holy leader to a couple hundred people. He has in the past led two cults, the Geneflow To Eternity and the Selenites. They both never really got anywhere, but the CIA noted his charismatic ability and wanted to put it to good use. They contacted him and made an offer he couldn't refuse. As much comfort as he wanted, and a couple hundred followers. He knew there had to be a catch, but it turned out the only catch was that the followers would all be "lab experiments" of a sort. He had no problem with this, as he has no scruples whatsoever. He is now a close friend of the experimenters, who respect his ability to lead. He in turns respects the power they give him over the village. He just loves his job, and has many lovers among the villagers, all of whom respect his spiritual power.

INTERACTION:

The Fool is no fool. He will regard any attempt to overthrow his power as a very real threat, and one which must be eliminated. He has no problem with sending the guards to kill the characters or just having them executed.

If the characters do not seem to pose a threat, he will try to make them leave, or, if he sees them as a possible threat, have them join the community. If they join, they will soon suffer the fate of the villagers.

Benjamin trusts William with his life, as the CIA has assured him that William is entirely under their control. Therefore, until William actually shoots him, he will have absolute faith in the man.
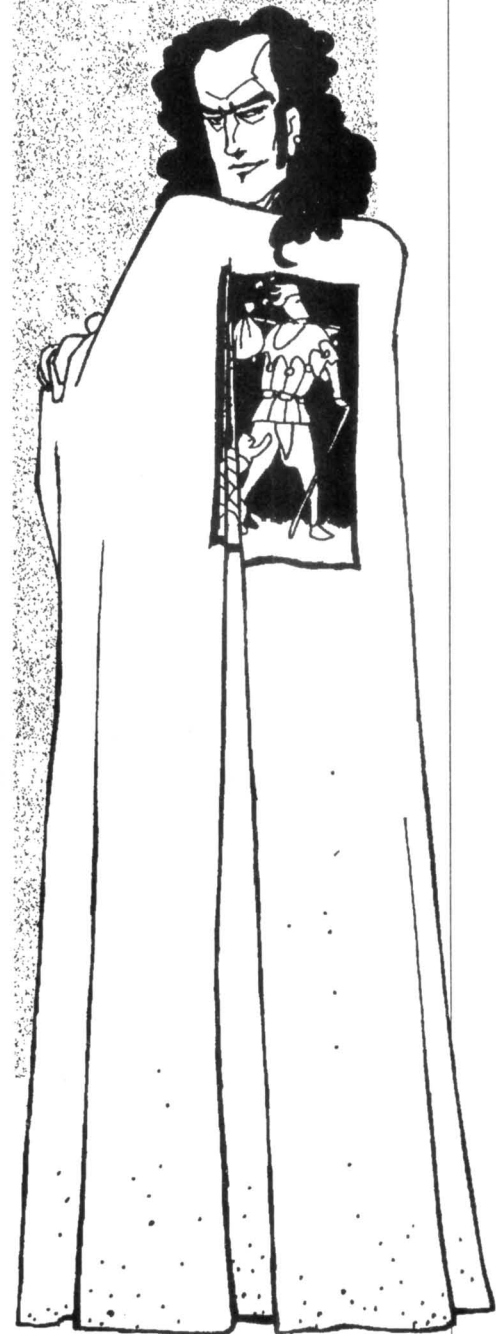
CIA SPECIAL OPERATIONS AGENTS

Role: Solo   **Specialty:** Covert Action

STATS:

INT: 8   REF: 9   COOL: 8   MA: 8   BODY: 8   EMP: 4

SKILLS:

Skill	Level	Skill	Level
Combat Reflexes	+6	Awareness	+6
Handgun	+4	SMG	+6
Rifle	+4	Athletics	+6
Shadow/Track	+4	Martial Arts (Karate)	+4
Stealth	+6	Driving	+4
Demolitions	+6	Melee	+4
Hide/Evade	+4	Wilderness Survival	+4

CYBERWEAR:

Cyberaudio: Radio Link, Scrambler; Nasal Filters; Biomonitor.

EQUIPMENT:

Covert: Glock-30 Machine Pistol, 2 clips Capture rounds*, shoulder holster; 2 Stun Grenades; Light Armor Jacket & Pants.

Assault: H&K MPK-11, 4 clips (2 Capture, 2 Kill*); Glock-30 Machine Pistol, 2 Capture clips, shoulder holster; IR Combat Cloak; Flak Vest; Knife; Nylon Helmet; Heavy Leather pants; Smartgoggles: Lowlight, Thermograph, Image Enhancement; 2kg C-6 w/ timer detonator; 2 Stun Grenades; First Aid Kit.

*All CIA weapons have either Kill Clips or Capture Clips. Kill Clip rounds do double damage as they have explosive tips. Capture Clips do half normal damage, but double normal Stun. These clips are NOT available outside of the CIA.

INTERACTION:

The Special Ops agents have normally act in one of two manners: Covert or Assault. While in public or just in general, they will be in their Covert mode, in which they will be quiet and not very interactive, ever vigilant for any possible dangers. While on a mission or during an emergecy, they get additional gear and go into Assault mode, wherein anything that is considered an "enemy" target is eliminated or subdued, depending upon the circumstances.

CIA SURVEILLANCE AGENTS

Role: Techie   Specialty: Surveillance

STATS:
INT: 9   REF: 5   COOL: 5   MA: 5   BODY: 5   EMP: 5

SKILLS:

Skill	Level	Skill	Level
Jury Rig	+6	Awareness	+8
Human Perception	+6	Education	+6
Hide/Evade	+6	Shadow/Track	+8
Athletics	+2	Driving	+2
Stealth	+6	Basic Tech	+4
Electronics	+6	Electronic Security	+6
Disguise	+4	Pick Lock	+4
Handgun	+2	SMG	+2

CYBERWEAR:
Cyberaudio: Radio Link, Scrambler; Neuralware Processor: Interface Plugs, Cybermodem Link, DataTerm Link; Cyberoptic: Video Cam Transmitter, Teleoptics.

EQUIPMENT:
Glock-30 Machine Pistol, 2 Capture clips, shoulder holster; Kevlar Vest; Tracking Device; 2 Tracer Buttons; Advanced Alarm Removal System.

INTERACTION:
Surveillance team members will not interact with player characters unless they are posing as contacts of the characters. Otherwise, they are entirely behind the scenes, or at least, that's the plan.

STANDARD NATIONAL SECURITY AGENT

Role: Techie   **Specialty:** Interception

STATS:

INT: 10   **REF:** 6   **COOL:** 6   **MA:** 6   **BODY:** 5   **EMP:** 6

SKILLS:

Skill	Level	Skill	Level
Intelligence Analysis	+6	Awareness	+8
Handgun	+2	Resist Torture/Drugs	+2
Human Perception	+4	Education	+6
Martial Arts (Karate)	+2	Driving	+4
Language (choose any three)	+6	Basic Tech	+4
Library Search	+4	Electronics	+6
(Interface, Electronic Security, System Knowledge, or Cryptology)			+6

CYBERWEAR:

Neuralware Processor: Interface Plugs, DataTerm Link, Cybermodem Link.

EQUIPMENT:

Militech Arms Avenger, 1 Clip; Shoulder Holster; Kevlar Vest; Pocket Computer.

INTERACTION:

It is highly unlikely that the characters will meet any NSA agents, however if they do, the individual agent's personalities will vary widely. In general, they will be cautious and reticent with any information.
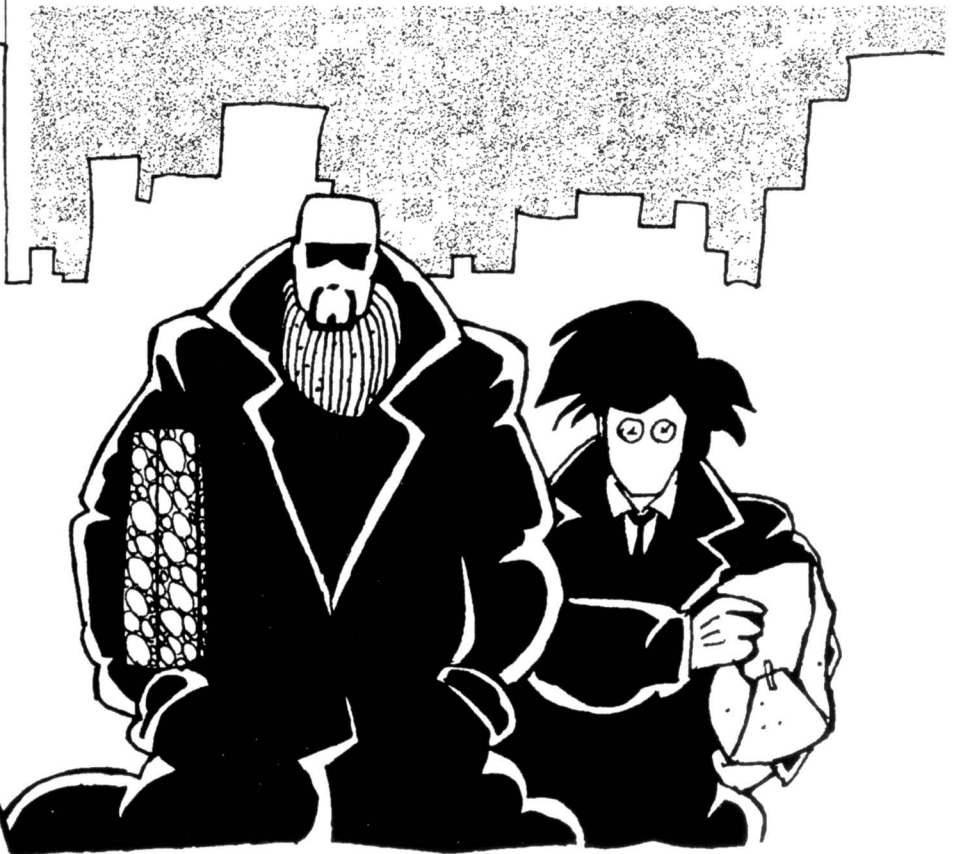
SECURITY GUARDS

STATS:
INT: 5   REF: 5   COOL: 5   MA: 3   BODY: 5   EMP: 5

SKILLS:
Skill	Level	Skill	Level
Combat Reflexes	+2	Awareness	+4
Handgun	+2		

EQUIPMENT:
Sternmeyer 35, 2 clips, Belt Holster, Nightstick; Pocket Commo; Plaskuffs; Passcard.

INTERACTION:
The security guards are old and not very fast anymore. They cannot be bribed though, and will fight back.

MILITARY POLICE

STATS:
INT: 4   REF: 7   COOL: 5   MA: 5   BODY: 8   EMP: 5

SKILLS:
Skill	Level	Skill	Level
Combat Reflexes	+2	Awareness	+4
Handgun	+2	Martial Arts (Karate)	+4
Melee	+2		

EQUIPMENT:
Armalite 44 Handgun, 2 Capture clips; Belt Holster; Nightstick; Pocket Commo; Plaskuffs; Passcard; Key.

INTERACTION:
The Military Police cannot be bought or intimidated. They are doing their job and take it very seriously. They have been ordered to shoot to kill if necessary. Due to their instructions, they think that the characters are insane and dangerous and so will avoid any interaction.
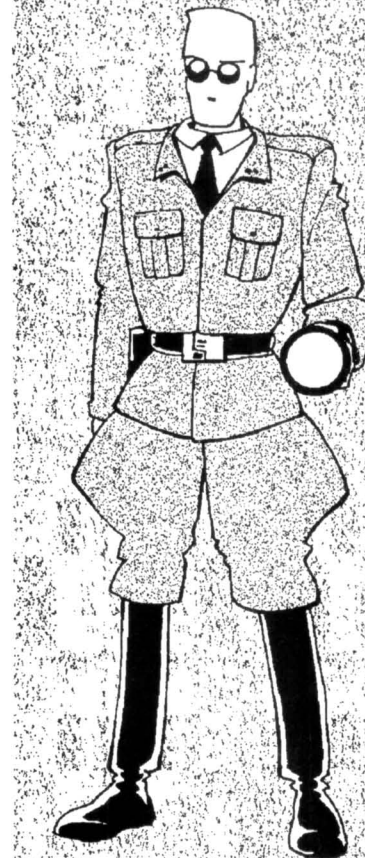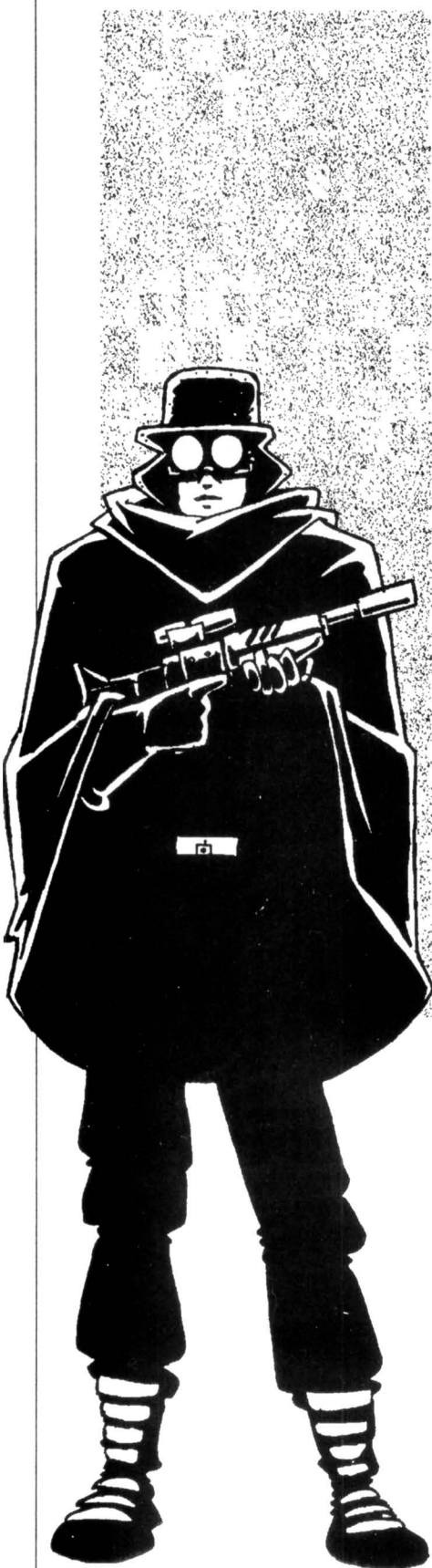
GUARDS

STATS:
INT: 6   REF: 7   COOL: 5   MA: 6   BODY: 7   EMP: 4

SKILLS:

Skill	Level	Skill	Level
Combat Reflexes	+2	Awareness	+4
Handgun	+2	SMG	+2
Rifle	+6	Stealth	+2
Martial Arts (Karate)	+4	Melee	+2
Athletics	+2	Driving	+2

CYBERWEAR:
Cyberaudio: Radio Splice, Scrambler.

EQUIPMENT:
Hunter: AKR-20 Assault Rifle, 4 clips; Militech Arms Avenger, 2 clips; Belt Holster; Silencer; Knife; 2 Flash Grenades; Flak Vest; Nylon helmet; IR Combat Cloak; Smartgoggles: Low Lite, Infrared, Teleoptics, Image Enhancement; Mastoid Commo; Plaskuffs; Passcard; First Aid Kit; All-Terrain Vehicle (4-wheeler).

Police: Armalite 44 Handgun, 2 clips; Belt Holster; Light Armor Jacket; Nightstick; Pocket Commo; Plaskuffs; Passcard; ATV.

Undercover: Glock-30 Machine Pistol, 4 20rnd clips; Silencer; Shoulder Holster; Kevlar Vest; Monoknife; Passcard.

*NOTE: All Guards and The Fool can enter any building using their Passcards.

INTERACTION:
The hunters are dressed like hunters, and will be kind but firm with characters. They don't want trespassers. Police will be friendly, and offer kind advice to leave, or arrest troublesome characters. They will then be subjected to all their memories being blocked and they will become villagers. Undercover guards will watch the characters and act only if forced.
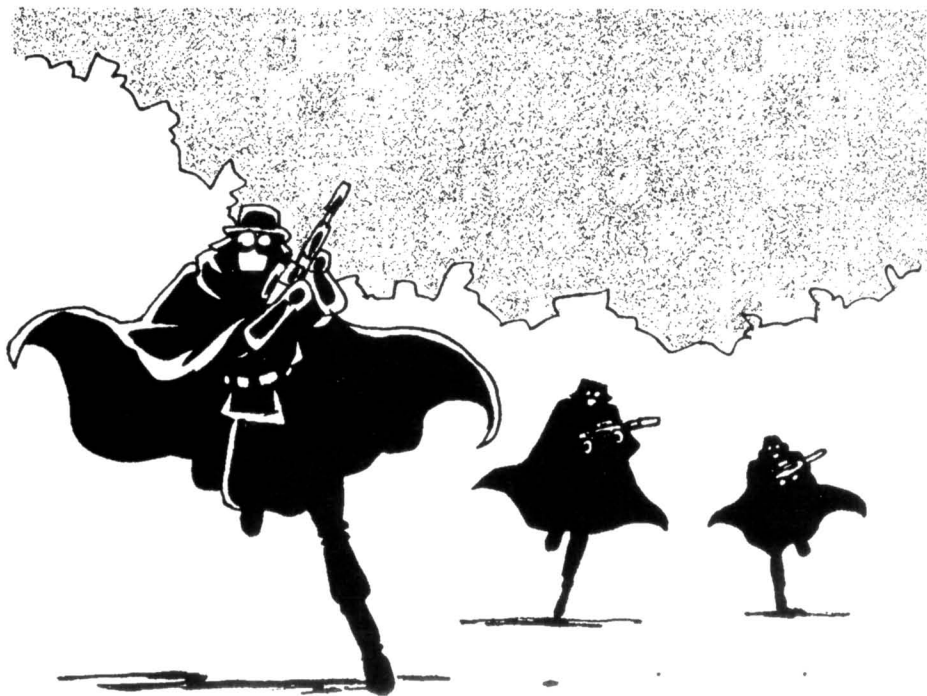
VILLAGERS (AVERAGE)

STATS:

INT: 5   REF: 5   COOL: 4   MA: 5   BODY: 5   EMP: 5

SKILLS:

Skill	Level	Skill	Level
Awareness	+2	Factory Work	+4
Expert: Fool's Hope Lore	+4		

CYBERWEAR:

None. Except if the villager is an Ex-Cyberpunk, in which case, randomly determine cybernetics, role, etc.

BACKGROUND:

The villagers all dress in typical lower or middle class clothing of varying colors. There is some ornamentation and accessories which allow individuality in their dress. On the whole, however, they look like they were not the cream of society. Even those who were once great solos or 'runners look terrible. They all take Happy Daze drug three times a day which keeps them mellow. See below for more details on the drug.

There is a 5% chance that any villager the characters contact was a Cyberpunk, a 2% chance that the villager is in fact an undercover guard and a 1% chance that it is William. Ex-Cyberpunks do not act any differently, but they do seem more physically fit and, if their memories are restored, could be useful.

INTERACTION:

If the characters talk to a random villager, the villager will be happy to talk to the character and find out what their number is. All names of the villagers are numbers, as they have forgotten their names (blocked). Because their short-term memories are being blocked, everyone meets new people every day. Strangers are nothing new to the villagers (new to the guards though).

The villagers will talk about how nice life is, how next week things will be better and how great it is not remembering. The characters will be unable to gain any information on the town, as the villagers remember little day to day information, only what their job is, how to do it, where they live and what they believe.

If the characters confront William, see the stats for William II. If the characters confront a guard, he will try to persuade them to leave, using force if necessary.
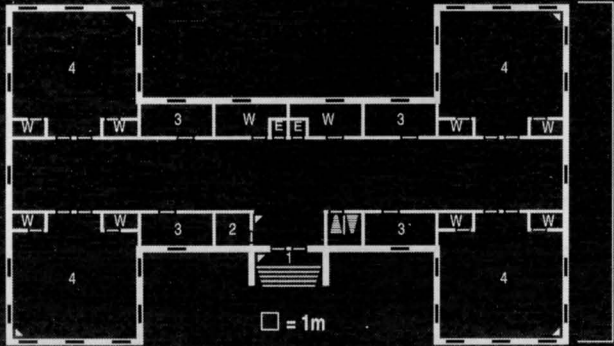
ROBERTSON MEMORIAL PSYCHIATRIC HOSPITAL

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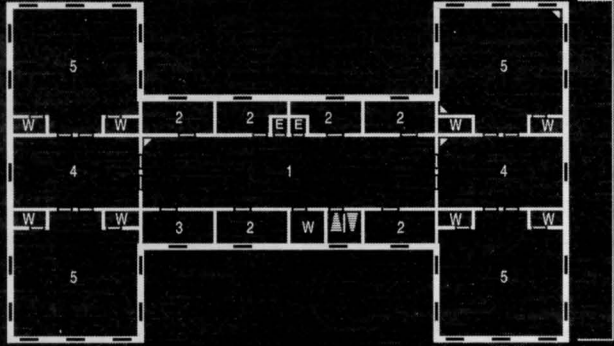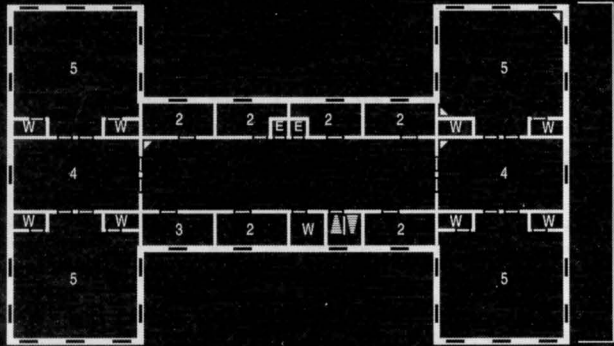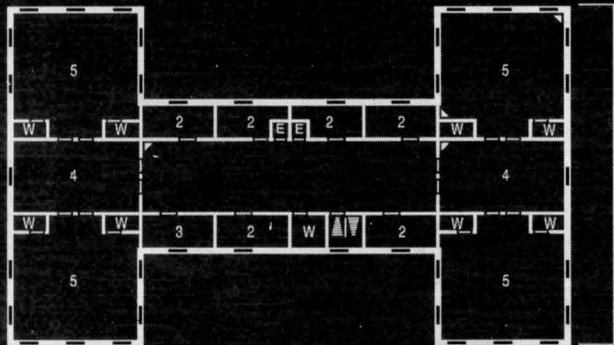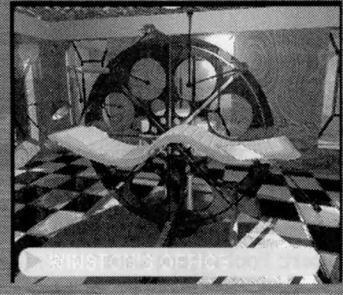
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4th FLOOR

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Johnsville Church & Fool's Home

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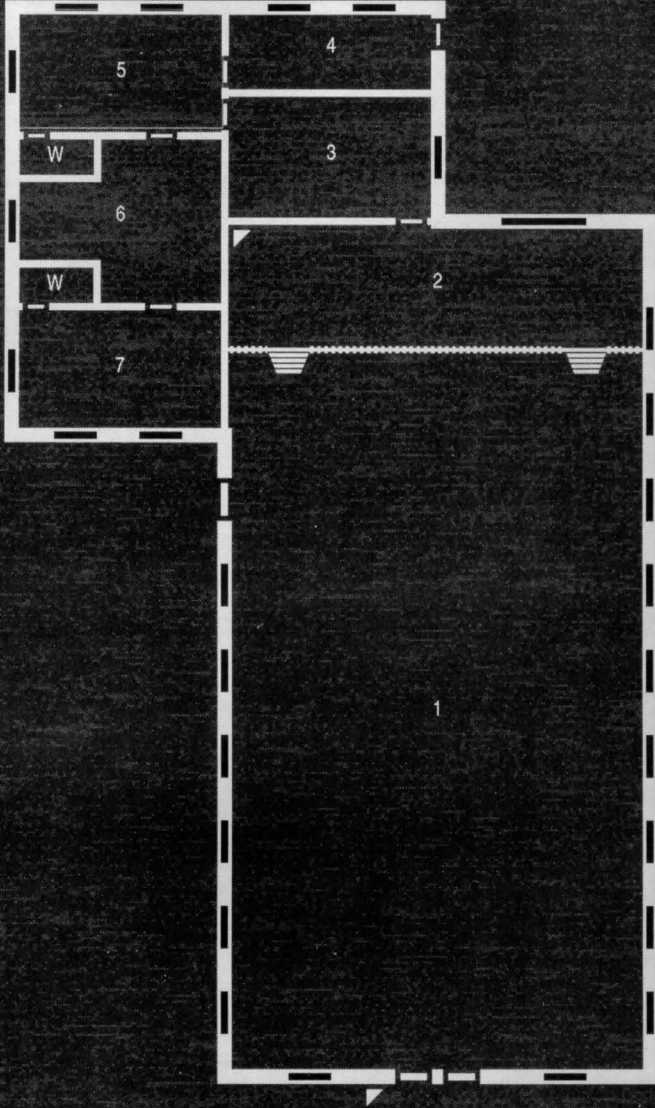
SECURITY CAMERA SYSTEM ACCESSED

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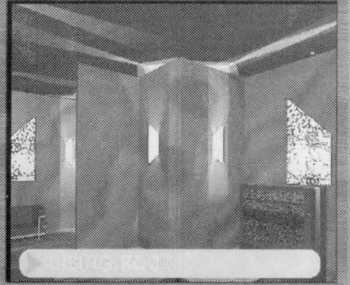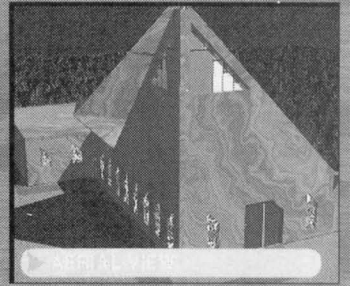
LOCATION
THE RANCH

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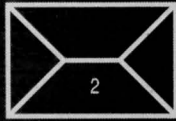
> EXTERIOR SECURITY
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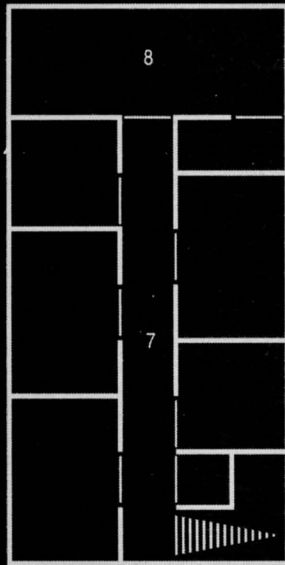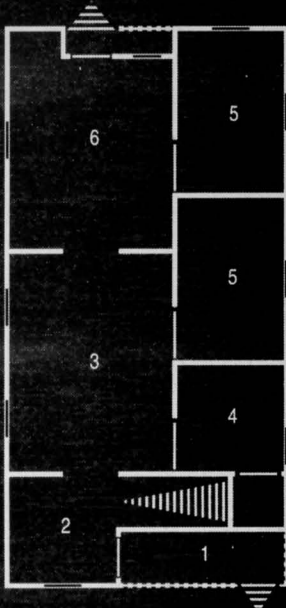
> INTERIOR SECURITY
> FLOOR 1 - NO ACTIVITY | F1
> FLOOR 2 - MOTION DETECTED | F2 >
> BARN - IR TRACE | B >
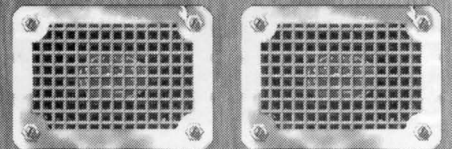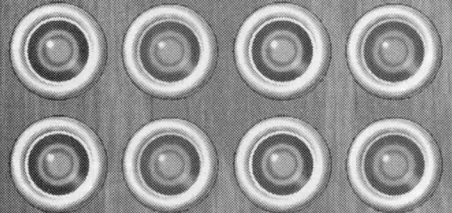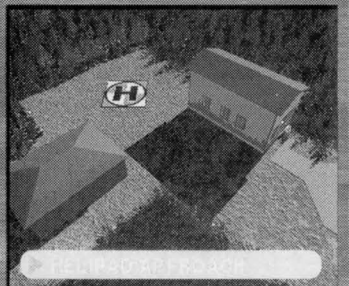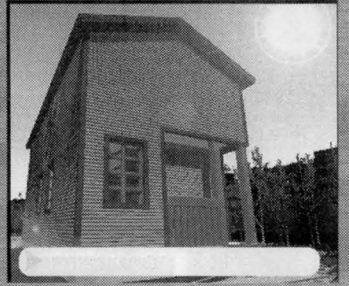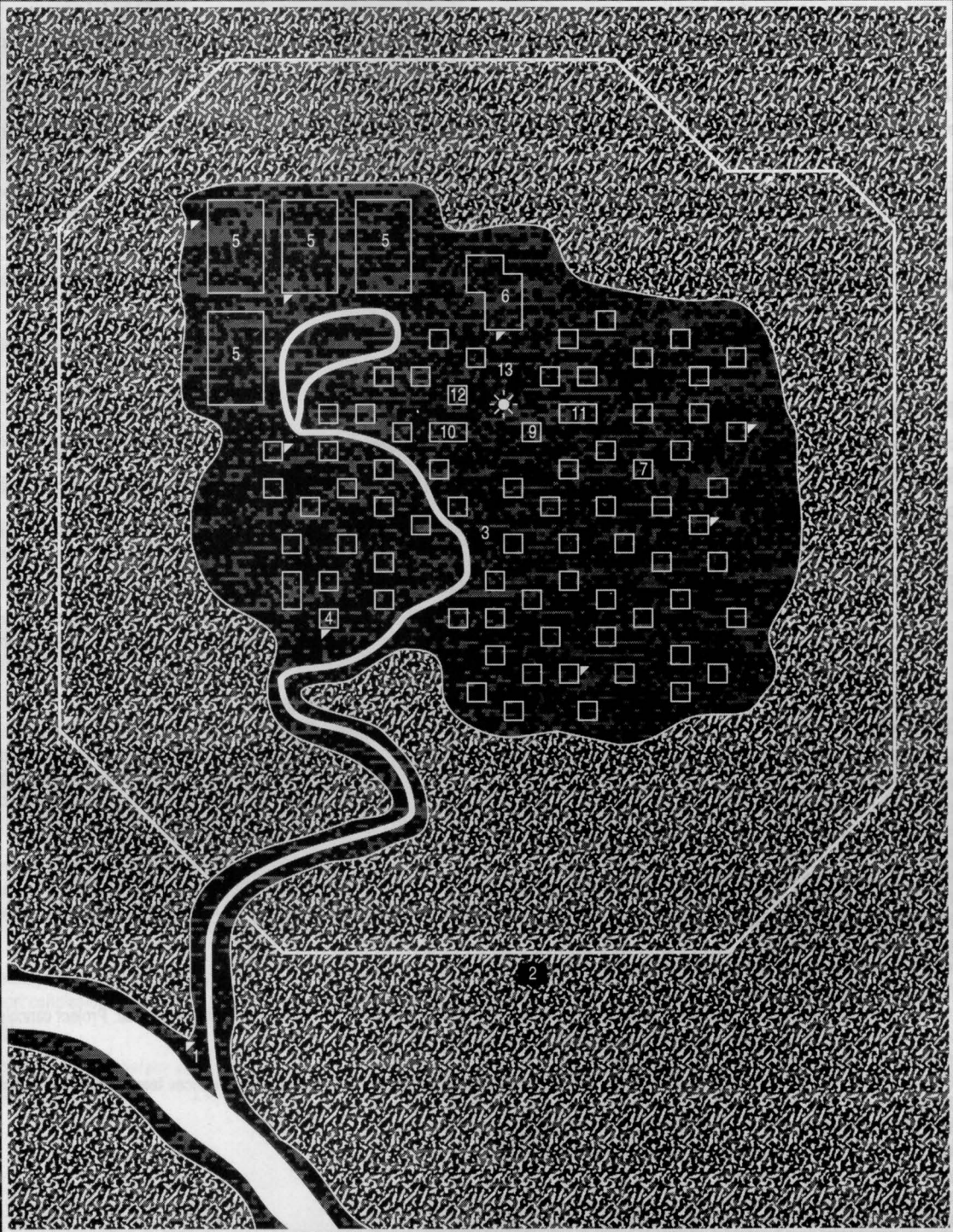
**Central Intelligence Agency
Research Division**

PROJECT NAME: MASTERPIECE

The information contained in this document is for your eyes only. Any unauthorized disclosure of this information will result in prosecution to the full extent of the law.

PROJECT SUPERVISOR:

Quincy Downe. 8 years service in Green Berets, 21 years service in CIA. Supervisor of Project Strands and Project Visitors. Awarded Badge of Merit twice in service of CIA.

PROJECT TEAM:

Name	Specialist	Status	Code Name
Quincy Downe	Administration	ACTIVE	Chagall
Eugene Hill	Corporate Affairs	INACTIVE	N/A
Winston Ansel	Psychological Warfare	ACTIVE	Dali
Emily Swain	Pharmaceuticals	ACTIVE	Miro
Robert Defoe	Hypnotism	ACTIVE	Davinci
Tristan Finch	Psychology	INACTIVE	N/A
Yves Gerard	Medical Engineer	ACTIVE	Picasso

PROJECT OBJECTIVE:

To develop techniques and technologies allowing the easy manipulation of individual's identities.

RESOURCES REQUIRED: APPROVAL?

Six Neural Encoding Devices	√
Six Neural Manipulators	√
Three Suburb Homes surrounding Night City	√
Use of Robertson Memorial Psychiatric Center	√
Six Full Surveillance Complements	√
Six Full Special Ops Complements	√
Three sets of full surveillance suites	√
~~Four APEX Mobile Point Defense Systems~~	
NSA monitoring of selected subjects	√

PROJECT CODE BOOK:

Abstract Works: Persona memories.
Amateur Piece: New Test Subject
Artist: Experimentor
Audience: Surveillance Team
Cleaner: Neural Encoding Device or Neural Manipulator
Cleaning the Canvas: Erasing test subject's memories
Critic: Possible investigator of the experiment or enemy agent
Exhibit: Test subject that is attempting to contact outsiders.
Experts: NSA Surveillance
Forgery: A test subject whose memories have been altered.
Gallery: Test group of subjects
Have You Seen Chaos?: Project has been compromised. All agents disperse across world. All test subjects terminated. Project canceled.
I Really Dislike ____'s Art: Agent suspected of defecting. Terminate agent. Proceed with project.
Impressionist Works: Specific Episodic memories
Is Mother There? / Can I speak to Mom?: Code phrase signaling agent in jeopardy. NSA trace. Special Services team dispatched to rescue agent.
Loft: Base #2
Master: Project Supervisor
Masterpiece: Highly successful memory alteration in test subject
Modernist Works: Skill memories
Movers: Special Operations Team
Museum: Robertson Memorial Psychiatric Hospital.
My Painting Was Stolen: Test subject escaped and attempting to reveal project. Terminate test subject. Proceed with project.
Old House: Base #3

**Central Intelligence Agency
Research Division**

PROJECT NAME: MASTERPIECE

Painting: Test Subject
Paints/Tools: Memory Imprinting equipment
Patterns: New memories and personas imprinted upon test subjects
Studio: Base #1
Touch-ups: Blocking memories & usually imprinting anew

PROJECT COVER STORY:

The entire project will be under the cover of a Militech PsychOps research division. All equipment and personnel will have identities linking them to this company, W-9. W-9 will be linked as a subsidiary to Militech. This project will not be in any way officially or otherwise affiliated with the CIA or any other government agency.

PROCEDURE:

This experiment will be conducted upon ten separate Test Groups. Each Test Group will be experimented upon over a period of 1 month.

PHASE I

    1. Subject selected. Criteria follow:
        a) Low standing in community
        b) In high-stress occupation
        c) Deals with violence regularly
        d) Above average level of intelligence
        e) No relations to members of any major government   institution.
    2. Subject put under 24 hour surveillance for 1 week.
        Schedules and patterns of activities noted.
    3. Subject covertly apprehended by Special Operations agents, rendered unconscious, brought to Base 1.
    4. Between 4 and 6 test subjects required for each test group. Once all members of a test group have been acquired, proceed to Phase 2.

PHASE 2

    1. Block each test subject's primary and secondary memories. New memories and person imprinted. Pattern 1 for the first, 2 for second, etc.
    2. Test group released to Location 1. Agents run sequence: Stolen Tape. Record test subjects' reactions. Monitor for lapses in memory or odd behavior.
    3. Special Operations agents capture test group at end of Stolen Tape sequence. Render test group unconscious. Bring them to Base 2. Begin Phase 3.

PHASE 3

    1. Imprint Patterns 7 through 12 over existing patterns in test subjects.
    2. Release Test group in Location 2. Agents run sequence: Hunt For Love. Record test subjects' reactions. Monitor for lapses in memory or odd behavior. Testing reaction to strong emotional attachments from previous pattern series memories.
    3. Special Operations agents capture test group at end of Hunt For Love sequence. Render test group unconscious. Bring them to Museum. Begin Phase 4.

PHASE 4

    1. Imprint Patterns 13 through 18 over existing patterns in test subjects. Remove blocks on original memories.
    2. Conduct PsychEval to determine effects of 4 layers of memories, which becomes dominant. Testing should take 4-8 weeks per group. Once evaluation is complete, proceed to Phase 5.

PHASE 5

    1. Release test subjects to Johnsville after complete Blocking of all memories.
    2. Report conclusions.

AUTHORIZATION:

    I, __Jericho Miner__ do hereby authorize this project in the interest of the security of the United States of America as the acting Director of the Central Intelligence Agency.

Jericho Miner, C.I.A. Director

MEDIA JUNKIE

ALTERNATE UNIVERSE MODULES FOR CYBERPUNK 2.0.2.0.

A SIMPLE ENOUGH JOB: FIND 10 MOVIES FOR THIS TOTAL MEDIA JUNKY. WELL PAID TOO. AS AN ADD ON, NO REAL DEADLINE. SOUNDED TOO GOOD TO BE TRUE. MAYBE IT WAS. EVER SINCE YOU TOOK THIS JOB, YOU'VE HAD THE STRANGEST THINGS HAPPENING TO YOU. LIKE THAT CREEP YOU MET IN HIS CASTLE WHEN YOU "RECOVERED" THE COPY OF THE ORIGINAL "DRACULA". AND YOU STILL HAVE THE FEELING THAT SOMEONE IS FOLLOWING YOU. THE NEXT MOVIE YOU HAVE TO GET IS "ALIEN". AND YOU DON'T EVEN WANT TO THINK ABOUT WHAT MIGHT HAPPEN...

MEDIA JUNKIE is a collection of 10 small adventures centered around different movies. Part I contains four adventures based on the movies "M" (Alice in Gangland), "Plan 9 from Outer Space" (The Case of the Missing Flick), "Dracula" (Castle Transylvania 6), and "The Exorcist" (P.S.Y. Co.). The adventures can be played independently or as a mini campaign. Written by Gilles Bussière. 40 pgs, full color cover. Product # ICP-107. $9.95 US/Can.
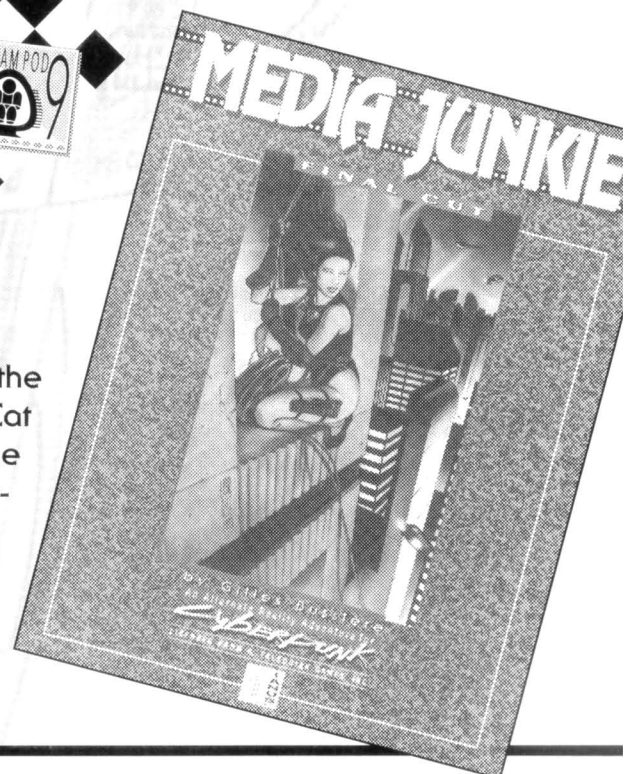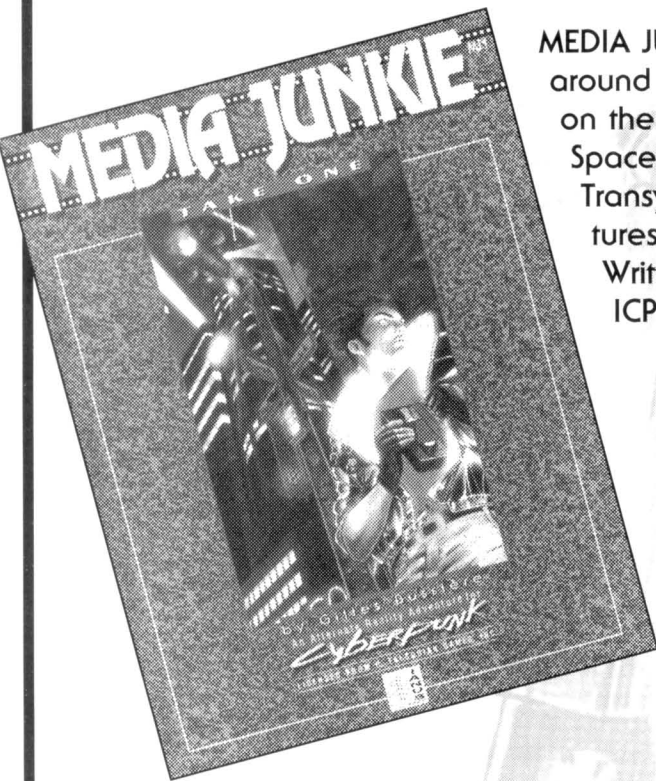
This is Part 2 and it offers 6 adventures based on the movies "Nosferatu" (The Old Man and Tessy), "Cat People" (The Little Red Running Hood), "Invasion of the Body Snatchers" (Double Cross), and "Hell Raiser" (Showdown at O.K. Carnival), "Alien" (The Beast Within), and "Night of the Living Dead" (Dream Pod 9). The adventures can be played independently or as a mini campaign. Written by Gilles Bussière. 48 pgs, full color cover. Product # ICP-114. 48 pages. $9.95 US/Can.

NECROLOGY

IANUS GAMES

I saw the shrink today. He was a real nice guy, offered me coffee, told me everything would be okay.

I don't think so.

He asked me that one question. I hate him for asking it. Why did he have to ask that question? I can't answer it. I would if I could, heck, if I could answer it I probably wouldn't be here right now. I wish I knew the answer, it's so easy, it used to be. At least, I think it did. I don't know anymore, I don't know anything for sure.

But why? Why did he have to ask it. He just looked me in the eye and asked: "Who are you?"

Do you know who I am? Do you remember me?

Enter into a twisted and convoluted campaign adventure dealing with corporate deception, cop-killers, psychiatric hospitals, cults and powers so great that no one could imagine existed. Be prepared for an adventure that will take the characters into previously uncharted realms of the mind, and explore the horror of the unknown.

Remember Me? is set in the Alternate Reality Universe for Cyberpunk 2020. It is recommanded for 3-6 very experienced players due to its complexity.

RECOMMENDED FOR MATURE READERS

A CYBERPUNK ® 2.0.2.0.
Alternate Reality Adventure Sourcebook

Printed in Canada