

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 2.0.2. It is recommended for 3-6 very experienced players due to its complexity.

RECOMMENDED FOR MATURE READERS

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5000 D'Iberville, Suite 332
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A CYBERPUNK ® 2.0.2.0.

Alternate Reality Adventure Sourcebook

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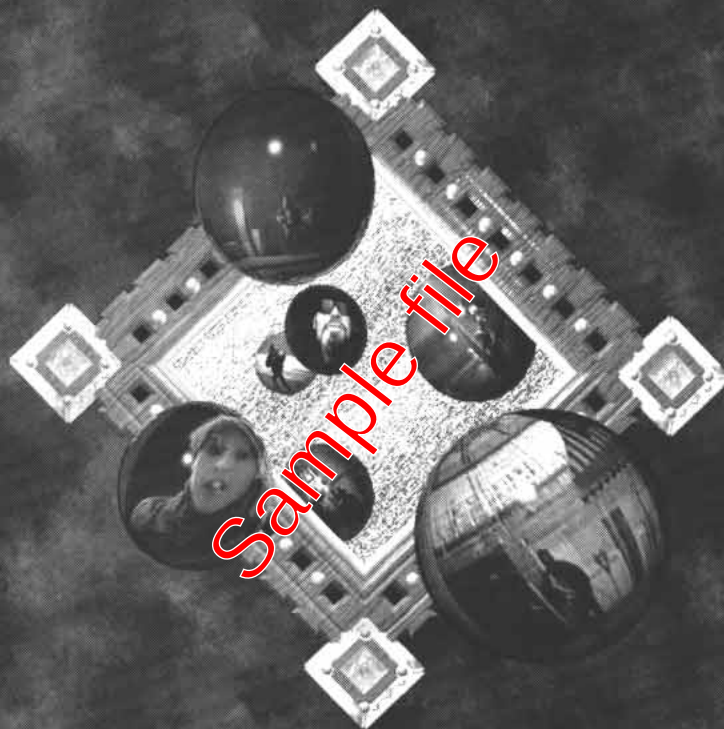
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IANUS GAMES

Written by:

Justin Schmid

Editor:

Marc A. Vézina

Copy Editing:

Jean Carrières

Jimmy Mah

Lucien Soulban

Editor for R. Talsorian Games, Inc:

Derek Quintanar

Art Direction:

Pierre Ouellette

Layout:

Pierre Ouellette

Jeff Fortier

Ben Miller

Domique Durocher

Cover Art:

Pierre Ouellette

Jeff Fortier

Interior Art:

Ghislain Barbe

Computer Generated Graphics:

Ben Miller

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INTRODUCTION

Remember Me? is a Cyberpunk Alternate Reality Universe campaign adventure designed for a very experienced 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 de-

cides 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.

