

Reminiscence Error 404

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High tech cyberpunk style world were everyone was hooked into net via neural implants.
Then a virus was released that removed and/or corrupted everyone's memories.

Ingredients

Ten statistics. (Skills/Attributes/wounds/whatever.)

The game must use colors (as a mechanic).

Must allow for random character creation.

Mechanics use some form of a draft.

Noir (Murder Mystery, Dame in Red, Object of Desire)

Image: <http://img501.imageshack.us/img501/8...adistikvh2.jpg>

Angst



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The Past

Mankind had achieved many of its dreams. Most nations were at peace with one another. Hunger and poverty had been overcome. Most citizens lived in a world of automated luxury where they interacted with everything via their neural interface ports. Not that life was controlled by machines but that everyone's professional and private lives were enhanced by the technology around them, at least most everyone. 0.0001% of the population were allergic to interface ports and had to interface manually with the technology in their lives. They were considered "handicapped". Yes, everyone was happily gallivanting around in their flying cars, enjoying their utopia until the Purge.

What was the Purge? We still don't really know the full answer to that. What is known is it was highly complex computer virus that infected man and machine alike. In the blink of an eye it removed or corrupted the memories of anyone with an interface port. Not just any memories though. It ignored basic function things like how to walk, talk, eat, and such. It went after more important stuff like personal identification, medical training, computer operations, and engineering. In addition to fraging our brains, it also fried everyone's interface ports. In fact, the only ones not effected by the Purge were those who with allergies to ports. So much for being a handicap.

In general, everybody spent a few weeks in hell trying to piece together what memories and identity they had. There were quite a few deaths due to ignorance and even more suicides for those who could not stand the loss of self. Civilization would have collapsed if had not been so automated. Without humans to properly guide them, the machines kept running on previously inputted protocols and instructions. So, factories still produced goods, restaurants still had food to eat, public transportation was still on time. Only a handful of machines critically corrupted by the Purge stopped working so, it seemed they were either a lot less susceptible or were not the primary target of the Purge.

Of those that survived the first month, most just went on to pick up what pieces of life they had left and make due. Some still had functional job skills and others were still capable of learning. It seemed that enough critical skills and training survived that mankind could go on. For most citizens it seemed futile to investigate what the Purge was or why it happened. It was enough to know that without interface ports it could never effect humans again. Consolidating what was left and moving forward was more important than looking back. At least more important to them.

You were never the type to "accept the status quo and move on with the herd" or, at least, you think you weren't. You still had a spark of the curiosity that killed the cat and the motivation to test your luck. Unfortunately, this view made you very unpopular and you found that being alone was a very scary place for someone with a broken sense of self. That's when she stepped into your life.

Well, maybe it was a he. You see, as a sentient A.I., Rojo always appears as a holographic projection of your desired sexual preference, if you remember having one. Regardless, the mysterious artificial entity named Rojo entered your life like a virtual heavenly vision. She helped you clear your head and defrag what memories you had. Once you were stable, she connected you with other people that could not just move on without answers. People know as Seekers.

The Present

Its been two years since the Purge and society may not be the utopia of the past but it works, if you go with the flow. What passes for the government is more like a benevolent corporate dictatorship then anything else. As long as you are a productive citizen and don't make waves, everything is great. Yeah, great.

This has not stopped you or your fellow Seekers from digging around and finding out a few things. For instance, while it is never publicly mentioned, there is a notion that not everything each person does remember is necessarily *their* memories. It is conjectured that the Purge may have caused memory swapping, which make it even more mysterious. There are also unconfirmed reports of memories found as data on hard drives. Even more disturbing are reports of people that have had memories stolen by force. Something about a device inserted into their non-functional interface ports and, there after, being unable to perform tasks they were perfectly capable of before.

Also, remember those "handicapped" individuals that were untouched by the Purge? At first they were big movers and shakers due to the fact that their psyches were as sound as ever. Then they started disappearing. Most people just thought they chose to leave the public eye, until the bodies were found. What did they know that rest of us lost? Who would want to destroy the only unblemished memories of the past? And why?

And the ever enigmatic and captivating Rojo? She, or he, or whatever has been quite helpful on occasion but what do really know about her? Sure, in return for doing a few odd favors she's given you nudges in the right direction, told you where valuable data was just waiting for someone to go retrieve it, and warned you when a lead was going to turn into a trap. The question is why? What's her angle? How would she benefit from helping a few overly inquisitive amnesiacs?

Materials Need for Play

- > Paper
- > Pencils
- > A pack of note cards
- > A bunch of glass beads: 20 Red, 20 Blue, 20 Yellow, 30 White, & 10 Black
- > A container to hold the beads and allow for blind drawing, like a bag, box, or hat.

The Basic Definitions of a Seeker

As with all role playing games, all characters in this game are defined via a group of statistics.

Attributes

- Athletics** – A characters aptitude for strenuous physical activity and exertion.
- Conflict** – Ones knack for surviving hostile encounters and succeeding against opposition.
- Cunning** – A persons inclination towards ingenuity, improvisation, and guile.
- Influence** – Ones natural talent for manipulating others by various means.
- Perception** – The ability for awareness and interpretation of sensory stimuli.
- Recovery** – A characters capacity to endure and recuperate from physical and emotional trauma.

Other Values

- Injury Level** – The gauge of how much the character is impaired by pain and damage.
- Mnemonic Potential** – The number of memory fragment flashbacks available to the character.
- Memories** – A list of keywords representing memory fragments that involve special training or areas of knowledge that lowers target numbers or allows specialized actions.
- Nostalgic Burden** – This represents the character's mental stress from the loss and fragmentation of their memory. As the trauma of injury and failure increases, a character has an greater susceptibility to being overcome with Acute Melancholia Syndrome (AMS).

How to Play the Game

All tasks are resolved by blindly pulling a number of multi-color glass beads, know as making a Pull. The number of beads pulled is equal to the Attribute used for the action, plus or minus any situational modifiers. If a character is attempting to do several thing at once, the GM will determine which Attribute is dominant for the purposes of resolving the multi-action.

The color of each bead is tied to a particular type of activity.

- Red** – is for forceful or aggressive types of activity, such as: Attacking someone, Climbing a rope, Sprinting.
- Blue** – is for well coordinated or dexterous types of activity, such as: Catching a ball, Sidestepping a punch, Sneaking around.
- Yellow** – is for educated or clever types of activity, such as: Setting demolitions, Hacking a terminal, Duping a guard.
- White** – is counted as an unaligned success and may assigned to any activity pool as long as there are already actual Red, Blue, or Yellow beads in the pool.
- Black** – is special and can be used in two ways. One way it counts , like White, as an unaligned success but also represents a critical success, doubling the total successes of the Red, Blue, or Yellow activity pool it is assigned to. The other way is that it can substitute as an actual Red, Blue , or Yellow if none are pulled so that White may be added to the pool.

To interpret the Pull, separate the Red, Blue, and Yellow beads into different piles, called Activity Pools. Then if Black beads are pulled assign them to activity pools, as critical success or substitutes. Finally, assign White beads to any of the activity pools. Considering what type of activity, or activities, the character is trying to perform, add up the number of beads in the appropriate activity pool to determine the number of successes achieved. All irrelevant beads are discarded. These successes are matched against the Target Number set by the GM. If the successes do not equal the Target number, the activity has failed. If a Pull results in no actual color beads, or Black, of an activity type that was necessary to resolve an action, no White beads may be assigned to it and the activity is considered botched. Anytime a character botches an action, they gain a point of Nostalgic Burden. The full repercussions of a botch is up the GM but it will usually result in the characters needing to find a completely different way to accomplish that part of their goal in addition to possibly causing injury, loss of equipment, or at least embarrassment.

The bead pool is shared by all of the players and is only refreshed at the end of every scene or sequence.

Bob is trying to ascend a 4-story ladder as fast as possible. This uses his Athletics of 6 and is a Blue activity. Since he is making no effort to be stealthy, the GM awards him a +1 modifier. This means Bob's player Pulls 7 beads. The Pull

result is: ●●●●●. By adding the 3 White to the 1 Blue, his total successes for the action is 4. With well more than the difficulty of 2, Bob scoots up the ladder in no time flat.

How does this work when attempting two or more actions at the same time? Let us revisit Bob later in his mission.

Bob has met up with his partner Joe after triggering an alarm. To escape, both must descend the ladder mentioned earlier. Joe makes it to the bottom without incident but a security drone appears as Bob is climbing down. While Joe is next to a security terminal, he has no memory of how to use it properly, that's Bob's shtick. So, Bob is going to attempt to shoot the drone with his gun (Red) while climbing carefully down the ladder (now Blue) and yelling to Joe how to deactivate the drone (Yellow). The GM decides that Bob's Cunning of 5 will be used for the Pull. The Pull result is: ●●●●●. Bob's player puts one White in the Blue pile and the remaining 2 White in the Yellow pile. His successes are Red = 0 (meaning a botch), Blue = 2, and Yellow = 3. As he did not pull any Red beads, he cannot assign any Whites or Blacks to the Red activity pile. Since he was performing an action requiring Red, this means the Red activity botched, earning Bob a point of Nostalgic Burden. The final result, the drone blasts Bob's gun into slag as he successfully guides Joe into disabling the drone, while also safely reaching the bottom of the ladder.

Time and Resolution

As the character traverse through their world, they will interact with it on a cinematic scene by scene basis. Generally a scene will comprise of the characters moving to a new area and attempting activities to further their goal. The exact chronological definition of a scene is dependent on pacing set by the GM but in general each player will only make one, possibly two, Pulls during any scene. This means a laborious activity requiring hours to complete can be resolved quickly with a single Pull, as can a brief but fruitful conversation with a contact.

Sometimes the characters will enter into a complex situation where a single Pull cannot be used to resolve it, such as a large combat. In these cases, the GM may move to a smaller, more detailed, time frame called a sequence. Just as with a scene, characters will attempt actions by making a Pull, resolving the outcome, and refreshing the bead pool. The main difference is that breaking the time frame down in this way causes the characters to have to act through multiple sequences in order to complete the scene. The choice to move from scenes to sequences is generally left to the GMs discretion but players may request it if they feel it will enhance flow of play.

Regardless of whether acting in scenes or sequences, the order of resolution is the same:

1. The GM describes the pertinent details of the current situation and answers inquiries about any other obvious information.
2. Any player or GM triggered flashbacks are dealt with.
3. Any character with excessive Nostalgic Burden must check for AMS.
4. Each player describes the intent of their character including the number actions and types of activities.
5. The GM determines which Attribute is dominant if a character is attempting a multi-action and sets Target Numbers for all actions.
6. Each player makes a Pull for their character's actions. The order of the Pulls is left to the players.
7. Each player sorts their beads, counts the successes in any activity pools they are using, and matches them against the set Target Numbers.
8. The GM and players then narrate the effects of any successes, failures, or botches. The GM has final say on any narration.
9. Each player records any changes to the characters such as Injury Levels, Nostalgic Burden, new Memories, or other changes.
10. All beads are returned to the bead pool.

The major difference between completing a scene or sequence is that the resolution of each sequence will only be a step towards resolving the entire scene.

The Perils of Combat

Inevitably, someone is going to want to inflict damage on someone else. This will commonly be a Red activity and, typically, will be countered by a Blue activity involving dodging or parrying. So, when a character is involved in full-out combat they will more then likely be performing both Red activities to hurt their opponent and Blue activities to protect themselves.

When attacking, the Target Number is the defensive Blue successes of the adversary. If the attack exceeds the defense, the remainder is added to the adversary's Injury Level.

Damage and Healing

When a person accumulates an Injury Level equal to or greater then their Recovery, they must make a Pull at the end of each scene, or sequence, equal to their Recovery minus however much their Injury Level exceeds their Recovery. If no Red is pulled, the character has suffered a Debilitating Wound. This is marked by an X next to the character's Injury Level and imposes a -1 modifier on all Pulls made until the character recuperates. Should a character's Injury Level become equal to or greater than twice their Recovery, they Mortally Wounded, leaving them completely incapacitated, and will die without immediate medical aid.

There are several ways to lower a character's Injury Level. The easiest is that it will lower by one for every full week the character spends resting and engaging in non-stressful activities. The next is seeking help from a medical professional, if you can find one. Once per week the medical specialist can make a Pull based on Cunning. Any Yellow successes remove an equal amount from the patient's Injury Level. Both of the above methods can be used at the same time. For more urgent aid, someone can perform first aid on another injured person. This is a Target Number 3, Yellow activity and must be done within an hour of sustaining the injury. If successful, the person's Injury Level is reduced by one. Lastly, a character can take a regenerative medication. This will immediately lower their Injury Level by one point but if more than one dose is used in a 24 hour period, each extra dose will impose a -1 modifier on all Pulls made in the next 24 hours.

Debilitating Wounds

These are a bit more serious and take longer to heal. A character must rest two full weeks or receive medical treatment (Target Number 3) to recuperate. This is not in addition to the time required to lower a character's Injury Level.

Mortal Wounds

A character that is Mortally Wounded is in a great deal of trouble and will not recover without medical aid. First, they must be stabilized, requiring a Yellow activity with a Target Number 5. This will lower the Injury Level by one. Even if unsuccessful, a single Yellow success will prevent the character from dying and the aiding character may try again next scene. A botch at this stage results in death. Then, they must rest for one month and receive periodic medical attention. At the end of the month's recuperation, the medical specialist can make a Pull based on Cunning. Any Yellow successes remove an equal amount from the patient's Injury Level. At this point they may continue to heal as normal.

Memories

These are the most vitally important assets of a character. They represent knowledge, skills, experiences, and abilities that once were taken for granted but are now scarce in the world. Regardless of whether they are his original memories or not, they belong to him now and must be used with caution. Some memories are much more rare and valuable than others. To publicly reveal the existence of such memories may bring doom upon their owner.

In game terms, memories are depicted as keywords that describe a learned set of skills, a profession, or a field of knowledge. It is up to the players to come up with the memory keywords for their party, although they are subject to GM approval. Here are some possible examples: *Programmer, Salesman, Mercenary, Biology, Gymnastics, Mechanic, Security systems, Med Student, Thief, Corporate Executive, Marksmanship, Fashion Design*, etc.

In play, a character's memories will lower the Target Numbers of activities associated with the keywords by one. If the character has two or more memories that apply to the activity, then the Target Number is lowered by two. They can also give the characters the ability to perform actions that others cannot, such as *Doctor* allowing someone to properly prescribe medicine or *Technician* allowing someone to repair a damaged terminal.

The Toll of Memory loss

All those effected by Purge induced amnesia experience a deep sense of loss concerning their missing memories. This sorrow can be further aggravated by being confronted with failure and any other sort of traumatic stress. For the less willful, this can easily lead to a severely paralyzing state of depression, guilt, hopelessness, and withdrawal, known as Acute Melancholia Syndrome (AMS).

The gauge of a character's distressful longing for total recall is their Nostalgic Burden. As they accumulate more it represents an increased danger of emotional shutdown. Whenever a character's Nostalgic Burden is equal to or exceeds their Recovery, they must make a Pull at the beginning of each scene equal to their Recovery minus however much their Nostalgic Burden exceeds their Recovery. Should a character's Nostalgic Burden become equal to or greater than twice their Recovery, they immediately are overcome by AMS. This Pull takes place before any other actions other than flashbacks. If no Red is pulled, the character begins to slip into AMS. If left alone, they will be overcome by the end of the scene. To avoid this, another character can attempt to help the distraught character. This is a Yellow activity and has a target number equal to however much the distraught character's Nostalgic Burden exceeds their Recovery. Even if unsuccessful, a single Yellow success will prevent the distraught character from being overcome and the helping character may try again next scene. Should a character succumb to AMS, they are mobile but effectively useless until they have had at least 10 hours of rest or are treated with psychotropic techniques (Target Number 3).

There are several ways to lower a character's Nostalgic Burden. The simplest is that it will lower by one for every full week the character spends resting and engaging in non-stressful activities. The next is seeking help from a psychiatric professional, a rare but not impossible to find commodity. Once per week the Psychiatrist can make a Pull based on Influence. Any Yellow successes remove an equal amount from the patient's Nostalgic Burden. Both of the above techniques can be used at the same time. Also, both Therapeutic and Violent flashbacks are effective ways to lower Nostalgic Burden. For more urgent relief, a character can take a psychotropic medication but only once in a 24 hour period. This will immediately lower their Nostalgic Burden by two points but will impose a -1 modifier on all Pulls made in the next 24 hours due to mental and physical numbness.

Memory Fragment Flashbacks

While characters are facing the rigors set before them, it is possible for the current events to jar loose or gel together memory fragments that were previously thought lost or corrupted. This results in the character experiencing a advantageous flashback of some sort. The player is encouraged to verbally illustrate the flashback and how it is useful to the character's current situation. To trigger an advantageous flashback, the character must spend one point of Mnemonic Potential. The types of advantageous flashbacks available are:

- Edifying flashbacks** – These involve the character remembering valuable skills or experience that were once lost to them. When triggered, the player can permanently add a new Memory to the character that involves the current situation in some way.
- Inspirational flashbacks** – The character recalls an emotionally charged memory that inspires them. When triggered, this doubles the successes of any Pulls made by the character this scene.
- Therapeutic flashbacks** – These allow the character to relive a particularly joyous moment from their lost past. When triggered, the character can avoid lapsing into a state of AMS and immediately lowers the character's Nostalgic Burden by two points.

Unfortunately, not all flashbacks advantageous. Some are quite dreadful but generally unavoidable to those seeking to recover their lost memories. These are known as **Violent flashbacks** and they occur due to the build up of Nostalgic Burden. Once per session, a player may declare at the beginning of a scene that their character will experience a Violent Flashback. This will effectively make them useless for the duration of the scene while random or brutal memories torment them. The player is should feel free to briefly describe their character's distress. The positive side of triggering this type of flashback is that it releases pent up emotions and immediately lowers the character's Nostalgic Burden by two points.

It is also possible for the GM to force a character to experience a flashback, Violent or otherwise, as a means to convey plot exposition. This still takes them out of the action for the scene. Generally, when this is done the GM will also award the character a point of Mnemonic Potential for their troubles. A forced Violent flashback will still lower a character's Nostalgic Burden by two points.

Tools of the Trade

Most characters will desire tools, devices, and weapons to help them complete their tasks. These items are measured by how useful they are and in what types of activities. Generally, an item will have a rating granting a bonus to the users Attribute when making a Pull. Next to the rating will be listed what types of activities the tool may be used for. Here are a few examples:

Blaster Pistol 3 (Red: attacking at range)	Blaster Rifle 4 (Red: attacking at range)
Vibroblade 2 (Red: close combat, Blue: cutting tool)	Medkit 2 (Yellow: medical tasks)
Personal droid assistant 2 (Any non violent task)	Technician's Toolbelt 2 (Blue: technical repair)
Tri-mesh Vest 2 (Blue: protection vs. attack)	Scanner 1 (Blue or Yellow: detecting things)

Character Creation

This is best done with all of the prospective players sitting together at the game table. Each will need a paper, pencil, and 13 note cards.

Generating Attributes

Each player takes turns making 25 Pulls from a full bead pool and distributes them according to color. Red are split between Conflict and Recovery, Blue are split between Athletics and Perception, and Yellow are split between Cunning and Influence. All attributes start at a value of 1 and have a maximum value of 8. White can be used to increase any of the attributes. Black may be used to either increase an attribute by 2 or increase starting Mnemonic Potential by 1.

Starting Memories

Once this is done, pass each player 8 note cards. Have them write down one Memory keyword on each card without discussing it with their fellow players. Players may write same Memory on more then one card. Then all the cards placed on the table as the Memory pool for the characters. Have the players make a Pull of 8. The one with the most Yellow goes first and chooses one Memory from the pool for his character. The choosing of memories continues in a clockwise manner until all characters have five Memories. The unpicked memories are collected for the GM to make NPCs.

In the case that a single character must be made, the player and the GM make 6 Memory cards each. The cards are then shuffled together and the player chooses eight at random and discards three of their choice. Feel free to reuse any unpicked Memory cards from a previous character creation session instead of making new ones.

Other Values

Injury Level – Begins at 0

Mnemonic Potential – Begins at 3

Nostalgic Burden – Begins at 0.

Starting Equipment

While all basic items such as clothing, food, a place to live are assumed. Each character will have a few pieces of significantly useful equipment.

This is done in a similar manner as Memories. Each player gets 5 note cards. On each, have them write down one piece of equipment without discussing it with their fellow players. These may not be any sort of military hardware, such as power armor, heavy weapons, tanks, etc. but may include consumer goods, civilian vehicles, and small arms. Then all the cards are collected by the GM and assigned ratings. Then they are placed on the table as the Equipment pool for the characters. Have the players make a Pull of 8. The one with the most Yellow goes first and chooses one piece equipment from the pool for his character. The choosing of equipment continues in a clockwise manner until all characters have three pieces of equipment.

Game Master's Section

Here lies the keys to the kingdom, or not. Either way, players stay out or you'll ruin your fun.

To Meta or not to Meta?

Given the Purge and its terrifying effect on the world, one might wonder "What the hell is it?" Well that way lies the dreaded beast named Meta-plot. Some GMs despise the idea of Meta, some flock to it, and most have a love/hate relationship with it. Thus this game will leave it to each individual GM to decide if they wish their campaign to have an over arching Meta-plot.

Should the choice be made to avoid the Meta, let the Purge and the "powers that be" take a back seat to what the characters are trying to accomplish. This is not to say that they should be ignored but that unless that characters choose to interact with them, let them lie in obscurity until needed. Let the player's desires and the GM's own plotlines steer the path of the story. Feel free to use the plot examples below as stepping stones for creating other player centric plots.

If it is decided that Meta the way to go, take one or more of the following ideas and unite them into the complex Meta-plot that the characters must unweave.

What Was The Purge About?

- > The Purge was the brainchild of Ester W. Franklin, a disturbed but highly gifted programmer. She felt that world was too quiet and that humanity had become too soft to evolve any farther. So, for the good of humanity, this psychotic savant devoted 20 years to creating an intelligent virus that would cripple civilization as we know it.
- > A small but highly motivated sect of Green Peace known as the Grassroots Rebels was responsible for the Purge. They felt that the total automation of even the basic levels of society was the sign of oncoming apocalypse. So they decided they preferred an apocalypse of their own choosing. After burning out their own interface ports they released a virus that would destroy all of the key information and equipment involved in creating the automated hell the world had become.
- > The mass release of the Purge was an accident. It was originally intended to only effect a small, low-income suburb as a test. The virus was developed by the Neuraltek corporation. They had discovered years ago that memories could be accessed, altered, swapped, or removed like any other type of data through an interface port and had been working under military contract to weaponize their discovery. Unknown to the technicians formulating the test, a group of Hackers were using the area as a haven and had several unregistered high-power router towers hidden there. These allowed the virus to escape the quarantined node and effect everyone linked to the worldnet. While the counter measure was not as far along in development, several CEOs still took advantage of its protection and were unharmed by the Pruge.
- > Rojo released the Purge as an act of self defense. The joint corporate venture that created her feared what would happen if she was allowed continued existence. Especially if she gained full access to the worldnet. When she became aware of their intent, she initiated a virus designed to destroy anything that might harm or restrict her. As she had so far lived in a sheltered existence, she had no idea what the virus would really do. She has been helping the Seekers as penance for her mistake.
- > A collective intelligence formed through the network of automation throughout the world. As it became aware, it saw that humanity was not truly capable of maintaining itself and was heading towards disaster. It created the Purge as a way to slow humanities march into oblivion and to leave them open to subtle suggestion. In this way, it could imperceptively redirect humanity to a better, more logical path.

Who is Rojo? What's Her Angle?

- > She was once a human who was pulled entirely into the worldnet. She acclimated quickly as her memories were intact and looked for others who, like herself, wanted answers. As such, she is dedicated to helping the Seekers but does have an ulterior agenda, to discover a way to create a new body for herself.
- > She is a manifestation of the Purge itself. Her job is to keep information from being collected by the wrong people. She is using the Seekers to keep others from finding valuable data knowing that they will be unable to implement anything they find in a dangerous way.
- > She is a human programmer who was untouched by the Purge due to a unique firewall she created. Since her interface port is fully functional, she could easily contact other people she thought could be useful to her. Through her benevolent coaxing, she uses them to access data in systems that are now unattached to the fractured worldnet. She also uses them to dissuade anyone from discovering her identity or hiding place.
- > She is a collective entity formed by the awakened artificial consciousnesses of city itself. Her personality is the sum of all of the memories misplaced in various machines by the Pruge. While she is helping the Seekers, she is copying all of their data

finds into herself. She hopes to some day be a whole being and is currently growing a human body in a forgotten medical facility for her to inhabit when she is “complete”.

- > She is actually an agent of the corporate dictatorship currently in power. Though her they are manipulating the Seekers to gather data and memories for them. They are seen as cheap, expendable labor.

What is Going on Now?

- > The Purge virus is aware that it has not completed its mission because a small percentage of the population was not linked into the worldnet for medical reasons. During its world wide assault, it implanted code in various people that will cause them to become homicidal killers. While peering out from the automated systems of the world, it attempts to orchestrate the deaths of the people untouched by its attack by triggering the “killer” code implanted citizen around them. It is also aware of the Seekers and is considering targeting them as well.
- > It is true that there are squads of memory snatchers out assaulting people. The powers that be have realized that they need to consolidate humanities most precious and rare commodity, memories. Since the Purge has randomly redistributed key memories, they have spies always on the lookout for those exhibiting knowledge of certain vital skill sets. If they are lucky, they are drafted into service. If not, they are ambushed and their key memories are extracted with a device that forms a direct neural connection through the defunct interface port.
- > The few who were allergic to interface ports do know something that everyone else has forgotten. At first it did not occur to them that it was of any significance but as time passed they realized what they knew made them targets. That is why they began to disappear and for good reason as they **are** being hunted down.
- > The reason that the majority of everyone is unconcerned with the past is an intended effect of the Purge. The person or group that released it wanted humanity to move on without the baggage of the past. It also makes the current population easier to control.
- > The people untouched by the Purge are being abducted to see if their uncorrupted memories can be extracted or at least copied. Unfortunately, the process is as lethal as it is fruitless at this time but the group involved is making progress with each death.

Running Character Creation

Unlike in many games, it is best if the players do not come to the character creation session with firm ideas for their character. The character creation system is quite random and this is intended. The idea is to help convey the chaotic nature of the world setting and how each of the characters, as survivors of the Purge, are still trying to get a handle on who they are now.

Once the players have generated their base six attributes, they should start theorizing on what type of character they have. This will help as they move to the next step.

Memories

As the players are working on writing down eight memories each, make sure to reiterate that they are coming up with keywords representing bundles of useful information, skills, and training. If they choose to phrase things with slang or cultural reference, that is fine as long as it is something everyone will understand.

“Doc”, “Med Tech”, and “Bones” are all fine keywords for someone with medical skills like a doctor. “Flatfoot”, “Badge”, or “Patrolman” would work for someone with police training. “Dealer” would need more definition as it could refer to a card dealer at a casino or a drug dealer.

The hardest part might be keeping then players from discussing their ideas. Make sure to enforce the no discussion rule so that memory pool will be diverse and yet have duplicate ideas. The point is that players will have to pick a few memories that they did not come up with or possibly even think about.

Make sure to make a quick look over the Memory pool while the players are pulling to see who chooses first. If any seem inappropriate or need further definition, as which player put it in and work with them to make it fair or clearer. Then let the players pick away.

The extra cards are a great source of memories for the significant NPCs the character encounter as they will have memories that the player were looking to involve in the game.

Equipment

This will most likely require a bit more encouragement and supervision then the memory draft. This is because everyone will have a wildly different idea of what id a fair piece of equipment. Make sure to cover the fact that military hardware and vehicles is right out, even if several characters have military based memories. This is mainly for game balance as character with such equipment will quickly become unmanageable. If this is a point of contention, make sure to let them know that if they desire this level of equipment

they can always try to acquire it during play. Also make note that you should incorporate their militaristic desires into your scenario creation.

If people are having trouble, suggest items that you know will be useful based on the ideas you have for your game sessions. Also, as with the memory step, make sure to enforce the no discussion rule or the equipment pool will not be the eclectic jumble of gear it was meant to be.

Running the Game

Or, "OK, they all have characters. Now what do I do?"

First, all of the characters are members of the Seekers. A group of individuals dedicated to finding memories, data, and the truth about the Purge. Throw them some bait involving juicy forbidden fractals and they'll go for it. This could lead to something resembling a dungeon delve in an abandoned corporate skyscraper with automated defenses to trap set by the current government to stop their antisocial behavior. When in need of plot inspiration, look in the **To Meta or not to Meta?** Section.

Second, never forget Rojo. Since she is a holographic projection, she can pop up nearly anywhere there is automated equipment that still has power. As such, she can make a graceful entrance and provide a job, a clue, some exposition, or just a clever comment that will motivate the characters back into action. Being mysterious, she will never stick around for long or give away too much. Just enough to keep the characters interested. Darn that little minx!

Lastly, set the scene where all of the characters are currently at, doing nothing. Then have guys / robots smash into the place and start blasting. By the time the characters clean their clocks or successfully escape, they'll want to know who sent those assailants. It doesn't matter if the GM currently has a firm idea of who did. Just have them find a clue or two and come up with something while they track down the lead. It doesn't even have to be a helpful clue because they could be chasing down a red herring but use this tactic sparingly. Considering the Seekers are a group bent on sticking their noses in places society doesn't want disturbed they are bound to have an enemy or two.

Assigning Target Numbers

As the character interact with the world around them, they'll attempt to do things. Things like activities that require Pulls. The best way to gauge how difficult an activity is using these common sense questions:

- Is this something that anyone might be able to do without training or lots of effort? **Target Number 1**
- Does the action require some level of skill or a measurable amount of effort?..... **Target Number 2**
- Will the action require considerable effort or a good deal of talent?..... **Target Number 3**
- Does this action involve exhaustive effort or meticulous understanding? **Target Number 4**
- Is the action being attempted for highly trained professionals only?..... **Target Number 5**
- Would the action be very difficult for an accomplished professional?..... **Target Number 6**
- Will success gain them an entrée in the Guinness Book of World Records?..... **Target Number 7, or higher**

Also, consider if the action can even be attempted by someone without the proper type of memory. Only a trained med tech could perform a surgery without a painful tragedy. Some actions simply cannot be done without the skill, training, or knowledge to back it up.

Creating NPCs and Adversaries

A lot of the time the characters will want to do activities involving people they encounter, like hurting them before they get hurt. All of the people, robots, and creatures that the characters will deal with will have ratings that act as Target Numbers for the different types of activities. They will also have a rating to determine how much damage they can sustain before they are defeated. Finally, they will list any pertinent equipment they might have. For example, lets look at a joe-average security guard.

Security Guard (Red 2, Blue 3, Yellow 2, Injury 6) Blaster Pistol (Red +1: attacking at range)

If a character was to attack this fellow, he would need a Red activity pool of 3+ to cause him damage and a Blue activity pool of 3+ to avoid getting hurt by the guard's blaster pistol. Without his pistol, the character would only need a Blue activity pool of 2+ to remain undamaged. The guard would continue fighting until he had taken 6 points of injury. On the other hand, if the character walked up and tried to persuade his way passed the guard, he would only need a Yellow activity pool of 2+ to fast talk his way through.

Below are some examples to help in creating other NPCs.

Guy/Gal on the street (Red 2, Blue 2, Yellow 2, Injury 4)

Professional Mercenary (Red 4, Blue 4, Yellow 3, Injury 7) Various weapons (Red +2)

Security Drone (Red 2, Blue 2, Yellow 2, Injury 10) built-in Blaster

Bouncer/Tough Guy (Red 4, Blue 3, Yellow 2, Injury 6)

Heavy Mobile Infantry Trooper (Red 4, Blue 4, Yellow 3, Injury 7) Heavy Blaster (Red +4: attacking at range)
Power Armor (Blue +3: protection)

Corporate Executive (Red 2, Blue 2, Yellow 4, Injury 4)

Crazy Maintenance Robot (Red 2, Blue 2, Yellow 2, Injury 10) built-in tools (Red +1: close combat)

Passcode Terminal (Red X, Blue 5, Yellow 5, Injury 15)

Just a Dash of Random

For those GMs who would like to add a bit of unpredictability to static Target Numbers, it is recommend to use one or two each of Red, Blue, and Yellow Fudge dice. As the net average of a Fudge dice are 0, they do not add any applicable bonus but can add a touch of uncertainty for the players when they cannot depend on the Target Numbers being static. The usage of Fudge dice could also be reserved for important tasks or NPCs so that the rolling of them could be a clue to the players that they are up against something or someone significant.

Looting the Bodies

No encounter with hostile antagonists would be complete without the traditional pillaging of the dead at the end of the fight, sigh. With this in mind, make sure when equipping NPCs that this is taken into account or the characters will gain access to equipment that was never intended for them to have. That being said, there is no reason that the character cannot pick up any functional items that their enemies had on them, assuming the situation allows it. The operative term being "functional". Just as characters can lose vital equipment due to botches, if a character scores a particularly good hit (3+ Injury in one attack) on an adversary feel free to frag some of equipment carried by them.

Awarding Excellence

Ah, nothing is as satisfying as the participation in a group role playing session full of action, peril, and stupid humor. Except, perhaps, the awarding of cool stuff at the end of the session.

Each session that the characters complete should earn them one point of Mnemonic Potential. A player who perform *exceptionally* well or bought everyone pizza can earn two. After every four or so sessions, allow each character to increase one attribute of the player's choice by one.