

REMEMBER TOMORROW

Player Character Sheet

Name|Handle _____

Description _____

IDENTITY

- Activist Courier Dealer Hacker Insider
- Operative Outsider Tech Torpedo Worker

MOTIVATION

- Envy Freedom Knowledge Lust Power
- Pride Respect Revenge Greed Survival

GOAL [R|W|A to achieve] R W A

Must get a Success on R, W or A on a roll to tick the R, W or A Goal box

PARAMETERS [12 between Parameters, Min|Max: 1|8 to Start]

READY **WILLING** **ABLE**
R **W** **A**

CONDITIONS [1 PCon, 1 Ncon to Start]

POSITIVE Detail the Condition: How, Why, With What, By Whom?

- Angry Armed Connected Convinced Dangerous Enthused
- Equipped Financed Hardened Loved Prepared Supported

NEGATIVE Detail the Condition: How, Why, With What, By Whom?

- Burned Out Coerced Confused Destitute Dying Hesitant
- Humiliated Hunted Impaired Injured Lost Trapped

GEAR	Brand	Type	Detail
OTHER	Brand	Type	Detail

OUTCOMES FOR SCENES

INTRODUCTION

PC: +1(2) R|W|A, +PCon(s), -NCon

Faction: +PCon(s), -NCon

DEAL

PC: +1(2) R|W|A, +PCon(s), -NCon(s)

Faction: +1 INF

FACE-OFF

PC: ±1(2) R|W|A, ±PCon(s), ±NCon(s),

Tick|Untick Goal (R|W|A, w. success)

Faction: ±1 INF, ±PCon(s), ±NCons(s)

or establish something in the fiction

GEAR, DEALS and NOTES

ACHIEVED GOALS

- _____
- _____
- _____

HISTORY



REMEMBER TOMORROW

Faction Sheet

Name|Handle _____

Description _____

TYPE

- AI Corporation Entertainment Agency Group
- Ronin Pharma Military Idle Rich Gang

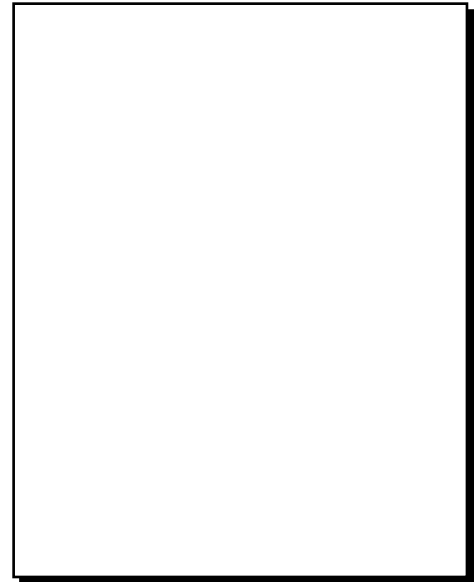
MOTIVATION

- Envy Freedom Knowledge Lust Power
- Pride Respect Revenge Greed Survival

NPCs

INFLUENCE [4 to Start]

	<i>INFLUENCE Motivation</i>
	= R W A



IMAGE|PHOTOGRAPH

CONDITIONS [1 PCon, 1 Ncon to Start]

POSITIVE Detail the Condition: How, Why, With What, By Whom?

- Angry
- Armed
- Connected
- Convinced
- Dangerous
- Enthused
- Equipped
- Financed
- Hardened
- Loved
- Prepared
- Supported

NEGATIVE Detail the Condition: How, Why, With What, By Whom?

- Burned Out
- Coerced
- Confused
- Destitute
- Dying
- Hesitant
- Humiliated
- Hunted
- Impaired
- Injured
- Lost
- Trapped

GEAR | Brand | Type | Detail

OTHER | Brand | Type | Detail

OUTCOMES FOR SCENES

INTRODUCTION
PC: +1(2) R|W|A, +PCon(s), -NCon
Faction: +PCon(s), -NCon

DEAL
PC: +1(2) R|W|A, +PCon(s), -NCon(s)
Faction: +1 INF

FACE-OFF
PC: ±1(2) R|W|A, ±PCon(s), ±NCon(s),
 Tick|Untick Goal (R|W|A, w. success)
Faction: ±1 INF, ±PCon(s), ±NCons(s)
 or establish something in the fiction

DEALS and NOTES

ACHIEVED EXITS

- _____
- _____
- _____

HISTORY



