

REMEMBER EDO

PLAYER CHARACTER SHEET

NAME * TITLE * STATUS

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

READY
 R

WILLING
 W

ABLE
 A

CONDITIONS [1 PCon, 1 NCon to Start]

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

ANGRY ARMED CONNECTED CONVINCED DANGEROUS SPIRITED

EQUIPPED FINANCED HARQUEUED LOVED PREPARED SUPPORTED

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

WEARIED EXERCISED CONFUSED DESTITUTE DYING HESITANT

DISGRACED HUNTED IMPAIRED INJURED LOST TRAPPED

Motivation

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

NOTES □□□

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REMEMBER EDO

FACTION SHEET

FACTION NAME

INFLUENCE [4 to Start]

INF

The equivalent of R * W * A

Motivation

CONDITIONS [1 PCon, 1 NCon to Start]

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

ANGRY ARMED CONNECTED CONVINCED DANGEROUS SPIRITED

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

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APCS * DEALS

