

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** **HARDENED** **LOVED** **PREPARED** **SUPPORTED**

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

WEARIED **COERCED** **CONFUSED** **DESTITUTE** **DYING** **HESSITANT**

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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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?

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APCS * DEALS

