

# REMEMBER TOMORROW

Name|Handle

## Player Character Sheet

### PARAMETERS [12 between Parameters, Min/Max: 1/8 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  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

### 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 TOMORROW

Faction Name

## Faction Sheet

### INFLUENCE [4 to Start]

INFLUENCE Motivation  
= 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

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NPCs|DEALS

Faction Sheet

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