

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**

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|MANUFACTURER:ENGINEERING

- Asuna Datsun Dornier ERMA Gloster
- Heinkel Merkur Nagant Otomo Pontiac

GEAR|MANUFACTURER:CONSUMER

- Abner AIWA BIRACO GoDaiKin Kalophone
- Lik Sang Orange Micro Pan Am Plessey Zonite

WEAPONS:FIREARMS

- Flechette Needler Revolver Pistol Rocket
- Grenade Shotgun Taser SMG Rifle

WEAPONS:HAND

- Brass Knuckles Baton Chainsaw Cutter Razor Hands
- Throat Snake Sledgehammer Axe Sword Switchblade

CYBERWARE

- Artificial Optics Artificial Limbs Dermal Plating Iron Heart Jacked Reflexes
- Jacked Senses Razor Hands Throat Snake Style Ware Sex Mod

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

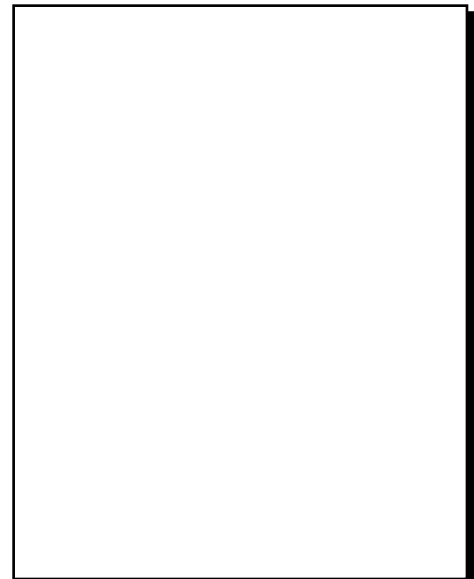
MOTIVATION

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

NPCs

INFLUENCE [4 to Start]

INFLUENCE Motivation
= 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|MANUFACTURER:ENGINEERING

- Asuna Datsun Dornier ERMA Gloster
- Heinkel Merkur Nagant Otomo Pontiac

GEAR|MANUFACTURER:CONSUMER

- Abner AIWA BIRACO GoDaiKin Kalophone
- Lik Sang Orange Micro Pan Am Plessey Zonite

WEAPONS:FIREARMS

- Flechette Needler Revolver Pistol Rocket
- Grenade Shotgun Taser SMG Rifle

WEAPONS:HAND

- Brass Knuckles Baton Chainsaw Cutter Razor Hands
- Throat Snake Sledgehammer Axe Sword Switchblade

CYBERWARE

- Artificial Optics Artificial Limbs Dermal Plating Iron Heart Jacked Reflexes
- Jacked Senses Razor Hands Throat Snake Style Ware Sex Mod

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



