REMEI Player Char			RROV	V		
Name Handle						
Description					_ _	
	Courier 🖵 Deal Outsider 🖵 Tech	er □ Hacker □ Torpedo	□ Inside □ Worke			
□ Envy □ I	Freedom □ Knov Respect □ Reve	vledge □ Lust nge □ Greed	□ Power □ Surviv			
			a roll t	get a Success on R, W or A on to tick the R, W or A Goal box	_	
PARAMET REAL R	79	WILLING W	to Start]	ABLE <b>A</b>		IMAGE PHOTOGRAPH
CONDITIO						
POSITIVE Detail the Condition: How, Why, W ☐ Angry ☐ Armed		Connect	ted 🗆	<b>1</b> Convinced	☐ Dangerous	☐ Enthused
☐ Equipped	□ Equipped □ Financed		ed 🗆	Loved	☐ Prepared	☐ Supported
<b>NEGATIVE</b> Deta	il the Condition: How, Why	, With What, By Whom?				
☐ Burned Out			d □ Destitute		□ Dying	☐ Hesitant
☐ Humiliated	☐ Hunted ☐ Impaire		d 🗖 Injured		Lost	☐ Trapped
GEAR MANU	FACTURER:E	NGINEERING	;		OUTCON	nes for scenes
□Asüna □Heinkel GEARIMANU	□Datsun □Dornier el □Merkur □Nagant MANUFACTURER:CONSUMER		□ERMA □Otomo	□Gloster □Pontiac		RODUCTION  W A, +PCon(s), –NCon
□Abner □Lik Sang	□AIWA □Orange Micro	□BIRACO □Pan Am	□GoDaiKin □Plessey	□ □Kalophone □Zonite	Faction	n: +PCon(s), –NCon  DEAL
<b>WEAPONS:FI</b> □Flechette □Grenade	□Needler □Shotgun	□Revolver □Taser	□Pistol □SMG	□Rocket □Rifle	*	W A, +PCon(s), –NCon(s) action: +1 INF
<b>WEAPONS:H</b> □ Brass Knuckles  □ Throat Snake <b>CYBERWARE</b>	□Baton □Sledgehammer	□Chainsaw □Axe	□Cutter □Sword	□Razor Hands □Switchblade	<b>PC:</b> ±1(2) R V	FACE-OFF W A, ±PCon(s), ±NCon(s), Goal (R W A, w. success)
		□Dermal Plating □Throat Snake		t □Jacked Reflexes e □Sex Mod		NF, $\pm$ PCon(s), $\pm$ NCons(s) something in the fiction
GEAR, DEA	ALS and No	OTES			ACHIEVE	ED GOALS



REMI Faction S		ER	гомо	PRRC	JVL	,			
Name Handle	ė								
Description _							_		
□ Ronin □	Pharma	□ Entert	ainment □ Ag ry □ Idl	ency 🗖 e Rich 🗖	Group Gang				
,	Freedom Respect	□ Know □ Reven	~		Power Surviva		-		
//\/ = F	ENCE <sub>14 to s</sub> FLUENC RIWA	E M	otivation					IMAGE PHOTOGRAPH	
CONDIT POSITIVE			to Start] /ith What, By Whom?						
■ Angry	☐ Arı	med	☐ Conn	ected		Convinced	■ Dangerous	☐ Enthused	
☐ Equipped ☐ Financed		☐ Hardened			Loved	☐ Prepared	☐ Supported		
NEGATIV	<b>©</b> Detail the Condition	on: How, Why,	With What, By Whom?						
☐ Burned Out ☐ Coerced		☐ Confused			Destitute	□ Dying	☐ Hesitant		
☐ Humiliated ☐ Hunted		☐ Impaired			Injured	Lost	☐ Trapped		
GEAR MA	NUFACTL	JRER:E	NGINEERIN	v <i>G</i>			OUTCOM	MES FOR SCENES	
□Asüna □Heinkel <b>GEAR</b>   <b>MA</b>	□Merkı	□Datsun □Dornier □Merkur □Nagant •ACTURER:CONSUME		□ERMA □Otomo		□Gloster □Pontiac	<b>PC:</b> +1(2) F	<i>INTRODUCTION</i> <b>PC:</b> +1(2) R W A, +PCon(s), –NCon	
□Abner □Lik Sang <b>WEAPON</b>	□AIWA □Orang	k ge Micro	□BIRACO □Pan Am	□GoD □Pless		□Kalophone □Zonite		n: +PCon(s), -NCon  DEAL	
□Flechette □Grenade <b>WEAPON</b>	□Need □Shotg <b>S:HAND</b>		□Revolver □Taser	□Pisto □SMC		□Rocket □Rifle	F	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)	
□Brass Knuck □Throat Snak <b>CYBERW</b>	æ □Sledge	ehammer	□Chainsaw □Axe	□Cutte □Swor		□Razor Hands □Switchblade	PC: ±1(2) R ' Tick Untick		
□Artificial O <sub>l</sub> □Jacked Sens			□Dermal Plati □Throat Snake	0		□Jacked Reflexes □Sex Mod	1	INF, ±PCon(s), ±NCons(s) in something in the fiction	
DEALS (	and NO	TES						ED EXITS	
							HISTORY	4	
							-		



REMEMBER TOMORROW Spisode Sheet	
SCENES I=Intro, D=Deal, F=Face-Off	
	LOCATIONS IN PLAY
	RELATIONSHIPS
DEALS and NOTES	OUTCOMES FOR SCENES
	PC: +1(2) R W A, +PCon(s), –NCon Faction: +PCon(s), –NCon
	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
	ACHIEVED EXITS

