

# 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**

### 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

### GEAR, DEALS and NOTES

### 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

### ACHIEVED GOALS

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

### HISTORY

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



# REMEMBER TOMORROW

## Faction Sheet

Name|Handle \_\_\_\_\_

Description \_\_\_\_\_

### TYPE

- AI       Corporation     Entertainment     Agency     Group
- Ronin     Pharma         Military         Idle Rich     Gang    .....

### MOTIVATION

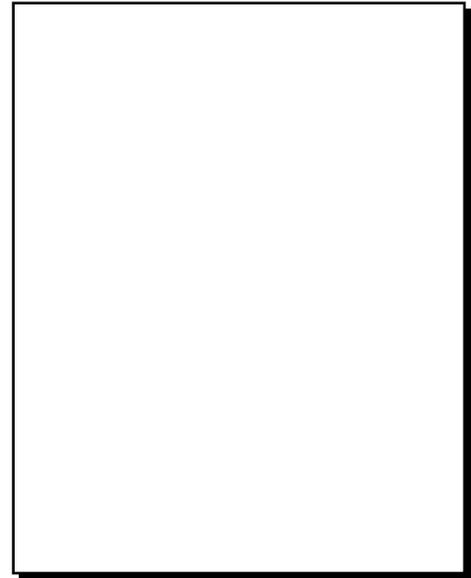
- Envy       Freedom       Knowledge       Lust       Power
- Pride     Respect       Revenge         Greed       Survival .....

### 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
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- 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

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



