Remember Tomorrow
Near Future Role-Playing

Box Ninja

Gregor Hutton

Author of Three Sixteen

Remember Tomorrow
Near Future Role-Playing

Remember Tomorrow is a **role-playing game** set in the **near future**. Look at the world today, now flash it forward *twenty minutes into the future*. Sky Cars: Check. Memory Couriers: Check. Everything Else: Slightly Changed, huh, how about that?

Remember Tomorrow is set in a place called **Somewhere**. Maybe it was once Glasgow, Milan, Reno, Auckland or Hong Kong. *Everywhere* in the world is *Somewhere*. Are you **Ready**, **Willing** and **Able**?

Written by **Gregor Hutton**, author of the **award-winning** SF game **3:16 Carnage Amongst The Stars,** this quick and dirty near-future "*cyberpunk*" game features:

- **Easy** character generation
- An **ensemble cast** of PCs and Factions
- **Goal-oriented** stories **built in play**
- **GMless**, **scene-based** resolution

"I wrote this for myself; to role-play in the near-future worlds of **William Gibson** *et al.* It's my tool-kit and framework for scratching that *cyberpunk* itch."–*Gregor Hutton*

Praise for **3:16 Carnage Amongst The Stars**

"**Superb** piece of battle-ready game design." –*Ken Hite,* Out of the Box

Mature Content

Pages
48
System
d10
Genre
Mod | SF
Players
2–5
GM
none
Age
15+
Price
$5

REMEMBER TOMORROW

Box Ninja

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REMEMBER TOMORROW
Near Future Role-Playing by Gregor Hutton

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Chapter 1
Somewhere|Everywhere

FLASH FORWARD|INTO THE NEAR FUTURE

Remember Tomorrow is a **role-playing game** for **2–5 players** set in the **near future**. Look at the world today, now flash it forward *twenty minutes into the future*. Sky Cars: Check. Memory Couriers: Check. Everything Else: Slightly Changed, huh, how about that?

Somewhere|Everywhere

Remember Tomorrow is set in a place called **Somewhere**. Maybe it was once Glasgow, Düsseldorf, Milan, Reno, Auckland or Hong Kong. *Everywhere* in the world is *Somewhere*, dig? Make it up as you go, building upon elements brought in by the other people around the table. And bring your A-game too. Tell us of places you've been, read or heard about, *twenty minutes into the future* that's *Somewhere*.

Hotels|Airports

People in the world of **Remember Tomorrow** travel. Always moving. They drive cars, fast, ride subway trains, and take planes to Trieste and Zürich. Some have homes, which get trashed, broken into or out of, while others stay in hotels or a "coffin" at the local airport.

Ever travelled? That's what these characters do. They are in these places, in these moments, doing these things, putting up with this kind of shit. Enjoying it. Hating it. Maybe one or both. Feeling it? Sure.

Put your people in motion. It's our most important product today.

Fashion|Weapons

See the labels? Wear them. Smell the perfume and aftershave. Brand loyalty on the olfactory level. Dress up|dress down, style is where it's at.

And these people are packing heat too: guns, staves, knives, tanks, rockets, poison and fists. All balled up and ready to roll. These people are armed and dangerous.

See page 44 for lists of Lifestyle, Gear and Weapons. Grab stuff off the lists and roll up the manufacturer. While you're there you might to grab some Motivations for them: "*Lik Sang makes me want Freedom, today.*"

Sex|Sexuality

This isn't the mainstream, cookie-cutter, 2.4-children boring life. Oh, no. These people have sex and sexuality. They're on the wild side.

These people stray. And some just want to hold on. Make them bleed, cry, fuck and love. Why not? Use the Love Complications on page 45.

And the world has **Dolls**, or "Synths," artificial men and women who do the jobs we don't want to. They get used, and abused, as prostitutes and soldiers. Who thought the Boyfriend Pillow would end up like that?

We're All Foreign Here|Currency

Overhear a conversation? It's in a language you don't understand with a tone you can't comprehend. English, French, Chinese, German, Finnish, Swahili, Spanish. It's all the same after a while. Though it's babble from Babylon, you'll make it through in the end.

Picture a world where *everyone* in Somewhere is from *somewhere else*. You're all foreign here. Get over it. You might meet racists, sure, but they're foreigners too, they just don't see it yet.

As for the money you've got a credstick or a card, brimming with cash, sometimes. Yen, Euros, Dollars, it's all much the same on the stick when The Exchange tells you the current rate. Chip and pin, baby. You can't buy a candy bar for a Euro without getting it on EFTPOS. Electronic Funds Transfer at Point Of Sale, it's the way of the future. It's here already in New Zealand, my friends, but *twenty minutes into the future* it's *everywhere*.

Cyberware|Artificiality

How far cyberware has developed twenty minutes into the future is up to you to decide. Mirrorshades? Sure. Artificial eyes, ears and limbs? Some of that stuff is here already. Monofilament thumb-tips? Maybe not. Artificial Intelligence and Artificial Life are here, too, but how prevalent, loved, loathed, functional and/or trusted is up to you.

Make it up in game and just roll-with it. If it goes too far then simply say so. The group will find the boundaries there and then. Build a world.

See page 44 for brand names and gear; a few rolls, or picks, and you've got your ERMA Razor Hands, a Dornier VTOL and some Plessey Dolls.

Playing The Game

Here are the basics about playing **Remember Tomorrow**. At least one of the players should have read, and be familiar with, the whole book.

Players|Controllers

Everyone taking part in a game of **Remember Tomorrow** is a **Player**. They all take on the roles of fictional characters in a near-future world. A **role-playing game** (**RPG**) is a **conversation** with the players as the **writers**, **actors,** and **audience**, making a story, now, with their play.

Like many RPGs **Remember Tomorrow** uses dice. They're ten-sided and called d10s; you'll need about 10 dice. Unlike other RPGs there isn't a **GamesMaster** (or **GM**). The players take turns at being in **control** of **scenes**. When doing so they're a bit like a GM and called the **Controller**.

Characters

The world of **Remember Tomorrow** has many characters. The most significant ones are coined **PCs** (**Player Characters**). Some PCs are "held" and available to just one player, while others are "pooled" and are open to anyone. Opposing the PCs are **Factions**, played by the Controller of a scene. Minor characters, such as members of Factions, are called **NPCs** (**Non-Player Characters**) and are freely played by anyone. Be interested in all the characters in play and the ongoing story.

Scenes|Resolution

The game is played in a sequence of scenes. Players take turns at being Controller and choosing the scene type. They can introduce a new PC or Faction. They can antagonize someone else's PC using a Faction or a PC (and they can gain an Edge die if they use a Faction or Pooled PC). Or they can cut a deal between their own "held" PC and a Faction.

The Controller has the authority for the scene and other PCs or NPCs can be brought into the scene with the permission of the Controller.

At the end of the scene some fiction will have been resolved, dice may have been rolled, and perhaps some characters will have been affected. Play then proceeds with the player sitting to the left of the Controller now becoming the new Controller for the next scene.

An **Episode** of play ends when there are three "exits" from the fiction: i.e. three PCs or Factions are "written out" of the story (either through success or failure). Play can continue with many Episodes.

Chapter 2
Characters|Factions

CHARACTERS

So, first things first. You will need to create some characters to play with.

An Ensemble Cast

In **Remember Tomorrow** you can play more than one PC. There are some PCs available to everyone and some that are "held" by just one of you. There are also Factions that oppose the PCs, and sometimes make Deals with them. You will create the Factions once each player has created one PC and Introduced them in play.

Note that a character need not just be a person, though most commonly this is the case. A character can also be a group of people or a company. Characters have an **Identity**, a **Motivation** (which gives them a **Goal** that they try to achieve), **Parameters** and **Conditions**.

Name|Handle

To start creating your PC they need a **Name|Handle**, so give them one now or just before you start play. There are some names on page 45.

Identity

Next you pick or roll an Identity to form the basis of your character.

1 Activist	2 Courier	3 Dealer	4 Hacker	5 Insider
6 Operative	7 Outsider	8 Tech	9 Torpedo	10 Worker

ACTIVIST: You want to effect change, like environmentalists, crusading singers or political firebrands. Also known as Agitators or Rockers.
COURIER: You carry stuff for others, like information, contraband or weapons. Sometimes known as PanzerBoys, Movers or Johnnies.
DEALER: You trade stuff, like drugs, art or people. Also know as Fixers.
HACKER: You jack in and thrive online, raiding online accounts for money or information. Also known as Cowboys, Jockeys or SysOps.
INSIDER: You work for a Corp in middle management, aka a Suit.
OPERATIVE: You do other people's bidding, like a cop, an agent or a private mercenary. Also known as Persuaders, Blues or Muscle.
OUTSIDER: You are outside society in some way, like a lost AI, Dolls or outcasts. Also known as Renegades, Synthetics, Boosters or Nomads.
TECH: You are technically gifted, like a mechanic, medic or gunsmith.
TORPEDO: You are a killer, either a hired gun, bodyguard or assassin. Also known as a Street Samurai, RazorGirl|Boy, Solo or Freelance.
WORKER: You work as an office drone or at a service job like a barman.

Motivation

Next you pick or roll a Motivation for your character.

1 Envy	2 Freedom	3 Knowledge	4 Lust	5 Power
6 Pride	7 Respect	8 Revenge	9 Greed	10 Survival

Your Motivation gives you a hook for your character, to let you know what drives them forward. It will also help you decide on their Goal. You'll come to deciding that on pages 16–17.

Gear

So, now that you have a Handle, an Identity and a Motivation it's time your character got some cool gear and enhancements.

Pick or roll three items for your character using the Remember Tools on page 44. Feel free to add things that aren't on those lists too.

> **Example:** *Joe wants some Cyberware for his PC Fliss Drake. So he rolls on the Engineering table: (4) ERMA. He looks down at the Cyberware chart and picks Razor Hands. So Fliss has some slick ERMA razor blades that she can flick out the ends of her fingers.*

These items and enhancements colour the fiction and you'll give your PC mechanics (Parameters and Conditions) to represent them soon.

Enhancements

Artificial Limbs: Replacement arms and legs are often armoured, with improved strength, a chromed look and concealed compartments.
Artificial Optics: Replacement eyes with telescopic targeting and IR.
Brass Knucks: Wired steel meshed into the bones of each hand.
Dermal Plating: Bullet-stopping plates and knife-resistant armoured weave surgically placed under the skin and around the vital organs.
Iron Heart: Cybernetically enhanced, modded and protected heart.
Jacked Reflexes: Boosted reactions, dexterity, speed and deftness.
Jacked Senses: Supersensitive hearing, taste, touch, sight or smell.
Razor Hands: Sharpened blades that protrude from the fingertips.
Sex Mod: Improved neural wiring for enhanced sexual performance.
SkillSofts: Chips, modules and software that give you skills, knowledge, and personality at the flick of a switch, thought or click of a tooth.
StyleWare: Luminescent hair, light tattoos, and appearance boosts.
Throat Snake: A concealed, semi-sentient cybernetic weapon recessed inside the character's throat. Kills brutally and messily using razor teeth.

Parameters: R|W|A

There are three Parameters which gauge the success of characters in the world of **Remember Tomorrow**: **Ready**, **Willing** and **Able**.

When something succeeds it is because someone was more ready, more willing or more able to succeed than anyone else. And similarly for failure: you failed because you weren't as ready, as willing or as able to make it happen. Shit happens.

Each Parameter is **rated** between 1 (very poor) to 9 (excellent). A typical rating for a character in **Remember Tomorrow** is 4.

Ready
You are **Ready** for situations. You set up circumstances so that they are to your advantage through preparation, forethought or an innate sense of readiness in all that you do. You have the right gear and connections.

Willing
You are **Willing** to do whatever it takes to win. You have no regrets about what you do and persevere through your force of will, determination or commitment. You might be "chipped" to improve your mental strength.

Able
You are **Able** to succeed through prowess, training or experience. You triumph because of your raw ability and enhancements to your body. Perhaps you have boosted reflexes and other cybernetic improvements.

Ratings

PCs have a rating for each of Ready, Willing and Able. These will change in play, but to begin with a **PC** has **12 points to distribute between the three Parameters**. They must allocate at least one point to each Parameter and *initially* no Parameter can be higher than 8.

Written Out At Zero
If a PC ever has a rating drop to 0 then they will no longer be a Player Character, and will be Written Out. So putting a rating at 1 is risky.

Max Of Nine
Parameters can never rise above 9, so there's always a chance of failure. When rolling dice you allocate them to the three Parameters (R|W|A) and count any with a value equal to or below the rating as a success.

Held PCs|Pooled PCs

Each player "holds" one PC exclusively in play (i.e. no one else can play that PC while it is held). At the end of a scene the Controller must decide which PC they are holding: their current one, a newly created one (if they had an Introduction), or one from the shared "pool" of PCs.

To start a game of **Remember Tomorrow** each player must **create one PC**, which will initially be their "held" one.

> *Example:* Joe creates Fliss Drake, a RazorGirl, as a PC and he gives her Parameters of 3|4|5 (R|W|A), see below for Fliss' details.

Description: Fliss is an angry young lady looking for trouble. She's not the most Ready but is very Able. She sports some ERMA Razor Hands. Fliss' player picks the Motivation of Revenge for Fliss and so she seeks vengeance on Zatumo. We will see later that he is in the Faction called The Crocus Brood, who oppose Fliss and the other PCs in play.

REMEMBER TOMORROW   Name|Handle
Player Character Sheet   **Fliss Drake, RazorGirl**

PARAMETERS [12 between Parameters, Min|Max: 1|8 to Start]

| **3** READY R | **4** WILLING W | **5** 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
With Herself
☐ 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
By Stone
Motivation _Revenge_

GOAL [R|W|A to achieve]   ☐ R ☐ W ☐ A
To kill Zatumo Ryu-yen, who killed my brother   Must get a Success on R, W or A on a roll to tick the R, W or A Goal box

NOTES   _ERMA Razor Hands, Gloster Motorcycle, Plessey Parka Jacket_

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Conditions

Characters and Factions have Conditions that describe advantages and disadvantages they hold in the fiction. A **Positive Condition** helps you succeed and you should detail how, while a **Negative Condition** limits your success, and again you should note why.

Starting Conditions

Each character begins play with 1 Positive and 1 Negative Condition.

Choose from the lists. Also detail how they are present in the fiction for the character: How? Why? With what? By whom?

Positive Conditions|PCons

PCons have various uses in the game. One can be removed to **add one success** prior to rolling the dice. You can use one PCon like this per roll.

>*Example: Fliss removes "Armed" in return for an extra success to her roll. She then rolls two successes, and so gets three in total.*

Or you can remove a PCon after a roll in return for **re-rolling all of your dice**. This can be very useful if you have rolled badly.

>*Example: Joe rolls badly and gets no successes. He marks off the PCon "Angry" and re-rolls all his dice.*

When you spend an Outcome to increase a Parameter rating you gain an additional point if you remove a single PCon at the same time.

>*Example: Fliss spends an Outcome on increasing her Ready from 5 to 6. She also removes the PCon "Dangerous" so that her Ready Parameter further increases from 6 to 7.*

Negative Conditions|NCons

An NCon allows a Loser of a roll to remove one from a Winner in return for lowering any Margin of Success the Winner has by one.

>*Example: Fliss wins but a Loser chooses to remove Fliss' Negative Condition of "Hunted" to lower her Margin of Success from 2 to 1.*

If you are a Loser and Outcomes are spent by a Winner to decrease the rating of a Parameter then an **additional rating point is removed** if an NCon is removed at the same time.

>*Example: Fliss loses a roll and the Winner spends an Outcome on reducing Fliss' Willing from 4 to 3. The Winner also opts to remove the NCon "Injured" from Fliss, so her Willing drops from 3 to 2.*

PCons: Angry, Armed, Connected, Convinced, Dangerous, Enthused, Equipped, Financed, Hardened, Loved, Prepared, Supported.

NCons: Burned Out, Coerced, Confused, Destitute, Dying, Hesitant, Humiliated, Hunted, Impaired, Injured, Lost, Trapped.

CONDITIONS

Angry (P)
Who or what has gotten you so pissed off and fired up? In your actions play up your *Anger* too.

Armed (P)
What are you packing that gives you an edge in a conflict? Pick knives, guns, rockets, whatever.

Burned Out (N)
You've hit an emotional and a mental brick wall. You're listless, depressed and cynical. Why?

Coerced (N)
You are put in the hard position of doing something you don't want to do for someone else. What?

Confused (N)
You're unsure what's going on, what's up, and what's down. Why? This fucks your chances.

Connected (P)
They say it's not what you know, it's who you know. So, who do you know that helps you out?

Convinced (P)
Could be wrong, could be right; but it doesn't matter because you're *Convinced*. Of what?

Dangerous (P)
You're living on the edge and no one knows what you're going to do. What makes you *Dangerous*?

Destitute (N)
Down on your luck, strapped for cash and turfed out of your place to stay. What's up with you here?

Dying (N)
Not dead yet, but getting there. If you're Injured *and* Dying you can be written out by further damage.

Enthused (P)
You're on a high: excited, enthusiastic, and positive in outlook. What's got you on the up?

Equipped (P)
You are tooled-up and primed with bleeding-edge cyberware, gear and vehicles. What's the big edge that you've got now?

Financed (P)
Money and resources help you buy, bribe and network your way to success. Where's it from?

Hardened (P)
Toughened up physically and/or emotionally. Why so?

Hesitant (N)
Whether it's nerves or a lack of confidence you're unsure. What's the cause of this?

Humiliated (N)
Shown up in public and made to look a fool, this limits success. What's the circumstances?

Hunted (N)
Someone or something is after you. Might be deserved, might not. Who hunts you and why?

Impaired (N)
Either drunk, drugged, poorly resourced, or just low on morale. What's your impairment?

Injured (N)
Cut, shot, beaten, bleeding blood or money how are you *Injured*? Untreated it'll change to *Dying*.

Loved (P)
Being held in high affection helps you win. Who loves you? Why?

Lost (N)
Literally *Lost* or just losing your way, this puts you at a disadvantage. How and why is this so?

Prepared (P)
Thinking ahead, being trained, doing research, getting the right shit together. Tell us how.

Supported (P)
Others helping you and backing you up is a very good thing. Who or what is supporting you?

Trapped (N)
Caught in a trap or backed into a bad situation. What's the score?

CONS

Goals

Each PC in **Remember Tomorrow** has a Goal. This is something significant that they want to achieve in the fiction. Note that Goals are not instantly achievable, but they're not impossible to achieve either. They can, and often do, affect the stories of other characters in the fiction.

Tie your Goal in to your PC's Motivation (see pages 10 and 44).

> **Example:** *Joe rolls an 8 for Fliss: Revenge. She wishes to kill Zatumo Ryu-yen, who she holds responsible for her brother's death. Note that we don't know whether Zatumo is actually responsible or not.*

A character needs to do three things to succeed in getting their Goal. They need to be Ready, Willing and Able to achieve their Goal. If they tick all of those boxes then they do indeed get it.

Ticking The Boxes

So, how do you tick these boxes? You get a tick by (1) **winning it** as your Scene Goal, (2) by **spending an Outcome** on it, or (3) if you didn't succeed in the scene, by removing a Positive Condition in **exchange** for it. But to tick a box **you must also roll a Success** on the **appropriate Parameter**: R, W or A. And you can only tick one Goal Box per scene.

> **Example:** *Joe rolls a success for Fliss on Able. This allows the Able Goal box to be ticked. It does not allow the Ready or Willing boxes to be ticked as Fliss was unsuccessful on those Parameters.*

Working Against Your Goals

Along the way, there will be people fucking with the PCs. They'll be making them unready, unwilling and unable to achieve their Goals. That's the rub. Especially when you get closer to achieving it.

Factions and other PCs may want to rub out a ticked Goal box, either by getting it as their Scene Goal or as an Outcome. However, they cannot rub out one of their own Positive Conditions, or one of your Negatives, to directly take away progress towards your Goal. They also need to be successful on R|W|A (or Influence) to remove the relevant box.

When you are the Controller and you have chosen a Face-Off scene it is part of your job to fuck with another PC, using either a PC or a Faction. Sometimes, these actions will fuck with more than one PC at a time. Sometimes it will be one of your PCs doing it. All grist for the mill.

Achievement

When a character ticks all three boxes then they achieve their Goal. Their story, for now, is ended and they pass out of play. They are safe, their Goal assured in the story, with it affecting the remaining fiction.

When a PC achieves their Goal then their player narrates it and describes an appropriate exit from the current story.

Example: Fliss ticks all her boxes for R|W|A and achieves her Goal of killing Zatumo Ryu-yen. Joe, who is playing Fliss, gets to describe how it happens. Fliss exits the fiction by slitting Zatumo's throat as he sleeps in the Executive Sweet at the Pan Am Hotel. She leaves the suite by the balcony, swooping into the dark on a micro-glider.

Damaging Factions

When a character achieves their Goal they make an Unopposed Roll and can use Successes to reduce the Influence of Factions left in play. An Edge die can be used on this roll, but a Positive Condition cannot.

Example: Joe rolls 3d10 for Fliss, unopposed, as she exits play. She gets 2 Successes. Joe decides to remove 1 INF from both Plessey and the Crocus Brood, two of the Factions in play. He also scores out Zatumo as a Crocus Brood NPC, since Zatumo is now dead.

If a Faction is Written Out by this then that's fine. The player writing them out narrates their exit. However, in this case the Faction does not count towards the "three exits to end the game" limit. Yes, they have left the fiction, but it was as part of an achieved Goal and that just counts as one exit.

Example: Fliss has previously been Written Out when Case achieves his Goal. Using Edge, Case's player rolls 4d10 unopposed. He gets 3 successes and reduces the Crocus Brood's INF from 3 to 0. They are now Written Out, but while two characters are removed from play (Case and the Brood) at this moment it only counts as one exit. So another exit is still needed for this episode to end.

New Goals

At any time a character can change their Goal. Simply write a new one in, and it begins with no boxes ticked. Indeed, you may need to change a Goal if the evolving story makes it invalid, e.g. events or an achieved Goal now make a character's present Goal no longer achievable.

FACTIONS

Everyone should create a Faction, working with elements from the PCs.

Each Faction may be a direct enemy of one or more of the PCs, or they can apparently be on the sidelines. But the truth is that the Factions will never help PCs directly achieve their Goals. Their aim is to use the PCs to increase their own Influence, and they often work against Goals too.

Type

1 AI	2 Corporation	3 Entertainment	4 Agency	5 Group
6 Ronin	7 Pharma	8 Military	9 Idle Rich	10 Gang

ARTIFICIAL INTELLIGENCE|MACHINE: Sentient computers, software or calculation engines can be formidable foes in the techno-future.
CORPORATION|ORBITAL: Large businesses have many faces and subsidiaries. Their motives are unclear and never for the greater good.
ENTERTAINMENT|MEDIA: News corps, publishers and media fixers can be a frustrating and back-stabbing cabal to have lined against you.
GOVERNMENT|AGENCY: Domestic and foreign governments have many shadowy arms cutting deals, making trades and acting hard.
GROUP|TRIBE: In this difficult world like-minded individuals band together tribally for their own preservation into Factional groups.
INDIVIDUAL|RONIN: A lone operative working for themselves.
INDUSTRIALIST|PHARMA: Follow the money. Industry and medicine is big money and they'll wipe out anyone that messes with their plans.
MILITARY|POLICE: Army units, private police and law enforcement will work against the PCs while taking the feet away from any deals.
UPPER CLASS|IDLE RICH: Those with money and privilege.
STREET SCUM|GANG: At the bottom of the pile are the Street Scum. Bitter, hated and full of rage they look out for themselves and fuck over anyone else hard. They have long memories and countless numbers.

Make up a name for your Faction or pick/roll one from the Engineering and Consumer Tables on page 44.

> ***Example:*** *(Engineering: 4) ERMA are an Industrialist Weapons Manufacturer based in the Black Forest of Germany.*

Conditions

Like PCs a Faction starts with 1 PCon and 1 NCon. So pick them from the list on pages 14 and 15. Detail the Conditions too, as for PCs.

Motivation

1 Envy	2 Freedom	3 Knowledge	4 Lust	5 Power
6 Pride	7 Respect	8 Revenge	9 Greed	10 Survival

Like PCs the Factions are motivated. Pick or roll from the chart and write a short description of it. Use it as lens to view their actions through.

Example: ERMA are motivated by (7) Respect. They crave if from their customers and peers. Anyone that fucks with that puts a large target on their back, with ERMA shooting everything they can at it.

Influence

Instead of the Parameters or R|W|A the Factions have just one number: Influence. This measures how far-reaching and powerful the Faction is.

Initially a Faction's Influence will be 4, but it can range as high as 8 or as low as 0. When a Faction's Influence reaches either 0 or 8 then they are Written Out (as destroyed or triumphant, respectively). They count as a "character" exiting play and so can end the game.

When rolling dice count any with a value equal to or below INF as a success. If you choose to roll an Edge die along with the usual 3d10 it's possible to get 4 successes. INF also counts as R, W or A for the purposes of removing a Goal tick box, as INF is so versatile and applicable.

NPCs and Deals

You may wish to detail some NPCs as part of your Factions. They can be killed by narration (unless their existence is somehow tied into a Goal).

You will also want to detail the Deals that Factions make when these occur in play. At the beginning of play, though, you don't write any in.

Example: Stone. He killed Fliss' brother. Who knows why? I guess you'd have to ask him. He's wandering around Eastside Taff-town. His desire as part of his Faction is to fuck up Fliss, big time.

Complications

If you're looking for inspiration for Goals, complications, names and relationships then use the Remember Complication tables on page 45. Motivations are on page 44 along with all the cool Engineering and Consumer stuff, like the *Otomo Taxicab* and *BIRACO Hallucinogens*.

A Note About Introductions

The first two rounds of turns will be Introduction scenes. Each Controller will in turn introduce their PC and roll dice to see if they can improve the situation for the PC. This will also allow the other players to see where the PCs are, where they are going and what they are like.

Once this is done each Controller will in turn have an Introduction scene for a Faction. Bringing them into play and setting them in motion.

Example PCs

The Hell-Diver Biker Gang
Ready 4   **Willing** 2   **Able** 6
PCon: Dangerous   **NCon:** Trapped
Goal: Become the dominant stim-dealers in east-central Somewhere.
Description: This biker gang is tough, mean and high on stim. Their current leader is called Pablo and they ride fast Merkur motorcycles. They're *Trapped* by an illicit deal with the Duke of Eastside Taff-Town.

Rubanza Redd
Ready 5   **Willing** 5   **Able** 2
PCon: Supported   **NCon:** Hesitant
Goal: To broker a deal for Dolls to be freed from slavery.
Description: Redd's a mover and shaker, or so he'd like to believe. He's stacking up his chips to make his move, and has a clutch of Bodyguards.

Case McKenzie
Ready 1   **Willing** 7   **Able** 4
PCon: Convinced   **NCon:** Dying
Goal: To get cured from this crippling disease.
Description: Case's a pain-in-the-ass computer hacker whose body is failing him by the hour. Running a Personality Skillsoft: *Bobby Fischer,* which is why his Willing Parameter is so high.

Oktobriana, a Doll from the Colzium House
Ready 3   **Willing** 1   **Able** 8
PCon: Armed   **NCon:** Confused
Goal: To love and be loved in return.
Description: Oktobriana is a newly escaped Doll, an artificial meat-puppet, and she's failing to blend in. Packs a Nagant Heavy Revolver.

Example Factions|NPCs

The Good Retention Corporation
Influence 4   **PCon:** Hardened   **NCon:** Impaired
Description: The GRC is a company with many resourceful operatives and a will to win, at pretty much any cost.

The Crocus Brood
Influence 4   **PCon:** Enthused   **NCon:** Injured
Description: What a shower of shadowy Doll-hating racists. They're hurt but able to keep going, for the moment. Out of it on Opiates.
NPC: *Stone.* A mad-case who killed Fliss Drake's brother.
NPC: *Zatumo Ryu-yen.* A leader in the Brood who has bodyguards.

Eastside Taff-town
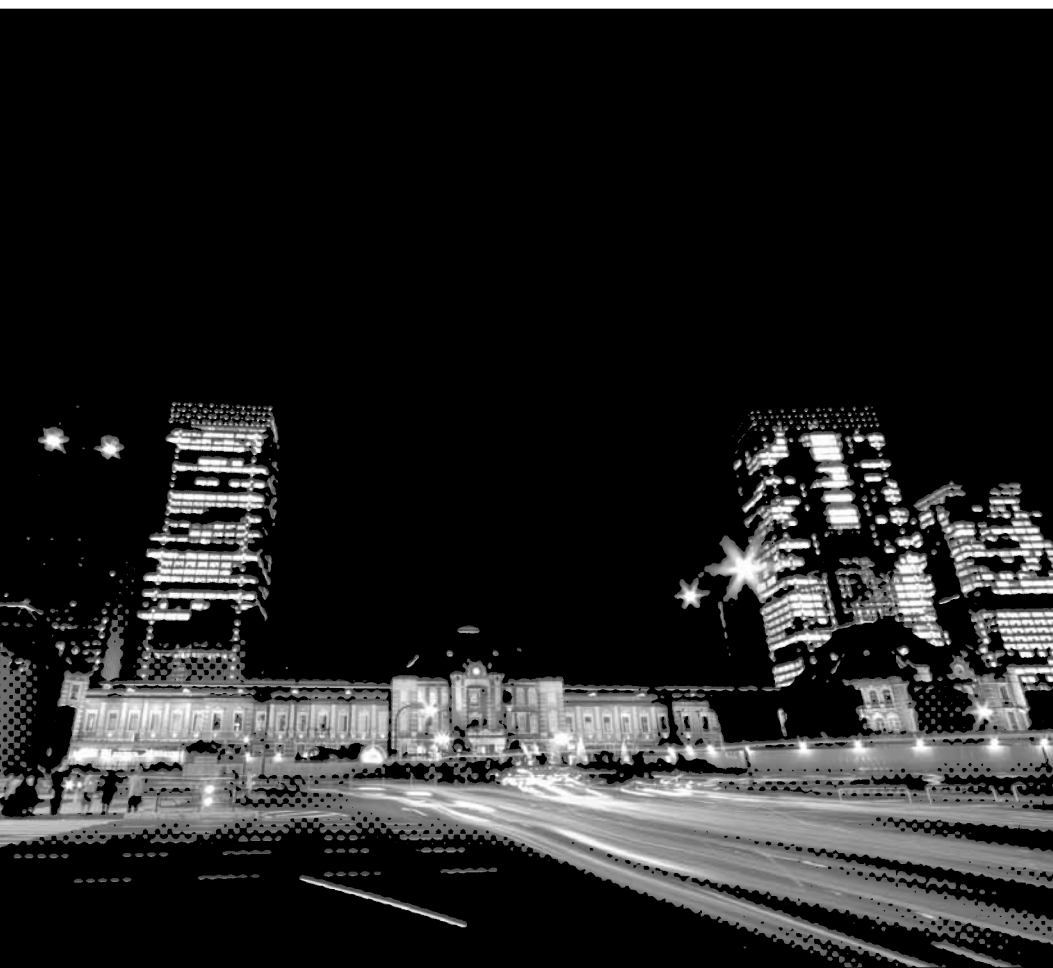**Influence** 4   **PCon:** Dangerous   **NCon:** Dying
Description: Taff-town is Somewhere's most dangerous ghetto, full of shady and immoral characters. It's in danger of getting bulldozed by the upmarket Corporations wanting to expand their housing farms.
NPC: *The Duke.* He is the very model of an Eastside drug lord.

Chapter 3
Play|Fiction

SCENES

An Episode is a series of scenes. In each scene there is action, dialogue, and other fictional content. Play develops as each player takes a turn as Controller. The scenes themselves vary in length, type, and tone but are generally less than 10 minutes long. We'll come to starting, and ending, an Episode on page 34 but first we'll go through the scene types.

Choosing Scene Type

As Controller choose one of the following three types of scene.

Introduction|Faction or PC

On an Introduction scene you add a new Faction or PC. You bring them into the story and make an unopposed roll for improvements.

Deal|Held PC and a Faction

On a Deal scene you describe your held PC coming to an arrangement with a Faction. This Deal helps both sides. Your PC gets an unopposed roll for improvements. The Faction increases their Influence by 1.

A Deal is a good way to boost a PC, but it comes at a price. It strengthens the hand of a Faction hostile to all of the PCs, including the Deal-maker.

Face-Off|Faction or PC versus a Held PC

On a Face-Off scene you target a PC held by another player using either a Faction, a PC that is not held by anyone, or your own held PC. Your scene goal as Controller is either to work against the Goal of the target or give them a Negative Condition. An opposed roll is made by all participants at a pivotal moment, with Outcomes spent by the winners.

Additionally you can gain an "Edge" die on a Face-Off scene if you are a winner using either a Faction or a PC that is not your held PC. This Edge die can be used in future scenes on any roll you wish.

Most scenes will be of this type, where you think of which PC held by another player you would like to see antagonized, and by whom.

Mandatory Scenes

Sometimes the choice of scene will be mandatory. For example, the first two rounds of scenes in any Episode of **Remember Tomorrow** consist of Introductions as you bring in the PCs and then the Factions. During play when a PC exits then the player must take a PC from the pool to be their held PC or Introduce a new one on their next scene as Controller.

Framing Scenes

The Controller **frames** the scenes. This simply means that they describe where it is, what it is like, who is initially there and what is going on.

Places|Conditions

When framing scenes you'll want to create a vibrant and vivid picture of Somewhere. It helps to have a short list of likely locations, times and ideas to help you with scene framing if you're stuck for inspiration.
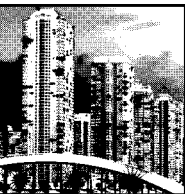
| **Place** | 1: Zoo|Park | 2: Hotel | 3: Pub|Bar | 4: Offices | 5: Nightclub |
| | 6: Port|Dock | 7: Car Park | 8: Doll-Den | 9: Subway | 10: Market |

| **Time** | 1: 2:35am | 2: 3:16am | 3: Dawn | 4: Noon | 5: Rush Hour |
| | 6: Dusk | 7: 9:00pm | 8: 9:10pm | 9: 11pm | 10: Midnight |

Example: Cal is the Controller for a scene and she chooses to Face-Off Joe's PC Fliss Drake using the Crocus Brood Faction. Fliss will be role-played by Joe in the scene; Cal will be the Crocus Brood. Cal frames the scene as being in the (3) Penny Black public house. She says it's (1) 2:35am and the place is thick with unsavoury hoods, drunk and violently arguing. Cal says that Fliss was told to come here to meet "Raoul" a Dealer with information on Zatumo. He hasn't shown up, of course, but heavies from The Crocus Brood are there to give Fliss a hard time. The scene begins.

Keep an eye out for Conditions that can come into play and keep them in mind when creating scenes. Someone Hunted? Have a "hunter" turn up. Someone Injured? Are they now going to a back-street Razor-Doc?

Ask where characters were in their previous scene and watch for where they're heading at the end of scenes. Note you will sometimes have to bring in "crosses" on scenes. Talk about them and get ideas from the other players to help you frame the scene in a way that works for you.

Lines|Veils

If you find content that you don't want included, or gruesome detail that you'd rather fade out than hear described, then let everyone know.

Find these boundaries at the table rather than having a list of "no go" areas before you start. So, if you meet stuff you don't like in play then just say so. And as a group work on making it easy for players to say no. Look and listen to each other, be considerate and respectful.

INTRODUCTION SCENE
On an Introduction scene you add a new Faction or PC into play.

Place them in the story, describe where they are and what they are doing. Put them in motion, role-playing out the scene or narrating the events. Make an unopposed roll for improvements once you have brought them in. Roll 3d10 unopposed and count successes. You may expend an Edge die (if you have one) to roll a further d10.

PC: Successes can be spent on +1 to Parameter(s) (+2 if also remove a PCon), adding new Positive Conditions and removing the single NCon.
Faction: Successes can be spent on adding new Positive Conditions or removing the Faction's Negative Condition. You cannot increase INF.

DEAL SCENE
On a Deal scene choose a Faction that you wish to make a Deal with.

Describe or role-play your held PC coming to an arrangement with a Faction and write down what it is. This Deal needs to help both sides and usually will involve you working against another PC or aiding the Faction with information. The Faction increases their Influence by 1.

Roll 3d10 unopposed (you may add an Edge die too). Spend successes on increasing your PC's Parameters (by +1/+2 with PCon), and adding PCons or removing NCons. The Faction will not help you tick your Goal.

Role-Playing|Describing
Reveal your characters in play, make moves with them, have them act. The game is a conversation between the players, so go back and forth; get clarity from the others on what's happening if you're unsure. Pay attention to the other *people* at the table as well as the *characters*.

My advice on role-playing is be invested in the fiction, keep it simple, revel in the moment, and find your character's voice. If you want to be "in character" (put on an accent and act out your actions), then do so. Or, if you prefer, you can simply state what you character is doing in words as a player. Both ways are right and it's just personal preference.

> **Example:** *"Hey, Razor-Girl, I got something for yoo-hooo!"* <the player thumps the table with his head> *"My perrr-fect cuzzzzzin…"* **or equally** *"I have Stone run through the Access Tunnels, he's hitting his head off of the pipes and singing Feargal Sharkey songs loudly and out of tune. Something like My Perfect Cousin, you know?"*

FACE-OFF SCENE

Most scenes will be Face-Off scenes, and the **most important thing** to **remember** is that **you are the Controller, not a player.**

So, don't think of this scene as being about your chance to play your character. It's your chance to choose which held PC you would like to see antagonized, and who would be doing it.

Who To Play As Controller

It's certainly a consideration that your own PC could be deliberately, or inadvertently, working against the targeted held PC. By doing so your own PC could make progress towards their Goal, increase their PCons or reduce their NCons. But whatever your PC might hope to get from the scene, most directly they would only get that after working against someone else's Goal or giving them a Negative Condition.

There is an incentive to using a Faction or a Pooled PC rather than your held PC. Should you be a Winner using a Faction or a Pooled PC then you gain an Edge die. You may hold up to 3 Edge dice at any time and they can be used one at a time on any roll you wish.

Target A Held PC

When framing the scene target a held PC. It's purely your choice. Look to where they were in the story before and where they were going to.

Scenes should make the world more "real" and be about revealing your characters. Create a vibrant verbal space together with banter, colour, action and description. Set up thrilling situations and role-play in them. Players should give voice to what their characters are saying and doing. If in any doubt about the situation then players can ask the Controller for clarity. Players can describe and embellish too, with any minor disagreements in the fiction readily resolved by the Controller.

Scenes contain a significant forward-moving event in the fiction. The Controller finds that pivotal moment and we go to the game mechanics.

> **Example:** *Fliss is being chased through a series of access tunnels by Stone. He is banging his head on the metal pipes and singing Feargal Sharkey songs at the top of his voice. Fliss is trying to find an exit on to the main drag and to get out of there. She finds a ladder and is half-way up when Stone grabs her ankle. Pivotal moment!*

Colour|No Conflicts

If there isn't any conflict in the pivotal moment in the scene then don't roll dice, just take it as a "colour scene" with no Winners or Losers. Everyone picks a single Outcome for themselves that fits the fiction.

> **Example:** *Russ frames a Face-Off scene for a Fixer called Miriam Lake, who is held by Malcolm. Russ describes the Rio-Stakis Hotel at the airport. Inside a suite there the Crocus Brood are testing out their new shotgun tasers on a cop tied to a chair. Miriam is outside having been given the address by a contact. After some role-playing Malcolm has Miriam flee the hotel rather than knock on the door. Russ doesn't have the Brood pursue and calls it a Colour Scene. The Brood get the PCon "Dangerous" while Miriam gets +1 Ready.*

Scene Goals

What do the characters aim to get out of the scene?

The Controller should pick **one of the following**.
- Remove a specific type of tick (R, W or A) from a Goal (*or* Goals).
- Give a PC (*or* some|all of the PCs present) a Negative Condition.

Players can pick **either of those** or **one of the following**.
- Gain a specific Positive Condition, like getting Armed.
- Lose a specific Negative Condition, like escaping a Trap.
- Improve a specific Parameter (R, W or A) by 1.
- Lower a specific Parameter (R, W or A) or INF of someone else by 1.
- Get something that you want in the fiction, like stealing a load of stim.
- Make specific progress towards a Goal (R, W or A), noting that this needs to be accompanied by a corresponding success on the dice roll.

> **Example:** *The Crocus Brood wants to blow up the club (causing Injury to anyone there except themselves). While Case wants to grab a shotgun from one of the Crocus Brood (get Armed).*

> **Example:** *Stone wants to Trap Fliss in the tunnels. While Fliss wants to not be Trapped by Stone. (Note that only one can get their Goal.)*

> **Example:** *The Duke wants Fliss to be less Willing to get Zatumo (untick her Willing Goal box). Fliss wants to get the location of Zatumo (tick Ready for her Goal).*

Resolution|Rolling Dice

Each player with a PC or Faction in the scene rolls some dice.

Using Positive Conditions

Before you roll you can remove one **Positive Condition** in exchange for 1 success. You describe what happens and how it affects your situation.

> **Example:** *Joe describes Fliss angrily kicking out. He marks off Angry and so has 1 success before rolling. Cal opts not to use anything.*

Rolling Dice

Roll 3d10 together and allocate them to each Parameter. Note that you can't allocate more than 1 die to R, W or A for PCs. As Factions only have INF, all their dice are allocated to this. They are allowed to have more than 1 die allocated to INF. If you have any Edge dice then you can add one to the roll. Discard the die once the scene is completed.

If the value rolled is **equal to or below the rating** then it counts as a **Success**. Look at what is successful: R, W, A or Influence?

> **Example:** *Joe rolls 3d10 for Fliss Drake and gets 5, 8 and 9, while Cal rolls for The Crocus Brood and gets 7, 7 and 10. Fliss gets 1 success (Able: 5) and The Crocus Brood (INF: 4) gets 0 successes.*

Re-Rolling Dice

At this point you can remove a Positive Condition in return for a re-roll. Say some fiction related to the Condition and re-roll all your dice.

> **Example:** *Bob rolls for Rubanza and gets 0 successes. He describes how Rubanza gets his supporters to help him out. He's no longer Supported but gets to re-roll, and on the re-roll he gets 2 successes.*

Doubles|Crosses

If you roll a double or triple on your dice then there is a **Cross** into the next scene. This means that something from the fiction related to the Doubled roll in this scene must appear in the following scene.

> **Example:** *The Crocus Brood's roll on the dice is 7 and 7. In the next scene they themselves can show up as the Cross, or some outcome from their actions is going to have a resultant material effect.*

A Tripled Cross should be particularly strong as it is so very rare.

Winners|Losers

A **Winner** is someone who has the **most successes**. If many characters have an **equal** number of successes then they are **joint Winners**.

Anyone achieving fewer successes than this is a **Loser** in the conflict.

Example: Joe's Fliss is the Winner. Cal's Crocus Brood is the Loser.

Edge Dice

Gain an Edge die if you are a Winner using either a Faction or a non-held PC. Each player can hold a maximum of 3 Edge dice. These dice are a reward for winning with something other than your held PC. An Edge die can be used up to give you an extra die on any roll.

Example: Russ wins using the GRC Faction. He gains 1 Edge die.

Margin of Success

The Margin of Success is the number of successes the Winner(s) has more than the nearest Loser. The Margin can be spent on Outcomes.

Example: Fliss 2, The Crocus Brood 0. The Margin of Success is 2.

Losers Use Negative Conditions

The Loser(s) may now opt to remove a Negative Condition(s) from the Winner(s). In doing so, they remove the Condition(s) from the Winner(s) and reduce the Margin of Success by 1 for each Condition removed. The Winner who has the NCon removed narrates what happens. Note that you can't pick an NCon that's due to be removed by a Scene Goal.

This may leave a Winner with no Margin of Success. That's fine, it just means that they only get their Scene Goal and no more Outcomes.

Example: The Crocus Brood wipe off Fliss' Hunted Condition. Joe narrates that everyone (including Stone) thinks she's been taken care of, and the Margin of Success for Fliss drops back from 2 to 1.

Example: Ben Hope removes Impaired from the Good Retention Corporation. Russ, who is playing the GRC as Controller, narrates what happens. He says that the GRC's Impairment (caused by fear of a mole in their ranks) ends as a result of their move against Hope. The GRC's Margin of Success was 1 and it now drops to 0, so they will only get their Scene Goal, but they're no longer Impaired.

Outcomes

Outcomes in the fiction are bought using the Margin of Success. Each point of Margin that a character has allows them to buy one Outcome.

Scene Goals

Winners get their Scene Goal for free. If Joint Winners have opposing Goals then the one with the highest rolled dice value on a success triumphs. If that value is also tied then look to the second-best success to break the tie, and so on. If Winners are tied all the way across all their dice then neither side gets their goal. **Losers don't get their Scene Goal.**

Choose Outcomes

- Give a PCon to, or remove an NCon from, your own character.
- Give a Loser a PCon or NCon, or remove a PCon or NCon from them.
- Increase a Parameter (R, W or A) or INF by 1.
- Increase R, W or A by a further 1 if you remove a PCon from yourself.
- Decrease a Loser's R, W, A or INF by 1.
- Decrease a Loser's R, W or A by 1 more by removing an NCon.
- Tick a Goal (R, W or A), as long as you have a corresponding success.
- Untick a Loser's Goal (R, W or A) if you have a corresponding success.
- Achieve|establish something in the fiction as a result of your actions.

> **Example:** *Fliss gets her Scene Goal and so gets out of the scene without Injury. With her one Margin of Success she chooses the Positive Condition of Hardened. The Crocus Brood gets nothing.*

Why To Not Write Characters Out

Character are "Written Out" of the game when any Parameter drops to 0 or they are Killed (further damaged when Injured and Dying). So why not simply remove characters, or kill them off, when you can do so? The reason is that the game ends when three PCs or Factions exit play. You will want your PCs to get their Goals before the games ends.

What About NPCs?

NPCs can be killed at the will of the narrator unless their demise is tied specifically to an unresolved Goal. That bodyguard? He's not a PC with stats, he's just *part* of a Faction, a bit of colour in the fiction. So, you can chop his head off without a worry. Resolve that stuff as you would minor disagreements in the fiction: the Controller can say "yes" or "no." If it's in scene resolution it's on the Loser to call, but don't sweat over it.

DESCRIBING WHAT THE FUCK JUST HAPPENED

The Winners get to say what their Outcomes are and clarify what their Scene Goal is. The Losers get to narrate the fictional result of the scene.

Everyone at the table can suggest ideas for inclusion, the Winners in particular get to advise on what Outcomes they have achieved. But it is the Losers of the scene who get the "rubber stamp," the final say, on how the fictional events are resolved—how the fiction is "tied up."

In the event of there being no Loser (if everyone is a Tied Winner) then the Winners narrate on each other's successes, i.e. the stamp on your own fictional success does not lie with you, though what you win does.

> **Example:** *Fliss gets her Scene Goal and Outcome. Joe tells Cal (the Loser) what Fliss is getting but the final description lies with Cal.*

Adding Colour
Inform the narrator of the successful Parameters; whether you were Ready, Willing or Able should colour the actions and events related to the specific Outcomes. And how does a Faction's Influence show itself?

Injury|Death and Writing Someone Out
When a Parameter (or INF) goes to 0 then the PC (or Faction) is Written Out. Completely achieving a Goal, or an INF of 8, also leads to being Written Out. Being "Injured" or "Dying" just adds colour, but when a character has both of these NCons then they can be Killed (and Written Out) with further damage as an Outcome. Whoever activates the Exit narrates the PC or Faction leaving the Episode's fiction and its effects.

The Windmilling Victim Injury Table
People get shot or otherwise injured: thrown from a car, through a window or struck by a train. We'd like to know what the fuck just happened to them but don't know where to even start. We know, from the NCon that was heaped on them, that they're Dying. But how? Meet **The Windmilling Victim Injury Table**. Roll 3d10 and check. Boom.

> **Location:** *1 Head, 2 Left Arm, 3–4 Upper Body, 5 Right Arm, 6 Abdomen, 7–8 Left Leg, 9–10 Right Leg.*
> **Mess:** 1 A Little *through* 10 A Lot.
> **Volume:** 1 Silent *through* 3 Whimpering *to* 5–6 Screaming *and* 7–8 Shrieking *to* 10 Howling.

Bullshit

What do I mean by Bullshit? Well, where someone just breaks the "sense" of what's going on for no reason other than to give themselves an unfair foot up. So, just saying in the middle of a scene "Hey, I've got a gun in my bag. So now I'm Armed, see?" Bullshit.

There are a few ways that statement about getting Armed may be true.

If you set a Scene Goal as "getting Armed" and you win then you get it for winning. So, hell yeah, you're Armed if you get it that way.

Say you set a Scene Goal as "Confusing Mario" and you win. Then while making Mario Confused you are able to spend a Outcome on getting yourself Armed too, then, yeah, you're Armed for that too.

If the fiction clearly says so, to everyone, then sure, you're Armed. So, the Controller frames you into a weapons warehouse and you grab guns and ammo when you're there then, yeah, you're Armed. Maybe it's just a colour scene about getting Armed, though, and the Controller calls it done right there.

Bullshit is when we're in a scene and you're trying to crowbar in that you're suddenly Armed, Angry and Hardened. Since when?

Respecting Fiction

Everyone should respect the fiction as much as the mechanics. So, if over scenes we all realize that Fliss has become Hardened, in play, then *someone who's not playing Fliss* should point it out. Give her "Hardened." If it's self-evident then put it in, you owe it to yourselves. By self-evident I mean that *everyone sees it*, no objections. You can also remove or change Conditions if it makes perfect sense in the fiction.

Example: *Stone is Injured in a scene – a nasty shotgun blast to the abdomen. His next scene ends without the Injury being treated. On Stone's next scene after that one of the players figures he might now be dying. Everyone agrees, so Injured becomes Dying.*

And self-evidence rings true for all of the mechanics: Goals, Conditions and Parameters. Bullshit is when someone just claims it for themselves.
  (1) Bullshit: *Call them on it.* Don't allow it.
  (2) Fiction into mechanics: *Point it out.* Agree it if it makes sense.

Chapter 4
Starting\Ending
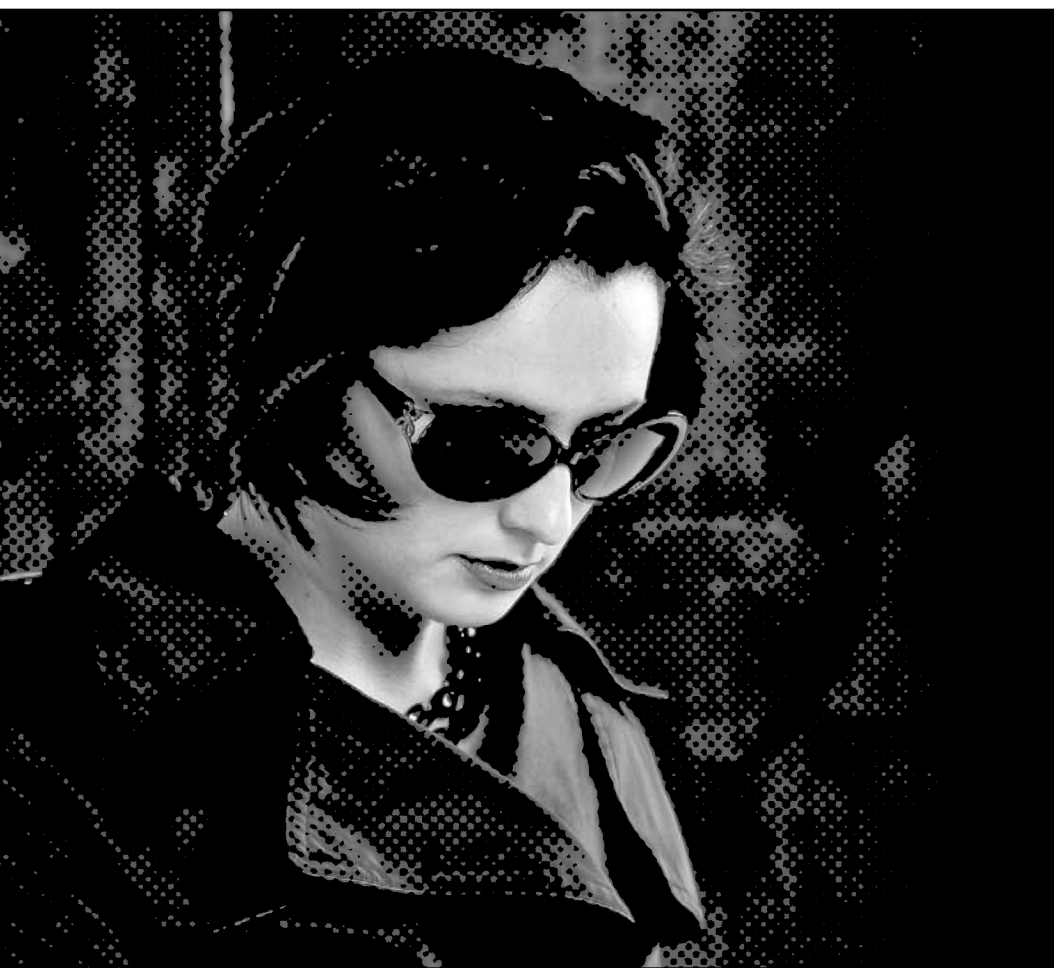
STARTING PLAY

To play you will want to be sitting comfortably, and ideally around a table. This way you can easily put the sheets for the Pooled PCs and various Factions in the middle of the group. You'll also find it useful to have spare paper to hand (index cards are ideal for writing notes, locations and characters on), as well as about 10 dice and some pencils.

Play Style

At the very beginning roughly agree on the style of the game: is it low-fi, Gibson Sprawl-esque, Gonzo, or more futuristic like *Blade Runner*? If you don't like something (e.g. aliens or magic, say) then rule it out here. Find common ground amongst the group and build on that foundation.

PCs|Introduction Scenes

The game begins with the first Controller. Decide amongst yourselves who this is, dicing off (highest roll chooses who starts) if in dispute. The players take turns being Controller and "introducing" their first PC, which will be held. They don't have a conflict with another PC or a Faction, and there is no Scene Goal to be won; simply introduce the PC fully realized in action, and roll dice to see if they are successful or not.

It's a good idea when setting the PC in motion to establish in the fiction the Conditions that you have chosen for them. Now, describe something your character is attempting and roll 3d10. Allocate them as best you can to R|W|A and any Successes are the Margin of Success. The only Outcomes available on this scene are (i) increasing Parameter(s), (ii) adding Positive Conditions, or (iii) removing your Negative Condition.

Once a scene is concluded the Controller rights pass to the player to the left. Once every player has Introduced a PC you'll meet the Factions.

Factions|Introduction Scenes

Now you all take turns introducing Factions. Connect them to the PCs and the world you have started to create. Again the Faction being introduced doesn't have a conflict roll with anyone, you simply introduce the Faction and roll dice to see if they are successful or not.

So, describe something the Faction is doing, probably through some specific NPCs, and roll 3d10. Any successes are the Margin of Success. The only Outcomes available are (i) adding Positive Conditions, or (ii) removing the starting Negative Condition. You cannot improve INF yet.

The Game Begins

The first Controller now decides which type of scene they wish to have: another Introduction, a Deal or a Face-Off. Go to the Chapter 3 and follow through the rules for Scenes.

Some Advice On Face-Offs

My strong advice is that when you are the Controller and you pick a Face-Off Scene then you should have a loose Scene Goal in mind for what you want to do to the target PC. Maybe it's to give them a specific Negative Condition (Trapped, Injured, Burned Out?) or you might want to work against their Goal instead.

I find it fun to role-play out the characters in the scenes and revel in the detail we bring to the world. But its most useful if I have a plan in mind on how I'm going to "bang the hammer" on the PC. I'm just trying to find the *right* point in the scene to do it. Of course, after some role-playing you might find the Face-Off doesn't happen. That's OK too, just call it a Colour Scene and be done with it.

Note that you will *need* to have confrontations in Face-Offs to get Goals. This is maybe easiest when as Controller you pick a Faction and get to it with someone else's PC. They might return to hassle your PC with a Faction on their turn as Controller. If they don't then bring your PC in on your next turn as Controller to mess with their PC, and hope to win and get some Outcomes for yourself. That's cool. Sometimes you have to crash into other people to get what you want.

Target PCs with Factions. Challenge them to see if they get their Goals. In doing so try to get Edge to help out your PC when they're challenged.

Building Play

If you are unclear on what fits the fiction, or what you should do next, ask the other players. So, if you have some Outcomes to spend ask for suggestions, though the final choice still lies with you. Similarly if you are The Controller you might want to ask for a PC that would like a scene. And if there isn't a PC or Faction that "fits" what you'd like to do then consider what your other options are. Any Deal worth doing?

Playing Along

Enjoy playing your characters and be a good contributor to the group. Look out for characters that haven't had as much spotlight and shine it on them. Be supportive and enthusiastic when playing.

And remember to use the tables on pages 44 and 45 to make your *Somewhere* somewhere memorable and mysterious.

Why Can't I Choose To Face-Off A Faction?

So, hey, it's your turn as Controller and you want to have your PC Face-Off with a Faction. But, wait, the rules don't allow you to do that. So, what gives? Ah, I have the answer. It's all about where you're looking.

On your turn as **Controller** you've slipped into thinking as a **Player**. Stop. **Go back and think as the Controller.** See page 26 about Face-Offs and read the first paragraph again. You get to be a player for your PC when other people take turns as Controller. Or you can cut a Deal if you really want to go up "against" a Faction on your terms. It might look like a confrontation (and some NPCs may die), but you're really just boosting their Influence in return for some advantage of your own. You Face-Off Factions when other Controllers bring them down on you.

Ending A Game

When the third PC or Faction is Written Out then the game ends. (This might be by achieving a Goal, being reduced to 0 in a Parameter or INF, or by a Faction triumphing with an INF of 8.) Feel free to resolve any outstanding issues in the fiction or leave them hanging.

Strictly I like to end the game with the final Exit, narrated by the player causing that Exit. Maybe we never do find out if the Hell-Diver Biker Gang gets out of the Trap? Who knows what happens when Gephardt's betrayal was revealed to Fliss and Bancroft and they got on the plane?

Note that a character who is "Written Out" by the achievement of someone else's Goal (or INF triumph) doesn't count towards the number of characters being Written Out, they are considered to be part of the fulfilment of the other character's Goal. Think of them as Exits.

> **Example:** *The outcome of a scene is that the GRC gets INF 8 and are also brought the head of Oktobriana. The GRC and Oktobriana are written out of the story. This only counts as one character leaving the game, though, as their Exits are tied together.*

One Shots

If you are stuck for time then you can play **Remember Tomorrow** as a "one-shot" game. There are two ways to do this.

(1) Play till time runs out. Just set aside a slot of time and play around in scenes until you're done. It doesn't matter how many Exits you get.

(2) Play till the first Exit and then have a round of scenes to follow. The threat of an early end to the game should cause players to hold off on writing Factions out by reducing their INF to 0 and so on. You can always keep PCs and Factions made here for including in longer games.

Two-Player Games

I think **Remember Tomorrow** works best with 3 or 4 players. However, you can play the game with 2 players too. This works best if you have some pooled PCs to play with, though. It allows for gaining Edge and makes it easier to switch which PC is your held one.

At the end of the Introduction scenes for Factions just make one new PC each and throw them in the pool. Don't give them an Introduction scene (though you can do that on your turn as Controller if you wish).

Campaign Play

An Episode with three Exits should last a few sessions. A whole series of Episodes strung together will form a Campaign.

I like to think of individual Episodes as being a couple of short stories or a novella. A couple of Episodes would be like a novel. A longer run of Episodes would be like Gibson's Sprawl books. Where some characters appear in many stories, with varying degrees of success, while others just appear in one.

New Goals In New Games

All PCs and Factions, once created, can be put into the "pool" of future games for free. They don't need an Introduction, as they've already been Introduced once before. You can choose to give them a new Introduction if you wish (to give them a boost) but it's not necessary.

New PCs start as per the usual rules for a PC in their first game. A PC from a previous Episode also follows these rules, but if they've achieved a Goal they get +1 PCon or +1 Parameter point for every Goal that they have achieved. A PC from a previous Episode who has failed to achieve a Goal at all begins with a single Goal box ticked for free (player's choice).

A returning Faction gets +1 INF or +1 Positive Condition for each positive Exit (i.e. if they have left by reaching INF 8).

Three Goals Gets You Written Out

If a PC achieves three Goals over the course of many Episodes then write them out for good. Their story is done and remove them from the game from now on, so that other characters can have their tales told in future Episodes. Any Faction with three positive Exits should be retired too.
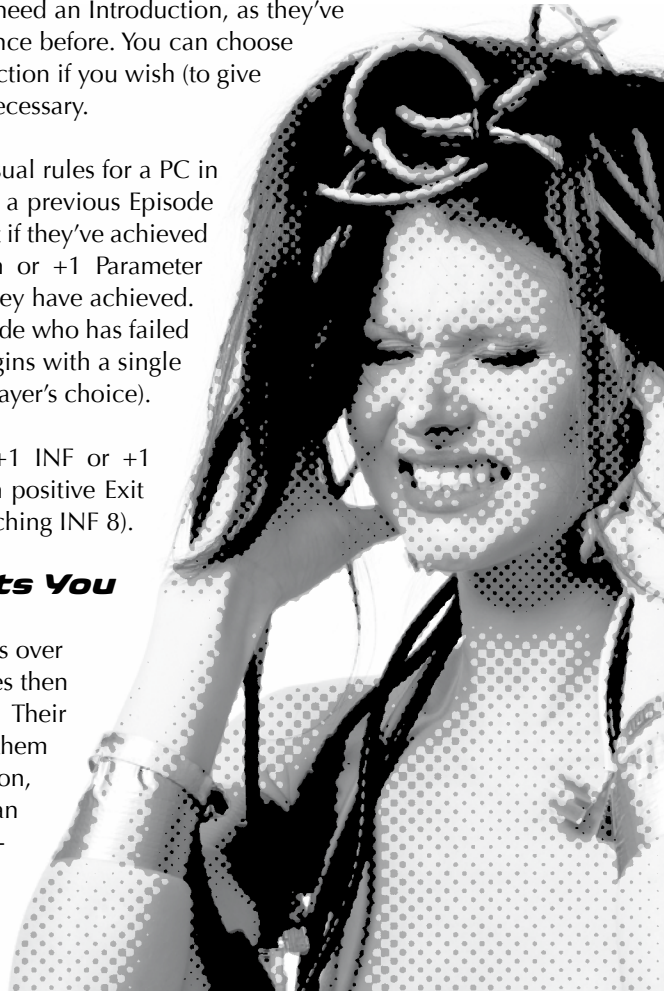
Chapter 5
Designer's Notes|
Play Sheets

WHAT AM I DOING HERE?
by Gregor Hutton

So what is **Remember Tomorrow**; why and how is it designed; what do I hope that it will achieve?

What is it? Why did I write it? I wrote this for myself; to role-play in the near-future worlds of William Gibson *et al.* It's my tool-kit and framework for scratching my *cyberpunk* itch.

If you enjoy Gibson's *Burning Chrome*, *Neuromancer*, *Count Zero* and *Mona Lisa Overdrive*, Williams' *Hardwired*, Noon's *Vurt* and McAuley's *Fairyland* then I hope this game is for you. You should read them.

Those books, and this game, are not about "teams" of "runners" loading up on tech from "MetalBookIV" or Min|Maxing every damage die and +2s out of guns|gear while marking in 40 boxes of damage. Fuck no.

These stories are about people, and sometimes machines that become people. They are about personal journeys, where characters seek goals, and the big questions when your stories and goals crash into each other.

What harm comes from getting what you want? What badness comes from cutting a deal with a Faction? Was your goal worth it?

The system does the work for you and leaves the players to just bring their enthusiasm, opinions and ideas. Stories will rise from these events.

How is it designed? The game is designed to not follow a pre-written plot or "adventure." There is no "walkthrough" solution to an Episode of **Remember Tomorrow**. Storylines will cross and we'll become invested in characters and in seeing their Goals come to fruition. The dice mean that there isn't a "fair" story agreed upon, sometimes our favourites will be kicked hard by the world of **Remember Tomorrow**. That's the edge.

What do I hope it will achieve? I hope it delivers thrilling stories about interesting characters. Stories that resonate with us as people, and ones that we couldn't have predicted. I hope players use the lists to colour the world, like the books do, with Dornier MPVs, Kalophone Jacked Senses and characters like Sally Shears. Finally, I hope it gets played, gives you enjoyment, and characters return in future Episodes.

PLAY EXAMPLE

PCs

To start the game everyone rolls a d10. Gregor rolls an 8, Joe rolls a 3 and Russ a 6. So Gregor goes first. To his left is Joe who will go next and then Russ, who is sitting to the left of Joe, will go last.

Gregor's Turn

Gregor Introduces **Oktobriana**
R:3, W:1, A:8, P:Armed, N:Confused
He frames the scene at the Electric Cougar Doll-Den. In the very middle of the night Oktobriana breaks the nose of a security guard, grabs his gun and smashes her way outside. The dice are rolled: 3, 3 and 5. Gregor allocates a 3 to Ready and a 3 to Able: 2 Successes. He picks +1 Willing and removes the Armed Condition to make it +2, narrating Oktobriana gunning down the chasing guards through desperation until her ammo runs out. He spends the second Success on Dangerous, narrating a Private Police bulletin about the breakout. The double means there is also a Cross into the next scene, which will be Joe's.

Joe's Turn

Joe Introduces a PC: **Fliss Drake**
R:3, W:4, A:5, P:Angry, N:Hunted
Joe brings Fliss in as she's attacked by some Police who think she's Oktobriana. "I ain't a fucking Doll," she shouts as she fights back. Joe rolls the dice: 4, 5 and 10. Two successes (W|A) spent on +1 Able and the Armed Condition.

Russ' Turn

Russ Introduces **Ben Hope**
R:2, W:6, A:4, P:Hardened, N:Impaired
Wheelchair-bound Ben's goal is to walk again and he buys a lottery ticket. He rolls 2, 7 and 9, which just gets him Financed.

FACTIONS

Next everyone Introduces a Faction, and they then place them in the centre of the table to be shared amongst all the players.

Gregor's Turn

The Crocus Brood (4, Enthused, Injured)
Gregor brings in The Crocus Brood. They are mob-handed hanging off the back of their Otomo Dumpster when they barrel straight through a line of Merkur Motorbikes and into the front of a gun shop. He describes the wild, aggressive Brood looting the shop window of its wares. He rolls 3d10: 4, 6 and 8. Only 1 Success. The Brood hear sirens and flee, but they are now Armed. He closes the scene with the image of their Dumpster power-sliding around a corner just before the cops arrive.

Joe's Turn

Eastside Taff-town (4, Dangerous, Dying)
Joe opts to ask Russ to role-play a waitress in a bar. Joe role-plays the Duke and he establishes him as one of the main NPCs in Eastside. Joe describes Russ' waitress being pawed roughly by the Duke before the Duke is interrupted. He receives a message via memory courier. Joe rolls the dice: 5, 7 and 10. No Successes. Joe decides it is information about the Corporation plan to destroy Eastside. Nothing is gained. The Duke tells the waitress to leave him alone as he stares outside the window at the rain.

Russ' Turn

Marcus Gephardt (4, Financed, Coerced)
Russ brings in a rich Fixer relaxing lakeside in Switzerland. His brow furrows as a note arrives on his palmphone. Russ rolls 1, 5 and 10. Gephardt is now Supported, but Russ leaves by whom as a mystery for now.

SOME SCENES

Joe's Turn

Face-Off: The Brood threatens Ben Hope
Joe has an armed cadre of the Brood kick in Ben's apartment door and trash it. Dice are rolled: Joe (3,5,6: 1 Success) and Russ (7,8,10: 0 Successes). Joe is the Winner and gets his Scene Goal of making Ben Destitute, he also chooses to remove the Injured NCon, using up Ben's drug supply.

Gregor's Turn

Introduction|PC: Bancroft, an Operative R:4, W:3, A:5, P:Financed, N:Hesitant
Gregor introduces Bancroft. He steps off a plane from Switzerland and gets in a black MPV that is waiting for him at the airport. He flips through a manilla folder, and a picture of Ben Hope falls out. Gregor now rolls 3d10 and adds an Edge die he has collected in play on a previous scene: 3, 3, 4 and 5. He allocates them to R|W|A for 3 successes. The fourth die could also have been a success, but as you allocate them to individual Parameters the maximum rolled successes for a PC is 3. The Outcomes are +1 W, Connected and Prepared. There is also a Cross into the next scene.

Russ' Turn

Deal: Ben Hope with Marcus Gephardt
Russ knows exactly what the Cross is: it is Bancroft! Russ describes Bancroft bringing him the manilla folder and offering him the latest healthcare from Switzerland on Gephardt's behalf. All Ben has to do is get info on a rogue Razorgirl called Fliss. "No problem," says Ben. He adds 1 to the INF for Gephardt and rolls the dice: 5, 9, 10. Curses! Just one Success: Equipped. Russ says Bancroft gives him some new tech.

ENDING

Gregor's Turn

Face-Off: Bancroft challenges Ben Hope
Gregor frames the scene but rather than Bancroft it is Ben who is the Winner. Ben gets the final tick for his Goal, he is now Ready (and was already Willing and Able).

Russ narrates Ben's Exit. Ben hands over the files to Bancroft and in return he jabs a needle into Ben's legs. Ben feels the nanobots working and unsteadily gets to his feet. Russ then describes Ben walking out of Düsseldorf Airport a free man. He rolls 7, 8 and 10 unopposed for 1 Success. He chooses to lower Gephardt's INF by 1.

This is the third Exit, so the Episode ends when Russ has finished. He has Ben look up at a plane taking off, climbing to the West. He thinks Fliss and Bancroft are on board, their futures uncertain. That story and others are left to further Episodes.

NEW EPISODE

Ben Hope

In a new Episode Ben Hope will have some improvement even before the Introduction scenes. Russ picks a +1 Parameter for Ben to start a new game.

He also ticks one of the Goal completed boxes next to the "Notes" on the character sheet. If Ben completes three Goals then he leaves play permanently. In a future game Ben Hope may look like this:
R:3, W:5, A:5, P:Connected, N:Coerced
He's also free to be placed in the centre of the table as a Pooled PC without the need for an Introduction scene.

REMEMBER TOOLS

ENGINEERING		CONSUMER		MOTIVATION	
1	Asüna	1	Abner	1	Envy
2	Datsun	2	AIWA	2	Freedom
3	Dornier	3	BIRACO	3	Knowledge
4	ERMA	4	GoDaiKin	4	Lust
5	Gloster	5	Kalophone	5	Power
6	Heinkel	6	Lik Sang	6	Pride
7	Merkur	7	Orange Micro	7	Respect
8	Nagant	8	Pan Am	8	Revenge
9	Otomo	9	Plessey	9	Greed
10	Pontiac	10	Zonite	10	Survival

VEHICLES [1–10, pick or roll]

1	2	Coupé	Motorcycle
3	4	Dumpster	Truck
5	6	MPV	Van
7	8	Tank	VTOL
9	10	Taxicab	Saloon

WEAPONS: FIREARMS

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

WEAPONS: HAND

Brass Knucks|Baton
Chainsaw|Cutter
Razor Hands|Throat Snake
Sledgehammer|Axe
Sword|Switchblade

CYBERWARE

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

SKILLSOFTS|DRUGS

Knowledge|READY Chip
Personality|WILLING Soft
Aptitude|ABILITY Module
Opiate|Hallucinogen
Alcohol|Psychotropic

LIFE|STYLE

Health Care|Razor Doc
Hotel Suite|Airport Coffin
Bodyguard|Doll
Haute Cuisine|Takeaway
High Fashion|Overalls

REMEMBER COMPLICATIONS

LOVE
1   Abusive Relationship
2   Celibacy|Chastity
3   Dating|Screwing Around
4   Divorce|Breakup
5   Illicit Affair
6   It's Complicated
7   Marriage|Partnership
8   Platonic Friendship
9   True|Bad Romance
10 Unrequited|Unspoken

BUSINESS
1   Asset Stripping
2   Betrayal|Broken Promises
3   Business Is Good
4   Contract Killing
5   Corporate War
6   Deal with the Devil
7   Failed Deal|Blame Game
8   Investigation|Inquiry
9   Merger|Acquisition
10 New Contract

MONEY
1   Bankrupt
2   Disgruntled Poor
3   Embezzlement
4   Fraud|Con
5   Inheritance|Idle Rich
6   Legal Debt
7   Loansharks
8   Mystery Money
9   Robbery|Crime
10 Work for Hire

PLEASURE
1   Birth|Offspring
2   Change of Scenery
3   Entertainment|Vice
4   Family Matters
5   Friends|Enemies
6   Legal|Illegal Thrill
7   Love Action
8   Old Flame Returns
9   Strange Brew|Left Field
10 Wedding|Funeral

NAMES

Operatives	Male First	Female First	Surnames
Bailly	Dimitar	Beatriz	Chén
Bancroft	Elias	Elena	Gómez
Fra Mauro	Jack	Kirsten	Kovač
Janssen	João	Lilith	Mäkinen
Metius	Leon	Mia	Nguyen
Rheita	Maxim	Nur	Okada
Russell	Reza	Sarah	Taylor
Tycho	Shota	Susanne	Yamamoto
Schickard	Simão	Vitória	Walker
Wargentin	Vitor	Yasmin	Xu

REMEMBER TOMORROW PLAY SUMMARY

Creation|Starting
■ Each Player **creates one PC** (12 pts in R|W|A).
■ **Someone goes first.** Dice off if you can't agree who that is.
■ **Introduce** your **PC**. Roll dice: 3d10. **Allocate dice to R|W|A**. A rolled value *equal to or under* the rating is a *Success*. **Count Successes.** [On a roll, a Double|Triple = a **Cross**.]
■ **Spend Successes** on (i) +1 to Parameter(s), (ii) gain PCon(s), (iii) remove NCon(s).
■ **Pass play to the next Player on the left.** Repeat until everyone has gone once.
■ **Introduce** your **Factions** (INF:4). Roll 3d10, spend Successes on PCon(s)|NCon(s).

Start Play
■ The first Player is now the **first Controller**. Controller picks scene type: (i) **Introduce** a new PC or Faction, (ii) strike a **Deal** with a Faction, or (iii) **Face-Off** with a target PC.
INTRODUCTION|PC or Faction (Unopposed Roll)
■ Create new PC|Faction for play, roll 3d10 and spend Successes as above.
DEAL|With a Faction (Unopposed Roll)
■ Cut Deal to work against another PC; write it in. **Faction:** +1INF. **PC:** Roll 3d10 R|W|A. Spend Successes on (i) +1 to Parameter(s), (ii) gaining PCon(s), (iii) removing NCon(s).
FACE–OFF|Target Someone Else's Held PC (Opposed Rolls)
■ Pick a Target PC and oppose them using your own held PC, a pooled PC or a Faction.
—**As Controller:** Aim to give the PC(s) an NCon, or untick a specific Goal (R, W or A).
—**As the Target:** Aim to get something for yourself, or work against the antagonist.
■ Find a **pivotal moment** in play and each side sets a **Scene Goal** (just one thing).
—**If No Opposition:** Colour Scene. No free Scene Goal, but you get 1 Outcome each.
—**If Opposition:** Before roll can remove a PCon for +1 Success. Everyone involved rolls 3d10. After roll you can remove a PCon to **re-roll** the dice. Allocate, and **count Successes.**
■ Find **Winners** (those with most Successes; Joint Winners if there is a tie; *gain an Edge die if a winning Faction|Non-Held PC*) and find **Losers** (fewer Successes than the Winners).
■ Find the **Margin of Success** (Winners' Successes – the nearest Loser's Successes).
■ Losers can now **reduce** the Margin of Success by 1 per NCon removed from a Winner.
—Winners get **Scene Goal for free**, **spend Margin on Outcomes** (1 Margin = 1 Outcome).
■ **Outcomes for PCs:** ±1 R|W|A (±2 if also remove PCon|NCon), ±PCon(s), ±NCon(s), Tick|Untick Goal (R|W|A) if you have a success on the appropriate Parameter (R|W|A).
■ **Outcomes for Factions:** ±1 INF, ±PCon(s), ±NCon(s).
—Losers don't get their Scene Goal, but can remove a PCon to get a ticked Goal (R|W|A) if they have an appropriate Success; they narrate the Outcomes chosen by the Winners.
■ **The Controller role now passes to the Player to the left.** Remember **Crosses**.

Writing Out|Exits
■ Characters are **Written Out**: If a Parameter|INF is reduced to 0; If they have the NCons *Injured* and *Dying* and an Outcome is spent to *Kill* them; If INF reaches 8; If PC achieves their Goal with all of R|W|A ticked. An Exit is narrated by whoever triggered it. Successful Goals get an unopposed 3d10 roll, Successes spent on reducing the INF of Factions.

Ending Play
■ When three Exits (PCs or Factions Written Out in play) reached then the Episode ends.

REMEMBER TOMORROW

Player Character Sheet

_____

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

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 ❑❑❑

✂ ···

REMEMBER TOMORROW

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

❑❑❑

NPCs|DEALS

_____

INDEX

COLOPHON *Fonts and Final Words*
Fonts

Optima™ (Body): Optima appeared in 1958, and is perhaps Hermann Zapf's most original design. Although it was not conceived as a book face, the roman inflections of Optima make it legible for continuous reading. Optima is a sans serif font family with certain serif face features. These features give the face an inscriptional, humanist feel.

Biome (Headers): Designed by Carl Crossgrove in 2009, this font is influenced by everything from Danish furniture to automobile styling. Biome won a *Certificate of Typographic Excellence* in the *Type Directors Club* 2009 type design competition.

If this game had intro music it would surely be *Astradyne* by Ultravox, from *"Vienna." "Twenty minutes into the future"* is from the film *Max Headroom*, and *Remember Tomorrow* is one of the great early Iron Maiden songs by Paul Di'Anno & Steve Harris, from "*Iron Maiden.*"

Dedicated to: Oktobriana; what might have been with different dice.

Gregor Hutton, Edinburgh, UK, May 2010
E-mail: malebox@boxninja.com   //end

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

IMAGE|PHOTOGRAPH

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 |

GEAR|MANUFACTURER:ENGINEERING
❑ Asüna ❑ 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
_____
_____

IMAGE|PHOTOGRAPH

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

GEAR|MANUFACTURER:ENGINEERING
❏ Asüna ❏ 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

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❏ Grenade ❏ Shotgun ❏ Taser ❏ SMG ❏ Rifle

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❏ 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
❏ _____
❏ _____
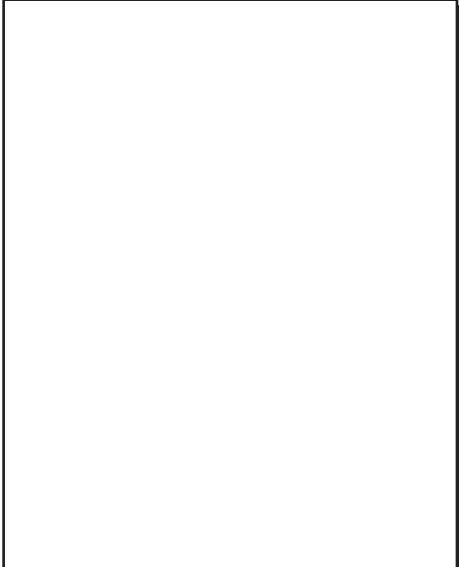❏ _____

HISTORY
_____
_____
_____
_____
_____
_____
_____

REMEMBER TOMORROW

Episode Sheet

SCENES|I=Intro, D=Deal, F=Face-Off

LOCATIONS IN PLAY

RELATIONSHIPS

DEALS and NOTES

ACHIEVED EXITS

☐
☐
☐