Appendix Z. Optional GM Sheets

Tech Card (described with example on pg. 31 of *Further Information* [**FI**])
Society Sheet (described on ppg. 38-39 of **FI**)

Corner Sheet

These are used to record the characters of an entire corner. This Sheet is most useful when constructing many NPCs on the fly. For greater detail, of course, a Character Sheet for each NPC.

Mentor Box In addition to holding the mentor's stats, there is the line *Dossier/dates/rec'd from/at.* This is where the GM can note down when and from who the mentor gets his forewarnings (the Yet) about his corne, i.e. "Narc attack on 7 Jul '57/from Betty 18 Jun '96." They should be recorded in sequence according to the **mentor's Age,** so the GM knows when the mentor can and can't be surprised!

Character Boxes These are essentially mini-Character Sheets, with a note box for The Yet (If they have/get frag, NPCs should also be recorded on a GM's Span Card, ready for Time Combat: **CºNTINUUM** pg. 189.) Mostly self-explanatory, except: *Range of Rank or Score:* This is especially useful for inventing NPCs that may be encountered before or after they have learned various Skills. See the characters in **FI** ppg. 20-22 for ideas of how spanners develop.

Space for a Map, or notes, is in the upper right.

Neighborhood Sheet

These are used to record entire sets of adjacent corners. This Sheet is most useful when PCs want to meet their neighbors, or are adventuring far from home. For greater detail, use a Corner Sheet for each corner.

Society This is the name of the Society in which most or all of the corners of the neighborhood belong. Bordering corners that are held by another Society can be so designated by drawing a borderline between the Corner Boxes.

Level This is places and times the neighborhood generally encompasses.

Critical Events These are the most important leveller events that occur in the neighborhood. Often targeted by narcissists.

Corner Boxes Use these to record the most important information about members of these corners.

The most important (or a PC) corner goes in the top middle (the highlighted box). Most of the information in each box is straightforward; the *Frat* line holds the name of the Fraternity the corner represents, or Novice or Mixed (see examples in the various Eras); the *FI* line ('Further Information') can hold a word or two about an important factor that motivates the character, and can be developed into a plot.

Neighborhood Chart This is a simple graph allowing the GM to compare the various corners' periods of existence. See **FI** pg. 19 for an example.

TECH CARD

CºNTINUUM™
roleplaying in The Yet ™

Tech

Era(s), Dates:

Inventor(s), Dates:

Original Necessity
Original Use

Materials

Game Stats

Sketch of tech, circa _____

Developments and Decline	Adaptations	Dates

Revivals	Reinventor(s)	New Necessity	Dates

CORNER SHEET

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MENTOR

SPAN   *FRAG*
B   *M*   *Q*

MAJOR SKILLS   *ATTRIB.*   *RANGE OF RANK-SCORE*   *BENEFITS*

NOTES

Dossier   **dates**   **rec'd from/at**

NAME

SPAN   *FRAG*
B   *M*   *Q*
BENEFITS

MAJOR SKILLS   *ATTRIB.*   *RANGE OF RANK-SCORE*

IN YET

NAME

SPAN   *FRAG*
B   *M*   *Q*
BENEFITS

MAJOR SKILLS   *ATTRIB.*   *RANGE OF RANK-SCORE*

IN YET

NAME

SPAN   *FRAG*
B   *M*   *Q*
BENEFITS

MAJOR SKILLS   *ATTRIB.*   *RANGE OF RANK-SCORE*

IN YET

NAME

SPAN   *FRAG*
B   *M*   *Q*
BENEFITS

MAJOR SKILLS   *ATTRIB.*   *RANGE OF RANK-SCORE*

IN YET

NAME

SPAN   *FRAG*
B   *M*   *Q*
BENEFITS

MAJOR SKILLS   *ATTRIB.*   *RANGE OF RANK-SCORE*

IN YET

NAME

SPAN   *FRAG*
B   *M*   *Q*
BENEFITS

MAJOR SKILLS   *ATTRIB.*   *RANGE OF RANK-SCORE*

IN YET

NEIGHBORHOOD SHEET

CⁿNTINUUM™
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Society
Level

Critical Events

CORNER NAME

LOCATION		FRAT

MENTOR	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q

CORNER NAME

LOCATION		FRAT

MENTOR	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q

CORNER NAME

LOCATION		FRAT

MENTOR	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q

CORNER NAME

LOCATION		FRAT

MENTOR	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q

CORNER NAME

LOCATION		FRAT

MENTOR	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q

CORNER NAME

LOCATION		FRAT

MENTOR	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q
NAME	SPAN FI	B	M	Q

NEIGHBORHOOD CHART

	◄		◄		◄		◄		◄		◄		◄		◄

SOCIETY SHEET

Society Name _____

Society Dates _____

Joined _____ **Atlantean Council.**
Predominant Claim(s)

Major Bordering Societies

☐ OVERVIEW

☐ DETAIL	DATE	DATE	DATE
population			
language			
art			
dress & furnishings			
commerce			
tech			
zeitgeist			
mores			
enemies			
myth			