

## Gathering Scenario

Target Memo:	Scenario Name	Creation Date
● <i>Name</i>		
● <i>Appearance</i>		
● <i>Ability</i>		
● <i>Location</i>		
● <i>Location of clue to target's whereabouts</i>		

● <i>PC's reason or duty to find target</i>
● <i>Point of departure and encounter location</i>
● <i>Hardest encounter besides finding target</i>