

RUNNER:

PSI*RUN

Apparent age

Psi powers

When I look in the mirror, I see:

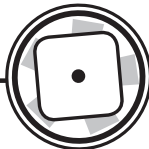
I'm impaired!



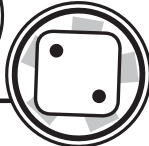
I'm doubly impaired!



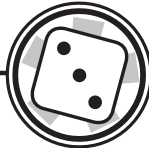
I'm exceptional.



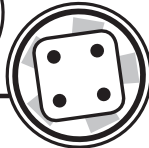
I want to do something important.



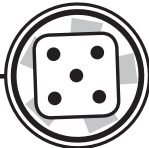
This might trigger a memory.



The chasers might catch up.



Am I using my psi power?



Am I risking harm?



I have questions...

1. Q: _____
A: _____

2. Q: _____
A: _____

3. Q: _____
A: _____

4. Q: _____
A: _____

5. Q: _____
A: _____

6. Q: _____
A: _____

Crossroads

- Home
- Trapped
- Hidden
- On a quest
- Lost
- Turning the tables
- Making a discovery

GOAL

Do I achieve my goal?

4-6: Runner achieves goal. GM has first say.

1-3: Runner fails goal. Player has first say.



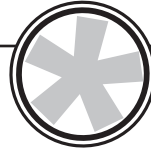
REVEAL

Do I remember something from my past?

6: Runner has a memory that answers one of their questions. Player has first say.

4-5: Runner has a memory that answers one of their questions. Other players have first say.

1-3: Runner has no memory triggered. GM has first say.



CHASE

Do the chasers gain on the runners?

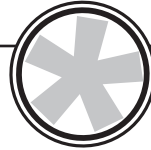
GM always has first say.

5-6: Chasers make no progress toward the runners.

3-4: Chasers move one locale closer to the runners on the trail.

1-2: Chasers move two locales closer to the runners on the trail.

If the chasers catch up with the runners, **CHASE** leaves play and **CAPTURE** comes into play.



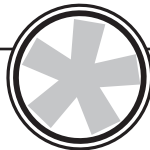
PSI

Do my psi powers cause trouble?

5-6: Power causes no trouble. Player has first say.

3-4: Power surge: people may be injured, things broken — it would make local news. Other players have the first say.

1-2: Power goes wild: people are dead, things destroyed — it would make national news. GM has first say.



HARM

Is anyone hurt?

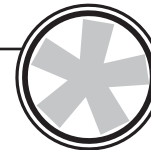
5-6: Runner is unharmed & unimpaired. Player has first say.

4: Runner is hurt & impaired for the rest of this scene. Player has first say.

3: Runner is hurt & impaired for the rest of this session. GM has first say.

2: Runner is hurt & impaired for the rest of the game. GM has first say.

1: Runner is dying. Player has first say.



CAPTURE

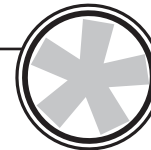
Does anyone get caught?

4-6: Nobody gets caught. Player has first say.

2-3: Somebody gets caught — it may or may not be you. GM has first say.

1: Everyone gets caught. Other players have first say.

If the runner escapes, **CAPTURE** leaves play and **CHASE** comes back into play. If the runner gets caught, **CAPTURE** leaves play and **DISAPPEAR** comes into play.



IMPAIRED

If you're impaired, place one of your dice here before you roll.

If you're doubly impaired, place your highest die here after you've rolled.

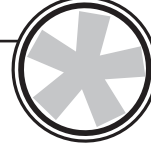


DISAPPEAR

Do I disappear forever?

4-6: Runner doesn't disappear forever. Player has first say.

1-3: Runner disappears forever. GM has first say.



RISK SHEET

PSI * RUN

CHASERS



LOOK

METHOD

TECHNOLOGY
