

# PSI\*RUN

## Additional rules

These entirely optional rules handle some situations not provided for in the rules, and humbly try to improve the gaming experience.

### Injuries

For injuries to impact game mechanics:

*A Fugitive with an **untreated wound** must always place a die on the **Wound Risk** without **rolling an additional die**.*

### Memories

The players **share their Questions** orally at the start of the game. Explain that placing a ☐ or ☐ in **Souvenir** grants narrative power who can help the Fugitives, for example by introducing an item or an ally!

Sometimes, while investigating his past during the game, a Fugitive can get answers to his Questions without placing a die on the Risk **Remembrance**:

*When a player thinks that her Fugitive has found an answer to one of her questions, with the GM's agreement she can **read this question** to others. Each of them **then offers an explanation**, then the initial player chooses the answer she prefers.*

### The Track

This rule can be very useful if the Fugitives **outrun** the Pursuers, in order to restore dramatic tension:

*The GM can decide that the Pursuers catch up with their prey on the Trail until the **post-it just behind the Fugitives one**. However, this **triggers a Memory** to one of the Fugitives, at their convenience.*

**Repel the Pursuers:** if the Fugitives confront and push back the Pursuers in a Location, the latter move back a notch on the Track.

**Vehicles:** only include them as locations in the Track if the Fugitives stay there **for a scene**, for example a chase.

## Mutual aid

If ever the players help each other to carry out a significant action:

*When the help of one or more Fugitives proves relevant during the action of another Fugitive, the latter can roll an additional die.*

*The GM is free to consider that such assistance does not provide a significant advantage depending on the situation.*

## Identical action of all Fugitives

Example :

*The three of us take our momentum to jump into the void to the adjacent building.*

It can then be laborious to ask the three players for a dice roll:

*When the Fugitives perform the same significant action simultaneously, designate a player who will make a single dice roll, the result of which will determine the overall success of the action.*

## Random decisions

Sometimes the Fugitives do not perform any significant action, but a die roll can be helpful in determining the situation. Examples:

*Does this stunned guard have a weapon on him?*

→ It's quite likely, let's say there's a **one chance in two**.

→ "Choose: even or odd? Then roll a die, and if you predicted correctly, your Fugitive finds a weapon. »

*Are the truck keys stashed in the glove box?*

→ It's possible but **quite unlikely**.

→ "Roll a die, on a 6 you find the keys. »

*Which one of you does the monster attack?*

→ Each Fugitive has **an equal chance** of being attacked.

→ "Each choose a number between 1 and 6, then the die will determine who will be targeted. » *(by re-rolling until a player's number is drawn)*

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