

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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