psi*run
Additional rules

Those optional game mechanics handle some specific cases
and try to make your sessions even more fun!

Memories

The players **share their questions** orally at the start of the game. Explain that placing a ⊡ or ⊠ in **Reveal** grants narrative power who can help the Runners, for example by introducing an item or an ally!

> *Example:* A ⊡ *placed in Reveal triggers a narration from the other players to recount this reminiscence. While answering a question with a flashback, they decide to mention that the PC in question had hidden a revolver in the glove compartment of his car. When the flashback ends, the PCs have a good chance of finding the revolver in that glove compartment!*

When a player actively has their Runner investigate their past, following a tenuous trail until they encounter elements that could very plausibly bring back memories, the GM may decide to allow the Runner to obtain an answer to a question without placing a die on the **Reveal** Risk:

> *When a player thinks that her Runner 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 Trail

This extra rule can be very useful if the Runners **outrun** the Chasers, in order to restore dramatic tension:

> *If players spend more than 20 minutes of playtime in a place, advance the Chasers one step on the Trail.*

Repel the Chasers: If the Runners successfully confront and fight the Chasers in a location, the Chasers move back one step on the Trail.

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

Devil's Bargain

*In a suitable situation, the GM can offer a Runner the chance to **retrieve a memory**, and hence choose who answers one of their questions, **in exchange for advancing the Chasers on the Trail** to the step immediately behind the Runners.*

When all the Runners perform the same action

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 Runners perform the same significant action simultaneously, only one player makes **a single dice roll**, the result of which will determine the overall success of the action.*

Random decisions

Sometimes the Runners 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 Runner 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 Runner 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)*