

PSI RUN

WHEN I LOOK IN THE MIRROR, I SEE...

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SO MANY QUESTIONS...

NOW I KNOW THE ANSWERS...

GOAL

1,2,3: Runner fails in achieving stated goal.

4,5,6: Runner succeeds in achieving stated goal.

REVEAL

1,2,3: No memory revealed.

4,5: Runner has a memory that answers one question; answer narrated by another player.

6: Runner has a memory that answers one question; player narrates the answer.

HARM

1: Runner is dying.

2: Permanent injury.

3: Hurt for entire session.

4: Hurt for entire scene.

5,6: Runner is unharmed.

CHASE

OR

CAPTURE

1,2,3: Chasers move one scene closer to Runners.

4,5,6: Chasers make no progress toward the Runners.

If Chasers catch up to the Runners, use the capture table to the right instead.

1,2: All Runners captured.

3,4: One Runner is captured.

5,6: Runners evade capture.

A captured Runner replaces a second capture result with "gone" on a 1, 2, or 3. Go directly to crossroads scene.

PSI

1,2: Brain Storm. People are killed and things are destroyed.

3,4: Power is wild; either injures people or breaks things.

5,6: Power causes no trouble.

SCARS / INJURIES

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CROSSROADS

Home, Tables Turned, Quest, Hidden, Trapped, Lost, a Discovery