

NAME

UNNER

APPARENT AGE

APPEARANCE

POWER

NOTES

QUESTIONS & ANSWERS

1) Q: _____
 A: _____

2) Q: _____
 A: _____

3) Q: _____
 A: _____

4) Q: _____
 A: _____

5) Q: _____
 A: _____

ROLLING DICE
 Roll dice when you take an action that...

- * could go right or wrong
- * might trigger a memory
- * takes time and focus
- * might expose you to danger

Pick up 4 dice:

- 1  because you're exceptional;
- 1  because you're doing something important;
- 1  because the action might trigger a memory;
- 1  because the chasers might gain on you.

Then take...

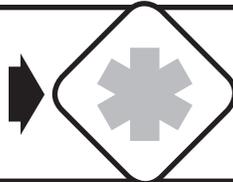
- +1  if you're using your psi power;
- +1  if you're at risk of suffering harm.

Roll the dice and place 1 of your choice on each active field on the Risk Resolution sheet. After you place the required number of dice, you and the GM will narrate the results.

IMPAIRMENT
 Each time you suffer harm, place 1 token here. If 3 tokens occupy this area at any time, you are incapacitated and dying.

R RISK ESOL

If you are **IMPAIRED**, place 1  of your choice here **BEFORE** rolling.



If you are **DOUBLY IMPAIRED**, place your highest  here **AFTER** rolling.

GOAL

Do you achieve your goal?

  You achieve your goal.
GM has first say.

  You fail to achieve your goal.
You have first say.

POWER

Do your psi powers cause trouble?

  Your powers cause no trouble.
You have first say.

  Power surge! People may be injured, things broken; enough to make local news.
GM has first say.

  Power goes out of control! People are dead, things are destroyed; enough to make national news. GM has first say.

MEMORY

Do you remember something?

 You recall something that answers one of your questions. You have first say.

  You recall something that answers one of your questions. Other players have first say.

  No memory is triggered. You have first say.

HARM

Does anyone get hurt?

  You're unharmed and unimpaired.
You have first say.

 You're hurt and impaired until you reach the next location. You have first say.

 You're hurt and impaired until you reach the location after the next one. GM has first say.

 You're hurt and impaired for the rest of the game. GM has first say.

 You're dying. You have first say.

CHASE

Do the chasers gain ground?

  Chasers gain no ground.
GM has first say.

  Chasers move 1 step closer to the runners.
GM has first say.

  Chasers move 2 steps closer to the runners.
GM has first say.

If the chasers catch up to the runners, CHASE leaves play and CAPTURE enters play.

CAPTURE

Does anyone get caught?

  Nobody gets caught.
You have first say.

  Somebody — you or another runner — is caught. GM has first say.

 Everyone gets caught. Other players have first say.

If you escape, CAPTURE leaves play and CHASE comes back into play. If you get caught, CAPTURE leaves play and DISAPPEAR comes into play.

DISAPPEAR

Do you disappear forever?

  You don't disappear forever.
You have first say.

  You disappear forever.
GM has first say.

CHASER

S

LOOK

METHOD

TECH
