What's This?
- An unofficial fan expansion to the amazing **Psi*Run** Roleplaying Game.
- Use this to play stories inspired by the comic book, *X-Men: Days of Future Past*.
- We've also included tips for running Psi*Run at conventions.

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What Do You Need?
- 3 to 5 other friends.
- 3 to 4 hours.


What Do You Need (continued)?
- 6 six sided dice.
- Index cards and pencils.
- Multi-colored tokens. Different colors for each friend.
- 5 or more tokens that look different than your friend's tokens.
- A Runner Sheets for each friend (in the back of this document).
- 1 Risk and 1 Chaser Sheet (in the back of this document).
Instructions:
- Read the PSI+RUN rules.
- Print out the Runner, Risk, and Chaser sheets (with minimal margins if possible).
- That's all you need to do before playing!
- Read the rest of this document as you play.

Important: Read Out Loud Anything in a Floating Box:

Get ready!
We're going to start playing in a few minutes!

Introductions:
- Introduce yourself. Ask the players to introduce themselves.
- Write down everyone's name. Ask why they signed up to play.
- If the place you are playing is loud, ask everyone to change seating arrangements so you can sit closest to the quietest person, farthest away from the loudest.

Who's read X-Men Days of Future Past?
If you have, help me make this game come alive!
If you haven't, even better! All you need to know is:
- It's the year 2020 in NYC.
- 1 out of every 1,000 people are born with superhuman powers.
- These people are called Mutants and they are hated and feared.
- Humans create giant robots called Sentinels to police mutants.
- The United States of America passes the Mutant Registration Act.
- Most Mutants in the US end up in internment camps.
- But the Sentinels go crazy and turn on both human and Mutant.
- The world plummets into a post-apocalyptic nightmare.
- You play captured Mutants that are about to break free!
- Unfortunately, you don't know anything else because you have amnesia!

Warning:
- Mutants are a metaphor for oppressed minorities. Often X-Men stories end up being about racism and prejudice.
- Grab an index card. Draw an X on it.
- Show the card to everyone.

Sometimes this game can get dark.
If at any point you don't feel comfortable with absolutely anything in this game, just lift this X card up.
You don't have to explain why. We will simply edit out any uncomfortable content and keep playing. I'll leave the card where everyone can reach it.

The rules are very easy.
We'll learn them as we play.

Stand Up! Read as Dramatically as Possible:
Close your eyes.......... You see... nothing!
You hear rotors spinning above you. Explosions outside.
You feel the room shaking. Shackles around your neck and hands.
Skin? Someone's hand touching yours.
You smell smoke. Meat? Melting plastic?
You taste something like a rusted battery on your tongue.
OPEN YOUR EYES! You're tied to chairs in a helicopter over a river. The Statue of Liberty is gone. Replaced by a giant Robot that's staring at you! An energy blast bursts through the helicopter almost killing you. There's a hole. Fire. You're spinning. Upside down! Water! CRASH!
The Crash:
- Grab an index card. Write CRASH on it.
- Place tokens for each player on this card.
- Place the other tokens around this card.

The tokens on the CRASH card are all of you.
You're called Runners because you are running away.
This card is your current location; a helicopter sinking into the river,
The tokens around the card are called Chasers. They’re the Sentinels hunting you. They will never stop!
It's night. The Sentinel's eyes act as giant search lights. In front of you, there's a person locked in a cage, with scars on their face, acting like a wild animal. 2 of the prisoners with you didn't make it. All that remains is their flaming skeletons and a single wedding ring.
You hear a robotic voice, "MUTANTS, STAY WHERE YOU ARE!" Your shackles break. You're free. You don't remember who you are. What do you do?

Make Runners:
- Keep a very loose idea of who you are.
  - Who you are may change. And others may get to say who you are.
  - Under MUTANT ID, write the color of your token.
  - What powers do you want? Be vague. Focus on effects, not details.
  - When you look in the mirror, what do you see? Write it down under I DON'T KNOW WHO I AM. Everyone has an "M" carved into their face.
  - Everyone will write 4 questions under QUESTIONS.
  - Don't come up with answers now.
  - When anyone answers 4 questions or we only have 30 minutes left to play, we will start the End Game.
  - Write 1 question about your powers.
  - Then 3 questions about anything. Examples are on your Runner Sheet.
  - There are no bad questions. Just write them from your Runner's point of view.
  - You may leave 1 or 2 questions blank for now and write them later.

Wait for everyone to finish making Runners. Then...

Chaser Sheet:
- Hand the Chaser Sheet to the loudest player and ask them to read it out loud.
- This is what you all know about what's chasing you.
Chaser Card:
- Grab an index card. Keep it secret for now (reveal it in play). On it, write down:
  - Inside the former Statue of Liberty, Sentinels are building a time machine.
  - Sentinels can infect captured people with a virus.
  - Infected people can be turned into mini-Sentinels.
  - Europe plans will launch nuclear bombs at the USA in 2 hours.
  - The Sentinels plan to launch a counter nuclear strike.

How to Play:

Whenever you do something that can...

...go wrong, trigger a memory, help avoid the Chasers, or show off how awesome you are, we will use the Risk Sheet and roll dice to see what happens.

Place the Risk Sheet where everyone can reach it.

The Risk Sheet explains most of the rules.
Rolling dice is also how we answer questions. Sometimes you will think you know the answers, but until you roll, you don't know the truth! You'll have more fun if you assume nothing. Everything changes!

When you describe moving to a new location,
I will write the location down on an Index card, lay it on the table, and we will move the appropriate tokens. Sometimes you will have to roll dice first to move to a new location.

We will keep playing till anyone answers...
4 questions or we have 30 minutes left to play. We will then play the End Game! Who can tell me when we have 30 minutes left?

Any questions?
Once there are no more questions, we will play the first scene!

First Scene: MUTANTS, STAY WHERE YOU ARE!
Your helicopter is sinking. Time is running out. What do you do?

End Game:
- Have the Runner with the most answers choose an epilogue from the bottom of the Runner Sheets under END GAME. Then move to the Runner with the next most answers. Each Runner must choose a different epilogue.
- You decide which order epilogues are described. Don't roll dice in the epilogue.

What's Next:
- The rest of this document includes inspirational material and tips for playing.
- If you had a fun time and want to help the creators of Psi*Run, talk about your experience on your favorite internet forum, Facebook, Twitter, or Google+.
- If you did not have fun, talk about what you didn't like online so other people have more information to decide if this is the game for them.
- If you need help, post on http://www.story-games.com/forums/
What's Different from Psi*Run?
- Besides the setting, 2 things, we use different End Game epiogues and...
- We've adjusted the Harm rules so that when you are Impaired a 3rd time, you choose between dying or another Runner taking Harm for you!

Inspirational Tools:
- The following includes inspirational material to fuel your creativity.

Background Color:
- Newspaper: "2011: Mutant child explodes. 1,000 students dead."
- Newspaper: "Mutant Registration Act Passed."
- Newspaper: "2012: Presidential candidate, Senator Kelly, murdered!"
- Newspaper: "Mutants are weapons of mass destruction."
- Newspaper: "It's 2020, do you know what you children are?"
- Newspaper: "Europe threatens to launch nuclear weapons at North America."
- Graffiti: "Vote yes for the Mutant Sterilization Act!"
- Graffiti: "Mutants are the devil's children."
- Graffiti: "Mutants are NOT people."
- Graffiti: "Magneto was right!"
- Graffiti: "Remember Tomorrow!"
- Graffiti: "The Future is Yesterday!"
- Floating drones with police lights and speakers.
- "You are now entering/leaving a controlled zone."
- "It's 8pm, it is illegal to remain outdoors. 15 minute left to go home."
- Busses dragged by horses.

Obstacles:
- Human gangs.
- Mutant traitor bounty hunters.
- Mutants bullying innocent humans.
- Humans bullying innocent Mutants
- Humans warning the Sentinels.
- Hounds tracking your scent.
- Humans infected by the Sentinel Virus (see Chaser Card).
- Security guarding people you love or something you need.

Allies:
- Mutants with "M" scars.
- Humans with "A" scars, sterilized, for their potential to breed mutants.
- Former X-Men, super villains, or comic book characters.
- Canadian or European military spies.
- Humans scientists who help build or maintain the Sentinels.

Places in NYC:
- Subways.
- Empire State Building.
- Grand Central.
- American Museum of Natural History.
- Central Park.
- Times Square.
- St. Patrick's Cathedral.
- Wall Street.
- Empire State Building.

Things in NYC:
- Underground smuggling railroad.
- Giant nuclear missiles in Sentinel form.
- Mutant Graveyards.
- Museum of Mutant history.
- Mutant camps.
- Sentinel news network.
- Mutant sympathizer secret meetings.
- Sentinel factory.
- Time traveling machine.

Themes & Subtext:
- Mutants as metaphor for racism, bigotry, and prejudice.
- You are bullied because you are different.
- Power fantasy: But you are better or can fight back.
Tracking Players:

<table>
<thead>
<tr>
<th>Runners</th>
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<tbody>
<tr>
<td>Player 1 Name: __________________________</td>
</tr>
<tr>
<td>Number of rolls: □□□□□□□□□□□□□□□ Questions answered: □□□</td>
</tr>
<tr>
<td>Player 2 Name: __________________________</td>
</tr>
<tr>
<td>Number of rolls: □□□□□□□□□□□□□□□ Questions answered: □□□</td>
</tr>
<tr>
<td>Player 3 Name: __________________________</td>
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<tr>
<td>Number of rolls: □□□□□□□□□□□□□□□ Questions answered: □□□</td>
</tr>
<tr>
<td>Player 4 Name: __________________________</td>
</tr>
<tr>
<td>Number of rolls: □□□□□□□□□□□□□□□ Questions answered: □□□</td>
</tr>
<tr>
<td>Player 5 Name: __________________________</td>
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<tr>
<td>Number of rolls: □□□□□□□□□□□□□□□ Questions answered: □□□</td>
</tr>
</tbody>
</table>

Tips – Before Game:

- **Don’t Lose your Voice.** Get plenty of sleep, use Lozenges and eat Apples to keep your throat moist, drink room temperature water, avoid coffee (drink Tea instead) and remember to breathe deeply before speaking.
- **Talk to the Convention Organizers.** What are the convention rules? If you need help, who do you speak to? If you have a problem player, what are your options? Confirm your schedule.
- **Own your Space.** If your table is too close to someone else’s, move it! Grab an extra chair and use it to store your materials to keep the table clear,
- **Set Alarms.** Set 3 alarms to remind you when you have 2 hours left, 1 hour left and 30 minutes left.
- **Introduce yourself.** Ask everyone to introduce themselves. Write their names down. What games do they like playing? Why did they sign up to play?
- **Set Expectations.** Explain what this game is and is not. Set the tone. Be polite but clear and firm. Give the players an easy out. If this isn’t the game for them, it’s nothing personal; they may still have time to play something else.

Tips – During Game:

- **Control the Spotlight:** Give the person who’s done the least the chance to go next. If the person who’s done the most keeps wanting more time, ask them politely to wait while we see what X, Y, and Z people do. Use the Tracker on the left to track how many times each player rolled. Otherwise, it’s easy to forget.
- **Be Direct.** Many people don’t get what they want because they never ask. Don’t want the players to split up? Say that. Do you think it would be cool if the players split up? Say that. Is someone making a light-hearted game too dark? Say that. Is someone making a serious game into a joke? Ask them to refocus. The X Card (page 4) isn’t just for the other players. You can use it to.
- **Take Breaks.** People may need to go to the bathroom, eat, drink, smoke, or call someone. We like to take 5 minute breaks after we make Runners and half way through the game. Let everyone know when you will take a break or that if they need to take a break, suggest one, and we can all break together.
- **Lead By Example.** Want to increase the energy? Stand up! Talk loud! Gesture! Want to slow the pace? Want to focus on a quiet moment? Sit down. Whisper. Want colorful descriptions? Be colorful in your descriptions.
- **Disruptive Players.** If someone is being disruptive, take action. Doing nothing is the same as saying, "It’s ok, keep doing what you’re doing." Call for a break. Talk to the person privately so they don’t feel ganged up on. Usually it’s a misunderstanding. Ask them how everything is going? Point out any potential issues and tell them what you would like them to do differently. Be neutral, polite, but firm. Usually people don’t realize they are being disruptive.

Tips – After Game:

- **Feedback.** Don’t ask, “did you have fun?” Ask, “what did you like” and “what would you like to be different?” Even better, ask them to write their answers in secret!
- **Thank Everyone.**
Advanced Tips:

- **Quick NPCs.** Write down the name of a person you know or a character from a film / TV / book. Do both! Combine them. Use them as inspiration for an NPC.

- **Quick NPCs - Part 2.** Pick a Runner. How would you describe them in 1-3 words? Come up with a description that’s the exact opposite. Or a description that’s similar to the Runner but exaggerated to extremes. For example, say a Runner is “hesitant to fight”. The opposite is, “always fight” and the extreme is, “never fight no matter what.” Make NPCs out of these descriptions.

- **Quick Names.** Take the name of someone you know or a name you like. Change, remove, or add 1 letter. "John" becomes "Ohn" or "JohR".

- **Quick Names - Part 2.** Make names descriptive. "Pig Face". Make names ironic. "Little John" for the 10 foot tall giant or "Kid" for the old person.

- **Not Sure What to Do Next?** Slow down. Call for a break. Ask the players questions. Fish for ideas from their answers. Ask for help. Ask the players what they want to do next. Fast forward. 1 week passes. What now?

- **Flashbacks Fix Problems.** Something doesn’t make sense? Make it make sense in a flashback. Triggered memories are great for making the illogical logical.

- **Players Asking Many Questions.** Sometimes a player asks question after question after question with no clear indication of what they want exactly. Ask them. What do you hope to accomplish? Cut to the point.

- **Contrast.** The secret ingredient in drama, horror, and comedy is contrast. Was someone in danger but survived? Describe them about to die, practically almost dead already... but then they are ok! Was someone hurt? Describe them being ok... then suddenly dead! Establish then twist. Build expectations then break them. But pause. Pause before you contrast. The pause builds tension and anticipation. A variation is to do this in threes. Establish, reinforce, break. Introduce, repeat, twist. A D&D player, LARPer, and Rabi walk into a bar...

- **Cliffhangers TV Style.** TV shows often throw a cliffhanger at you before cutting to commercial break or at the end of a show. A cliffhanger is an unanswered question whose answer we care about. They do this so we come back. You can do the same. Before calling for a bathroom break, throw in a cliffhanger!

Advanced Tips (continued):

- **It’s a Movie.** Describe your game like a movie. Describe the camera. Who is the camera watching? From above? Below? Behind? Zoomed in? How does it move? When you want someone to go next, tell them the camera is on them. When you want the scene to end, say the camera cuts away or fades to black. When you want someone to describe the scene, ask them what the camera or audience sees.

- **It’s a Comic.** Describe your game like a comic. What do the panels look like? Is this a splash page? Are there thought bubbles? Ask players what they are thinking. Use panels to show what’s happening in 2 different places at the same time.

- **The Golden Rule may Not Apply.** Treat others how you want to be treated is sometimes good advice. But what if people don’t want to be treated the way you want to be treated? Or 1 person does but the other 4 players don’t? One size doesn’t fit all. Treat others how they want to be treated.

- **Why is Everyone Me?** Sometimes, without thinking about it, we fill the world with NPCs who are just like us. People who are similar to us in age, gender, race, sexuality, and background. There’s nothing wrong with that but NYC is one of the most diverse places on the planet and if you want to capture that, just keep this in mind. Simply tracking how different your NPCs are from each other will change this. Ask yourself, “What if?” What if they were a man? A woman? Older? Younger? Form a different part of the world? And you can always grab a six sided die and roll randomly!

- **Listen.** Try to listen more than you talk. Do what you can to get the players taking, use what they say. Reincorporate their ideas. Did they describe a cat in an alley way? Describe that cat following them. Maybe it’s just a cat, maybe the cat becomes their friend, maybe it dies saving them, or maybe it’s a Sentinel. Use it! Do you know people who nod while other people talk, but are clearly half listening while waiting to say their cool idea that by the time it’s their turn to talk doesn’t make sense, feels like a tangent, and completely unnatural? Don’t be this person. Ask questions. Listen. Build on people’s answers.

The Runner, Risk, & Chaser Sheets are next »
DAYS OF FUTURE PAST

MUTANT ID:
They took your life. You got away. They want you back. Run!

I DON’T KNOW WHO I AM!
But when I look in the mirror, I see: An “M” is carved into my face and...

What powers do you want? Be vague. Keep a very loose idea of who you are. It may change. Other players may get to help define who you are.

QUESTIONS
Write 1 about your powers. Write 3 about: Why you are chased, Who is chasing you, Fears, The world around you, An object you carry, Another Runner, Your past, Who you are, Someone who loves you, Someone who hates you, How to stop the Chasers.
Don’t come up with the answers now! Others players may get to help answer these questions with you.

1. Q: __________________________________________
   A: __________________________________________
2. Q: __________________________________________
   A: __________________________________________
3. Q: __________________________________________
   A: __________________________________________
4. Q: __________________________________________
   A: __________________________________________

END GAME (when a Runner has 4 answers)
I am no longer running because I am: Home | Turning the tables | Trapped | a Traitor | Hidden | Sacrificing myself | Time traveling |
<table>
<thead>
<tr>
<th><strong>LOOK</strong></th>
<th><strong>METHOD</strong></th>
<th><strong>TECHNOLOGY</strong></th>
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<tbody>
<tr>
<td>- 40 foot tall</td>
<td>- Amazing Strength</td>
<td>- Body Armor: Remarkable</td>
</tr>
<tr>
<td>- Robotic</td>
<td>- Monstrous Energy Blasts</td>
<td>- Flight: Excellent (5,000 mph)</td>
</tr>
<tr>
<td>- Humanoid</td>
<td>- Mutant Detection (2 miles)</td>
<td>- Immune to poison, disease, and gas</td>
</tr>
<tr>
<td>- Glowing eyes, hands, and chest</td>
<td>- Knockout Gas</td>
<td>- Immune to mental attacks, control, reading</td>
</tr>
<tr>
<td></td>
<td>- Grappling Cables</td>
<td>- Adaptive Technology (learns to counter</td>
</tr>
<tr>
<td></td>
<td>- Mutant Power Neutralization (collars)</td>
<td>target’s power after 3 minutes)</td>
</tr>
<tr>
<td></td>
<td>- Hounds: brainwashed mutant hunters</td>
<td>- Unearthly Communication (what 1 Sentinel</td>
</tr>
<tr>
<td></td>
<td>with ability to track Mutants</td>
<td>knows, they all do within 1 minute)</td>
</tr>
<tr>
<td></td>
<td>(especially family)</td>
<td>- Regeneration (by integrating technology</td>
</tr>
<tr>
<td></td>
<td></td>
<td>around them)</td>
</tr>
</tbody>
</table>

**SENTINELS**

“MUTANT DETECTED” “HALT!” “IDENTIFIED” “CAPTURE” “POWERS ADAPTED” “TERMINATE!”

Psi*Run @ nightskygames.com
**RISK SHEET**

*Use this sheet when a Runner does something that can:*

1. Go wrong. 2. Trigger a memory. 3. Help avoid the Chasers, or 4. Show off how exceptional they are.

*Say what your Runner:*


*Gather dice:*

1. Start with 4 six sided dice (d6). 2. Add another d6 if you can be hurt. 3. Add another d6 if you are using a power.
4. If you are impaired, you may lose dice (see your Runner Sheet for details).

*Roll your dice then:*

1. Place your rolls on the relevant categories below. 2. Read the results. 3. Describe what happens!

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**GOAL**

*Do I achieve my goal?*

4–6: Runner achieves goal. GM has first say.

1–3: Runner fails goal. Player has first say.

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**REVEAL**

*Do I remember something from my past?*

6: Runner has a memory that answers one of their questions. Player has first say.

4–5: Runner has a memory that answers one of their questions. Other players have first say.

1–3: Runner has no memory triggered. Player has first say.

*When a Runner has 4 answers:*

Start the end game!

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**POWER**

*Do my powers cause trouble?*

5–6: Power causes no trouble. Player has first say.

3–4: Power surge: people may be injured, things broken — it would make local news. GM has first say.

1–2: Power goes wild: people are dead, things destroyed — it would make national news. GM has first say.

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**HARM**

*Is anyone hurt?*

5–6: Runner is unharmed & unimpaired. Player has first say.

4: Runner is hurt & impaired for the rest of this scene. Player has first say.

3: Runner is hurt & impaired for the rest of this session. GM has first say.

2: Runner is hurt & impaired for the rest of the game. GM has first say.

1: Runner is dying. Player has first say.

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**CHASE**

*Do the chasers gain on the runners?*

GM always has first say.

5–6: Chasers make no progress toward the runners.

3–4: Chasers move one locale closer to the runners on the trail.

1–2: Chasers move two locales closer to the runners on the trail.

If the chasers catch up with the runners, CHASE leaves play and CAPTURE comes into play.

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**CAPTURE**

*Does anyone get caught?*

4–6: Nobody gets caught. Player has first say.

2–3: Somebody gets caught — it may or may not be you. GM has first say.

1: Everyone gets caught. Other players have first say.

If the runner escapes, CAPTURE leaves play and CHASE comes back into play. If the runner gets caught, CAPTURE leaves play and DISAPPEAR comes into play.

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**DISAPPEAR**

*Do I disappear forever?*

4–6: Runner doesn’t disappear forever. Player has first say.

1–3: Runner disappears forever. GM has first say.