

# OUTRUNNERS

## QUICK-START GM TOOLKIT

Generate a complete one-shot session in 15-20 minutes

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### PAGE 1: 15-MINUTE SESSION BUILDER

Follow these steps to create your session:

#### STEP 1: SET THE TIME LIMIT

Choose your session's deadline:

- Real-time limit: 2-4 hours of actual play
- In-game deadline: "You have until midnight" / "3 days until the full moon"
- Event-based: "Until the ritual completes" / "Before the train leaves"

*Announce this to players at the start. The Harbinger will manifest when time runs out.*

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#### STEP 2: ROLL FOR MISSION/OBJECTIVE

Roll on Mission Table (Page 3) or choose one

- Write it here: \_\_\_\_\_
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#### STEP 3: GENERATE SHARED VISION ELEMENTS

Roll 3-5 times on Vision Generator Tables (Page 2):

- Location: \_\_\_\_\_
- Cause of Death: \_\_\_\_\_
- Detail 1: \_\_\_\_\_
- Detail 2: \_\_\_\_\_
- Detail 3: \_\_\_\_\_

*Ask each player: "What detail from the Vision stands out to you?"*

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#### STEP 4: CHOOSE OR ROLL HARBINGER TYPE

- Roll on Harbinger Table (Core Book, Page 27) or use:

*Quick Pick: Echo of Regret, Clockwork Hunter, or Omen Bringer*

- Harbinger Type: \_\_\_\_\_
  - Can it be killed?  Yes  No  Conditional
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#### STEP 5: PICK 2-3 KEY NPCs

- Roll on NPC Generator (Page 4) or choose:

NPC 1: Name: \_\_\_\_\_ Trait: \_\_\_\_\_ Motivation: \_\_\_\_\_  
NPC 2: Name: \_\_\_\_\_ Trait: \_\_\_\_\_ Motivation: \_\_\_\_\_  
NPC 3: Name: \_\_\_\_\_ Trait: \_\_\_\_\_ Motivation: \_\_\_\_\_

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**STEP 6: NOTE 2-3 COMPLICATIONS**

□ Roll twice on Complication Generator (Page 4):

1. -----

2. -----

*When to use: Introduce one at mid-session, save one for the finale approach.*

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**STEP 7: DECIDE OPENING SCENE**

□ Roll on Opening Scenes Table (Page 6) or choose:

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*Describe: How does the Vision manifest in this opening moment?*

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**YOU'RE READY!**

Refer to Pacing Tracker (Page 7) during play.

**EVEN THE GODS FEAR DEATH.  
WHY SHOULD YOU BE ANY DIFFERENT?**



# VISION GENERATOR TABLES

## SHARED VISION LOCATION (D12)

| D12 | LOCATION                                                   |
|-----|------------------------------------------------------------|
| 1   | A burning building, flames consuming the upper floors      |
| 2   | A collapsing bridge spanning a dark chasm                  |
| 3   | A flooded subway tunnel, water rising rapidly              |
| 4   | A hall of shattered mirrors reflecting endless deaths      |
| 5   | A neon-lit rooftop during a violent storm                  |
| 6   | An abandoned laboratory with flickering emergency lights   |
| 7   | A crumbling tower leaning precariously                     |
| 8   | A storm-ravaged wasteland with screaming winds             |
| 9   | A frozen tundra, ice cracking beneath your feet            |
| 10  | An underground bunker sealing itself shut                  |
| 11  | A moving vehicle (train, ship, or aircraft) losing control |
| 12  | A mystic zone portal bleeding unstable energy              |

## CAUSE OF DEATH (D10)

| D10 | CAUSE                                                      |
|-----|------------------------------------------------------------|
| 1   | Drowning — submerged in water, mist, or liquid darkness    |
| 2   | Falling — from a great height, endless descent             |
| 3   | Stabbed/Shot — by a weapon you recognize                   |
| 4   | Crushed — by debris, machinery, or collapsing environment  |
| 5   | Burned — consumed by flames or searing light               |
| 6   | Suffocation — air stolen, throat constricted, buried alive |
| 7   | Poisoned — veins blackening, vision fading                 |
| 8   | Drained of Life — essence pulled away, growing cold        |
| 9   | Torn Apart — by creatures, forces, or the void itself      |
| 10  | Fades Away — disintegrating into mist, light, or nothing   |

## VISION DETAILS (D20) — ROLL 2-3 TIMES

| D20 | DETAIL                                                  |
|-----|---------------------------------------------------------|
| 1   | A specific symbol or rune carved into a surface         |
| 2   | A clock showing a specific time (11:59, 3:33, midnight) |
| 3   | A familiar face screaming your name                     |
| 4   | Blood on your hands that won't wash off                 |
| 5   | A mirror shattering into countless pieces               |
| 6   | Rain or water rising around your ankles                 |
| 7   | Smoke or fog obscuring everything beyond arm's reach    |
| 8   | A voice calling your name from the darkness             |
| 9   | A blinding light overhead, growing brighter             |
| 10  | Shadows moving independently, converging on you         |

| D20 | DETAIL                                        |
|-----|-----------------------------------------------|
| 11  | The smell of burning metal or ozone           |
| 12  | Your reflection moving differently than you   |
| 13  | A child's laughter echoing from nowhere       |
| 14  | Temperature dropping rapidly, breath visible  |
| 15  | A single footstep behind you, then silence    |
| 16  | Neon signs flickering the word "RUN"          |
| 17  | A loved one standing motionless, staring      |
| 18  | Heartbeat slowing, growing fainter            |
| 19  | A door slamming shut, trapping you            |
| 20  | Static electricity crackling across your skin |

# MISSION & COMPLICATIONS

## MISSION/OBJECTIVE TABLE (D20)

*What are the players trying to accomplish?*

| D20 | MISSION                                                                    | D20 | MISSION                                                        |
|-----|----------------------------------------------------------------------------|-----|----------------------------------------------------------------|
| 1   | Retrieve a stolen artifact from a dangerous location before it's used      | 11  | Gather three components for a protective ritual                |
| 2   | Reach a safe zone across the city before lockdown                          | 12  | Convince a faction to provide sanctuary or resources           |
| 3   | Protect an NPC who knows critical information about the Harbinger          | 13  | Solve a murder that mirrors their Vision                       |
| 4   | Decode a cryptic message about their Visions left by a previous victim     | 14  | Track down a witness who survived a similar Vision             |
| 5   | Destroy an object tied to the Harbinger's power                            | 15  | Break into a vault containing information about Death          |
| 6   | Find and rescue a kidnapped ally who disappeared after seeing their Vision | 16  | Stop a ritual that's summoning the Harbinger                   |
| 7   | Infiltrate a facility to steal research on preventing Visions              | 17  | Navigate the Wastelands to reach an ancient shelter            |
| 8   | Escape a quarantined zone before it's sealed permanently                   | 18  | Steal transportation to flee the city before dawn              |
| 9   | Deliver a package to a contact who can help them                           | 19  | Expose a conspiracy that's hunting people with Visions         |
| 10  | Disable a dangerous device counting down to disaster                       | 20  | Survive in hiding while piecing together clues from the Vision |

## COMPLICATION GENERATOR (D12)

*Roll 1-2 times during the session to add tension*

| D12 | COMPLICATION                                                                                 |
|-----|----------------------------------------------------------------------------------------------|
| 1   | Betrayal — A trusted NPC is secretly working against them or under the Harbinger's influence |
| 2   | Blocked Route — Their planned path is destroyed, barricaded, or overrun                      |
| 3   | Rival Group — Another faction wants the same objective and will fight for it                 |
| 4   | Time Shortened — The deadline moves up unexpectedly (storm coming, early lockdown)           |
| 5   | Vision Manifests Early — A detail from their Vision appears NOW, triggering panic            |
| 6   | Resources Lost — Money stolen, gear confiscated, vehicle destroyed                           |
| 7   | Innocent Hostage — Civilians caught in crossfire; saving them costs time                     |
| 8   | Environmental Disaster — Fire, flood, structural collapse complicates everything             |
| 9   | Hunted by Authorities — Accused of a crime, guards or police pursue them                     |
| 10  | NPC Wounded — A key ally is injured and needs immediate help to survive                      |
| 11  | Harbinger's Agent — An NPC they thought was safe reveals themselves as Death's tool          |
| 12  | Moral Dilemma — They must choose between the mission and saving lives                        |

# NPC QUICK GENERATOR

## FIRST NAMES (D20)

| D20 | NAME   |
|-----|--------|
| 1   | Mira   |
| 2   | Kael   |
| 3   | Aster  |
| 4   | Finn   |
| 5   | Zara   |
| 6   | Rowan  |
| 7   | Silas  |
| 8   | Nova   |
| 9   | Jax    |
| 10  | Lyra   |
| 11  | Dante  |
| 12  | Sage   |
| 13  | Riven  |
| 14  | Echo   |
| 15  | Ash    |
| 16  | Sable  |
| 17  | Orion  |
| 18  | Vesper |
| 19  | Kai    |
| 20  | Rune   |

## SURNAMES (D20)

| D20 | SURNAME |
|-----|---------|
| 1   | Cross   |
| 2   | Thorne  |
| 3   | Vex     |
| 4   | Kane    |
| 5   | Graves  |
| 6   | Ash     |
| 7   | Steel   |
| 8   | Winter  |
| 9   | Dusk    |
| 10  | Frost   |
| 11  | Vale    |
| 12  | Rook    |
| 13  | Storm   |
| 14  | Drake   |
| 15  | Night   |
| 16  | Wolfe   |
| 17  | Veil    |
| 18  | Cade    |
| 19  | Shade   |
| 20  | Flint   |

## NPC TRAIT (D12)

| D12 | TRAIT                                                             |
|-----|-------------------------------------------------------------------|
| 1   | Nervous and twitchy — constantly looking over their shoulder      |
| 2   | Overconfident — dismissive of danger, cocky                       |
| 3   | Secretive — answers questions vaguely, hides something            |
| 4   | Desperate — willing to do anything to survive                     |
| 5   | Cold and calculating — emotionless, pragmatic                     |
| 6   | Paranoid — trusts no one, sees conspiracies everywhere            |
| 7   | Charismatic — likable, persuasive, hard to say no to              |
| 8   | Exhausted — physically and emotionally drained                    |
| 9   | Aggressive — quick to anger, confrontational                      |
| 10  | Helpful but naive — wants to assist but doesn't understand stakes |
| 11  | Cynical — expects the worst, jaded by experience                  |
| 12  | Obsessive — fixated on one goal to the exclusion of all else      |

## NPC MOTIVATION (D10)

| D10 | MOTIVATION                                                          |
|-----|---------------------------------------------------------------------|
| 1   | Wants money or power — sees this as an opportunity                  |
| 2   | Protecting someone — a loved one is in danger                       |
| 3   | Seeking revenge — against the Harbinger or someone who wronged them |
| 4   | Afraid of the Harbinger — will do anything to avoid Death           |
| 5   | Working for a faction — has secret orders or loyalties              |
| 6   | Searching for answers — lost someone to a Vision, needs to know why |
| 7   | Driven by guilt — trying to atone for a past mistake                |
| 8   | Looking for escape — wants to flee the city/zone entirely           |
| 9   | Curious about the Visions — studying them, possibly recklessly      |
| 10  | Serving the Harbinger — knowingly or unknowingly Death's agent      |

# OPENING SCENES

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## OPENING SCENES TABLE (D10)

*How does the session begin?*

| D10 | OPENING SCENE                                                                                                                             |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | Mid-Chase — The group is already running from something (Harbinger’s agents, authorities, disaster). No time for introductions.           |
| 2   | Waking from the Vision — All players experience the Vision simultaneously in different locations, then feel compelled to find each other. |
| 3   | Meeting at a Location — All players arrive separately at a place from their Vision (a specific building, landmark, or person).            |
| 4   | Trapped Together — Stuck in an elevator, locked room, or subway car when the Vision strikes. Must work together to escape.                |
| 5   | Witnessing a Disaster — They watch someone else die exactly as foreseen in a Vision, realizing their own deaths are coming.               |
| 6   | Summoned by an NPC — A stranger claims to know about their Visions and demands they meet immediately.                                     |
| 7   | In the Middle of the Mission — Start in medias res—they’re already attempting the objective when complications arise.                     |
| 8   | The Harbinger Appears — Death manifests immediately, forcing them to flee before they understand what’s happening.                        |
| 9   | Shared Dream — All characters “wake up” in a dreamscape together, experiencing the Vision as one before jolting awake in reality.         |
| 10  | At a Funeral — Attending the service of someone who died from their Vision, realizing they’re next.                                       |

# PACING TRACKER

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Use this guide to keep the session moving:

## SESSION HOUR 1: SETUP & HOOK

- Opening Scene — Start strong, reference the Vision
- Introduce Mission — What are they trying to accomplish?
- First Obstacle — Skill check, environmental hazard, or social challenge
- Harbinger Foreshadowing — Subtle signs (whispers, omens, NPCs behaving strangely)

## SESSION HOUR 2: RISING ACTION

- Complication Appears — Introduce first major setback
- NPC Interaction — Key ally or enemy encounter
- Vision Detail Manifests — One element from the Vision appears in the world
- Harbinger First Appearance — Brief, terrifying encounter (they should flee or hide)

## SESSION HOUR 3: ESCALATION

- Escalation — Stakes rise, time pressure increases
- Major Setback or Choice — Force difficult decision (save ally vs. complete mission)
- Second Complication — Layer in additional challenge
- Harbinger Direct Encounter — Longer chase or confrontation

## FINALE (30-45 MINUTES)

- Vision Comes to Pass — The foreseen location/moment arrives
- Confrontation or Escape — Face the Harbinger or find clever escape
- Resolution — Determine who survived and at what cost
- Epilogue — Briefly describe immediate aftermath

## GM TIPS:

- *Announce time remaining every 30-60 minutes: “Two hours left until midnight.”*
- *Vision details should appear at least 3 times before the finale*
- *The Harbinger should escalate from “subtle signs” → “brief appearance” → “active hunting”*
- *Let players fail forward—failures create complications, not dead ends*

## SCENARIO 1: THE LAST TRAIN

**Mission:** Reach the last train leaving the quarantine zone before midnight

### VISION ELEMENTS

Location: Inside a train car as it derails

Cause of Death: Crushed by collapsing metal

Details:

- Clock showing 11:59
- Sound of screeching brakes
- A stranger's face pressed against the window

### HARBINGER: SHADOW STALKER

*(Unkillable — can only be evaded)*

- Appears in reflective surfaces
- Gets closer each time they see it
- Can possess NPCs temporarily

### KEY NPCS

1. Mira Cross — Train conductor (Exhausted, wants to leave the city)
2. Silas Vex — Corporate security (Secretive, working for a rival faction)
3. Nova Graves — Refugee child (Helpful but naive, slows them down)

### COMPLICATIONS

1. Train tickets are sold out—must sneak aboard or steal them
2. Silas is actually trying to prevent them from leaving (he knows something)

### OPENING SCENE

Mid-Chase — Running from quarantine enforcers through crowded station

### SCENE BREAKDOWN

Scene 1: Escape enforcers, reach the station

Scene 2: Acquire tickets or boarding access (social/stealth challenge)

Scene 3: Harbinger appears on the platform, hunt begins

Scene 4: Board train, discover Silas's betrayal

Scene 5: Train begins to derail (Vision manifestation), must escape the train car

### FINALE

*The Vision comes true—the train derails. Can they survive the crash and escape the Harbinger in the wreckage?*

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## SCENARIO 2: THE BROKEN MIRROR

**Mission:** Destroy the cursed mirror in the abandoned museum before it completes its ritual

### VISION ELEMENTS

Location: Hall of mirrors, reflections showing deaths

Cause of Death: Pulled into the mirror itself

Details:

- Their reflection moving independently
- Seven cracks forming a pattern
- Smell of burning metal

### HARBINGER: MIRROR REFLECTION

*(Conditional — can be killed by destroying the anchor mirror)*

- Doppelgangers emerge from mirrors
- Know the characters' secrets and regrets
- Psychological torment focused

### KEY NPCS

1. Zara Thorne — Occult researcher (Obsessive, studying the mirror)
2. Kael Storm — Former museum guard (Paranoid, warns them to leave)
3. Riven Ash — Art thief (Charismatic, wants to steal the mirror)

### COMPLICATIONS

1. Zara has been partially possessed by the mirror—can't fully trust her
2. Riven's theft attempt triggers early manifestation

OPENING: Summoned by an NPC — Zara sent desperate messages claiming she knows how to stop their Visions

### SCENE BREAKDOWN

Scene 1: Meet Zara at the museum, learn about the mirror

Scene 2: Navigate the museum (environmental hazards, minor reflections)

Scene 3: Encounter Kael, who reveals Zara's possession

Scene 4: Riven triggers early manifestation, doppelgangers attack

Scene 5: Reach the hall of mirrors, must destroy the correct one

### FINALE

*The Vision manifests—they're surrounded by mirrors showing their deaths. Find the anchor mirror and destroy it before being pulled in.*

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## SCENARIO 3: BLOOD MOON RISING

**Mission: Complete a protective ritual before the blood moon reaches its zenith (3 hours)**

### VISION ELEMENTS

Location: Rooftop temple under red moonlight

Cause of Death: Drained of life by the ritual going wrong

Details:

- Chanting in an unknown language
- Circle of blood on the ground
- Stars going dark one by one

### HARBINGER: OMEN BRINGER

*(Unkillable — manifests through signs and disasters)*

- No physical form
- Causes “accidents” and bad luck
- Environment itself becomes hostile

### KEY NPCS

1. Sage Winter — Ritual expert (Cold and calculating, has ulterior motives)
2. Finn Drake — Desperate father (wants to save his daughter from a Vision)
3. Lyra Wolfe — Street oracle (Cynical, knows more than she admits)

### COMPLICATIONS

1. Need three ritual components scattered across dangerous locations
2. Sage’s “protective ritual” might actually summon the Harbinger

### OPENING SCENE

Waking from the Vision — All players wake simultaneously and feel drawn to meet at Sage’s sanctum

### SCENE BREAKDOWN

Scene 1: Meet Sage, learn about the ritual and needed components

Scene 2: Split up or stay together to gather components (skill challenges)

Scene 3: Omens escalate—bridges collapse, power fails, NPCs turn hostile

Scene 4: Return to rooftop, discover Sage’s deception

Scene 5: Blood moon rises, must choose—complete ritual or stop it?

### FINALE

*The Vision manifests on the rooftop. Is the ritual their salvation or doom? The choice determines who survives.*

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## USING THIS TOOLKIT

### FOR QUICK PREP:

1. Work through the Session Builder checklist (15-20 minutes)
2. Keep the Pacing Tracker visible during play
3. Reference tables as needed during the session

### FOR ZERO PREP:

- Use one of the Pre-Generated Scenarios
- Modify names and details to fit your group
- Improvise around the framework

### FOR CAMPAIGN PREP:

- Generate multiple sessions in advance
- Connect missions to create larger narrative arc
- Track which Harbinger types you’ve used

*Remember: These are tools, not rules. Adapt, modify, and ignore what doesn’t serve your story. The goal is to get you playing quickly while maintaining the core tension of Outrunners.*