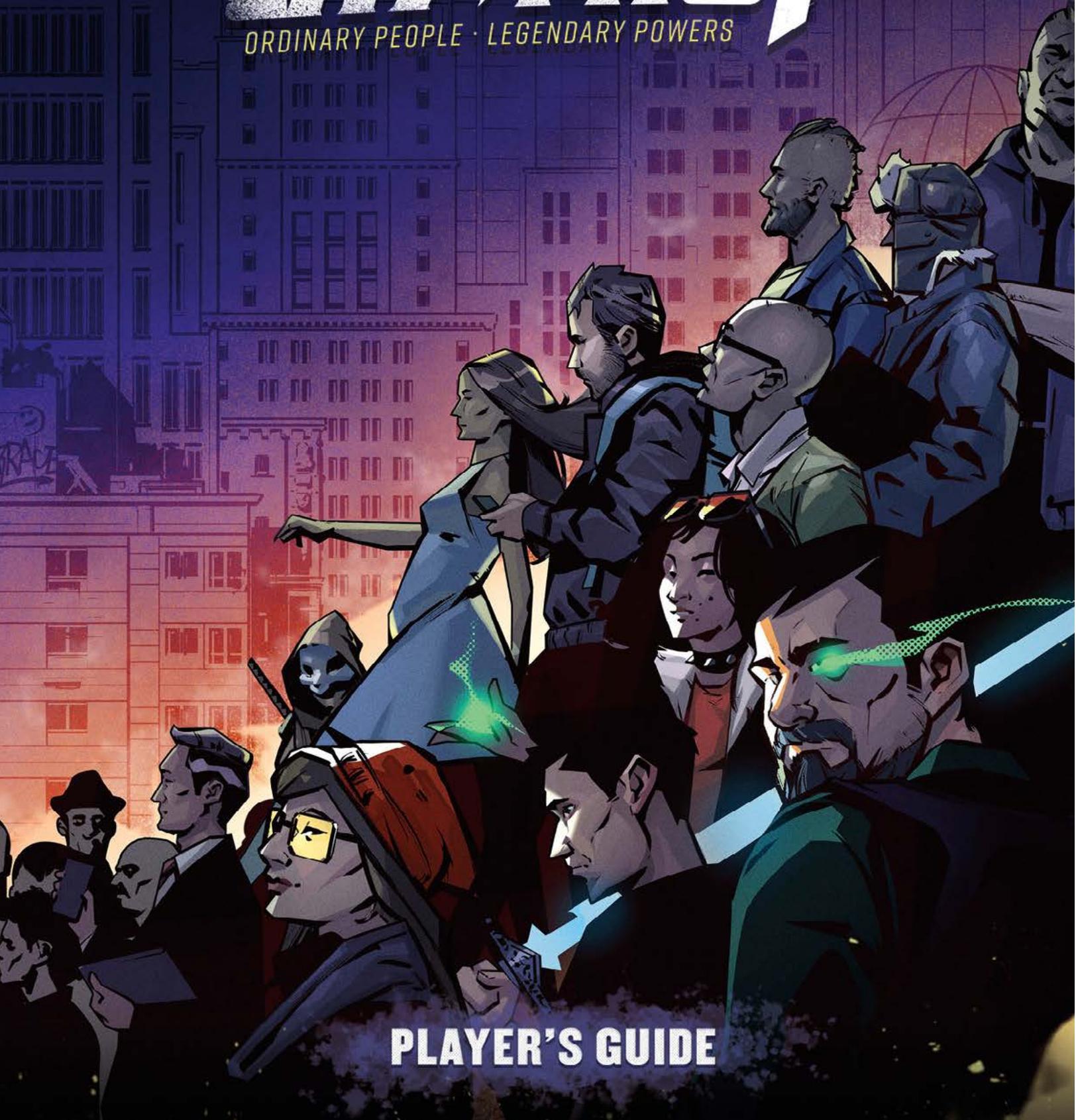


CITY of MIST

ORDINARY PEOPLE · LEGENDARY POWERS



PLAYER'S GUIDE

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HOMAGE TO D. VINCENT BAKER AND APOCALYPSE WORLD

The rules of this game are partially based on the "Powered by the Apocalypse" game engine, presented in 2010 by D. Vincent Baker in his revolutionary game *Apocalypse World*. Vincent changed role-playing games forever by introducing a new way to play that emphasised a flowing conversation and a great story. Many great games that use this engine have since been published. We thank Vincent for his contribution to the world of role-playing games which also allowed the creation of *City of Mist*.

CONTENT WARNING

This game contains mild language and some graphic representations of violence. It contains references to human actions the reader may find offensive or unpleasant, such as suicide, murder, or prostitution, as well as extensive references to criminal activity. The game does NOT contain any graphic representation or verbal description of sexual acts.

VOL 1 OF THE CORE BOOKS

This book contains information and rules for players portraying characters in a City of Mist game. For rules and guides for creating and running City of Mist games as a Master of Ceremonies (MC), as well as ready-to-play content, see the Master of Ceremonies' Toolkit.

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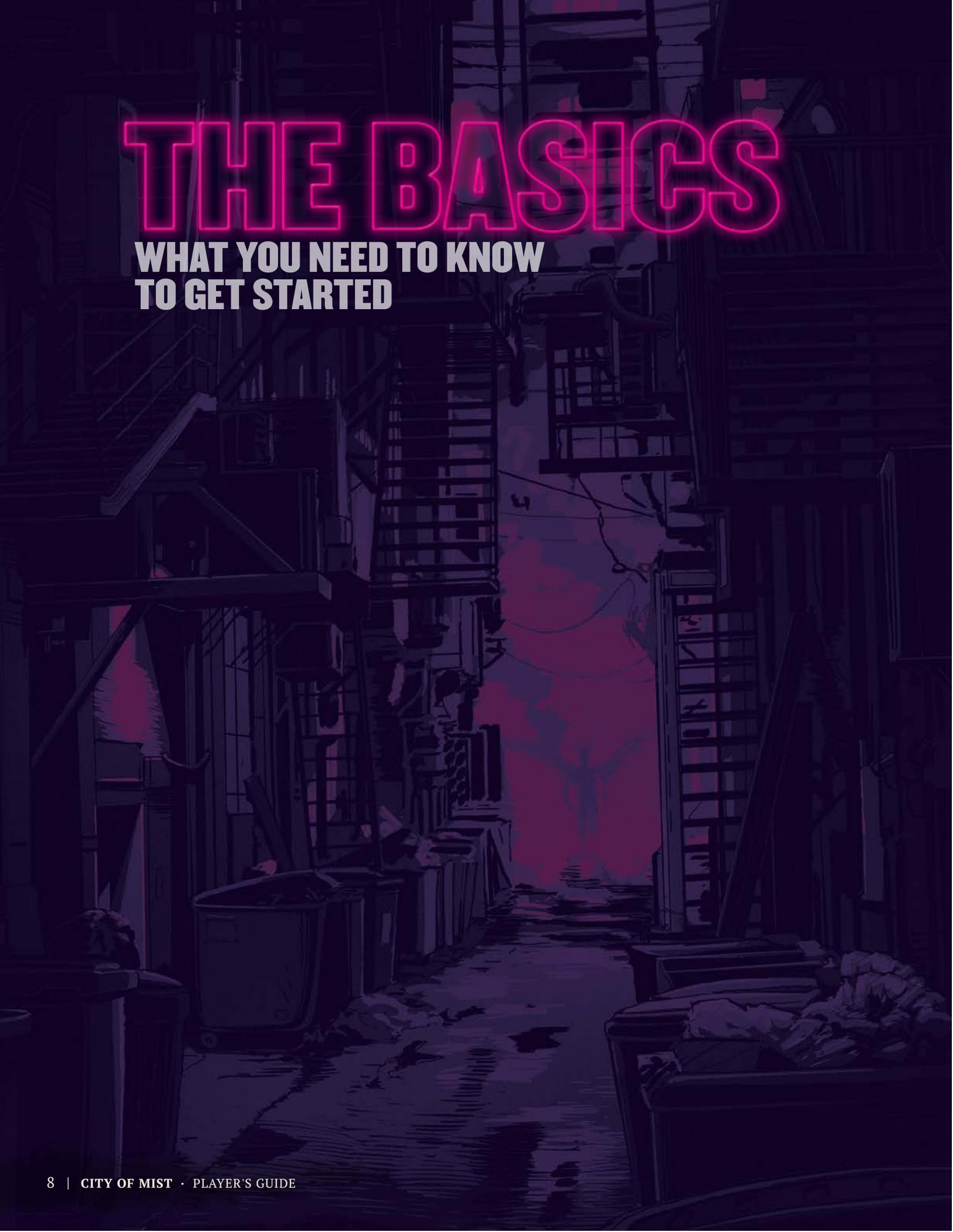
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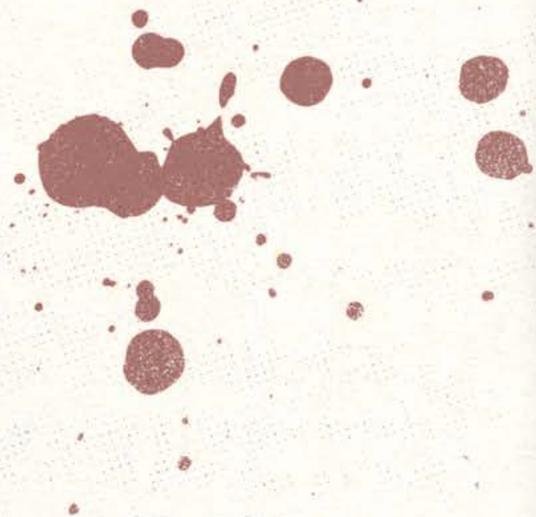
THE BASICS

**WHAT YOU NEED TO KNOW
TO GET STARTED**

The things you'll see on the streets, they don't always add up, y'know? Sometimes you're downtown, middle of the day, you raise your head and catch a strange reflection on the skyscraper: something like a crooked, dreary castle tower is jutting into the overcast sky above. Another day, you take out the trash at night and you see her across the street, looking at you, a kid dressed in bright colors with the head of an elephant. Or you're alone at the office, it's late, and you hear a voice, a familiar voice, calling to you. Someone you knew, and they've been dead for years. It's not Halloween. You're not on drugs. What are you going to do?

I'll tell you what: You're going to keep doing the same things you've always been doing. You keep walking. You dump the trash and come back inside, watch some TV. You keep working. It's in your head, right? You can't really be seeing this. There must be some logical explanation. But a tiny part of you is questioning. It's whispering: what's going on? Where am I? What is this? It feels like you're about to wake up from a dream, but this feeling stretches over weeks, months, and years.

You get used to it. You get used to it so much that you hardly ever remember this feeling is there. You go back to your life: you work, sleep, eat, you do whatever it is you do. See, you can't afford to really ask yourself what was that thing you saw. You can't, because deep down inside you know the truth. You know that if you go looking for answers, if you doubt the way things are, you will have no escape but to also doubt who you are. You'll have to ask the toughest question of all: who am I?



WELCOME TO CITY OF MIST

Here's the lowdown: City of Mist is a modern city where legends are real. It's not as if knights and monsters walk down Main Street donning shining armor or breathing fire, but rather that knights and monsters are reborn inside ordinary people, regular Joes and Janes. These people, known as Rifts, live out a modern version of their legends, called Mythoi, and sometimes can even make the shining armor real or breathe actual fire – but they still have their ordinary lives. On the occasions when they tap into their Mythos, a mysterious and mystical force hides their miraculous powers from those who have not awakened to the legend inside them: the sleepwalking residents of the City. It makes armor look like a flak vest and fire breathing like a party trick or a gas leak explosion, so no one ever knows about the Rifts except the Rifts. This mystical veil is the Mist. This is its City.

You are about to tell a story set in City of Mist, a story that most closely resembles a detective comic book or a TV series. You and your friends will each play one of the lead characters, a member of the crew that is at the center of your story – each except for one, who will take the role of the host, referee, and narrator: the **Master of Ceremonies**, or **MC**.

The MC's role is described in the **MC Toolkit**, available wherever you got this book from. The MC Toolkit also includes advice for creating and running cases, rules for Dangers, and a full-length case, "Gambling With Death".





PRONOUN USE

Throughout this book, wherever possible, the text refers directly to you, the reader. Mostly, this relates to you as a player; in some places, it relates to you as the character you are playing. A clarification is given where needed; elsewhere, the meaning can be understood from context.

Where the third person is required, this book refers to characters as 'she', players as 'he', and the MC as 'she' as well. This is an arbitrary division for the sake of readability and balance in the use of pronouns; characters, players, and MCs can be of any or no gender.

SETTING UP

The first thing you'll do is describe your characters and crew and create the setting for your series. Your characters are all Rifts. They have their ordinary lives, the legend growing inside them, and many, many questions, so they all *investigate* in some way, even if it's not their profession. You create your character by naming four **themes** that are central to his or her story. A theme can be an aspect of your character's ordinary life, like an occupation or a personality profile, or an aspect of the abilities related to her Mythos, like Cupid's ability to make people fall in love with each other. You then use questionnaires, called **themebooks**, to flesh out each theme and choose tags. **Tags** are short descriptions of specific abilities, qualities, resources, and objects your character possesses, such as *burly*, *sawed-off shotgun*, or *a prince's charm*. They not only describe your character but also power (or weaken) her actions in the game, as explained below.

During setup, you will also decide as a group what kind of a crew you'll all be a part of, what your common goals are, what are the questions you all want to solve, what your team's strong points and weaknesses are, and what the relationships between the crew members are. Your crew also gets a theme and tags.

The details of setting up are described in **Chapter 2: Who Are You?** As an alternative to creating characters, you can use the pre-generated character playbooks and crew themes provided in the *City of Mist Starter Set*.

The MC helps the players build the lead characters by asking interesting questions, while at the same time thinking about the other characters and events she wants to stack up against the lead characters in the series. The chapter **Behind the Scenes** from the MC Toolkit explains how to create your own series while chapter **This is MY City!** from the same book explains how to create challenges such as villains, dangerous locations, complicated non-player characters, shady operations, etc.

THE GAME

Think of every game session as an episode of your show or an issue of your comic book. You get together for a few hours, in person or online, and play out what happens to your fictional characters. If you're the MC, you pick up where you last left off, describing the beginning of the next scene in the story: where and when it takes place, the atmosphere, who's there and what they look like, what they say and do. Maybe you ask the players where their characters are and take it from there. You always end with the question "**What do you do?**", giving the stage to the players and their lead characters. If you're one of the players, you respond by saying what your character says, does, feels, or thinks during the scene. It can go something like this:

MC: You arrive at the crime scene in Detective Enkidu's car. It's raining softly, almost as if someone up there is weeping. You make your way to the center of the plaza where the police have already closed off the perimeter. A body covered by a tarp is lying at the center, colored by intermittent blue and red lights. Your buddy Johnny from forensics comes up, looking like a middle-aged drowned dog. He takes a drag off his "ciggys" and blows the smoke out slowly, not looking at you but saying: "It's the third girl this week, detective. You need to get on top of this or the chief will have your head." Then he notices Excalibur. "Hey, who's the dame?" What do you do?

Jerry (playing Detective Enkidu): I walk right past him and crouch next to the body, taking in the crime scene. I want to find a connection between this and the other girls.

Dani (playing Excalibur): I approach this dashing policeman and say, "Sorry, darling. The detective can be a brute at times. I'm Estella, enchanté." I want to chat him up and see what he discovered here.

You never know in advance how the story will evolve, not even as the MC, because (a) everyone can take actions that will shape future events; and (b) the outcomes of the characters' actions are determined by the rules and the dice – that's what's so fun about it, **you play to find out**.

Players can initiate scenes by deciding where their characters go next. For example, based on what they find out, Jerry and Dani may say Det. Enkidu and Excalibur go snooping around at a local night club where the victim worked or go after a suspect. You can also introduce elements of the characters' personal lives or legendary background. A new scene will begin which can involve action, investigation, drama, suspense – or a combination of all of the above. You will be both a co-creator and a part of the audience of this gripping urban tale and your role is to make it interesting and enjoyable for yourself and everyone at the table: by playing your character as a player, or by making the lead characters' lives interesting as the MC.

During the conversation, certain things you say about your character may trigger **the rules**. The rules help add thrill and suspense to the game by determining what happens when the lead characters attempt important actions. As you'll see, they can help take your story in unexpected directions.

PC AND NPC

The City of Mist game uses the conventional role-playing terms when referring to characters. The players' lead characters are sometimes referred to as the Player Characters or PCs, while all the other characters, played by the MC, are called Non-Player Characters, or NPCs.

MOVES

The main way in which the rules kick in is called **moves**. Moves are phrased like conditions: *When you do A, then B happens*. There are different kinds of moves in the game but most often you will use the eight Core Moves: **Investigate, Convince, Face Danger, Hit With All You've Got, Go Toe to Toe, Change the Game, Sneak Around, and Take the Risk**.

For example:

TAKE THE RISK

When you perform a daring, risky, or outright stupid feat, roll+Power. On a 10+, you do it, somehow. On a 7-9, things get messy. The MC will offer you a hard bargain or an ugly choice.

To invoke a move, describe an action that fits the condition in the first part of the move and name the move: "I'm going to drive right through that closing gate. I guess I'm **Taking the Risk!**"

If a player describes what their character does but doesn't name a move, for example "I'm searching the apartment for the murder weapon," the MC will ask them what move they are using, or suggest one: "Are you **Investigating?**"

If a player wants to activate a move but doesn't describe what happens in the story, for example "I'm gonna **Hit him With All I've Got!**" the MC will ask for the description: "Okay, but what do we see?" The player can answer "Oh, I feint a left jab and then hit him with a crushing right hook." or "I use my Mythos powers to get in touch with his emotional pain and then **SQUEEZE!**"

Once you invoke the move, simply follow the result as described. Some moves ask you to *roll plus something* (most often *roll+Power*) to determine the result. For these moves, you always roll **two six-sided dice (2d6)**, sum the results, and add whatever number *something* stands for (this is different for different moves). If the total is **6 or less**, it's a miss. If it's more than six, it's a hit: **7-9** is a weak hit and **10+** is a strong hit.

All the Core Moves ask you to *roll+Power*. **Power** is the number of tags your character has that can help her with the action she's taking – the more relevant tags you have, the higher your Power will be for this action and the better your chances are to get a hit. Some tags might reduce your Power, while conditions affecting your character can crank your Power up or down, depending on their description.

When a player invokes a move, it can go like this:

MC: Your suspect is not going to make it easy for you, detective. As you chase him to the edge of the roof, this dark slim figure in a black bodysuit leaps off the ledge, clears 20 feet of gap, and lands with a parkour roll on the concrete roof across, only to continue running unharmed. As you're running after him, you notice a few feathers floating ever so slowly to the ground, five stories below. It smells of something unearthly, but there's no time to wonder about that. What do you do?

Detective Enkidu (played by Jerry): I can't let that suspect get away! I'm going to jump right after him. That's **Taking the Risk**, right?

MC: Lemme see... it's daring, risky, and probably outright stupid. Sure.

Jerry (playing Detective Enkidu): I'm going to use my sheer brawn to clear some of the way and then grow thorny tentacles to pull myself to the far wall and climb up. I have two tags that can help me here: **beastily athletic** and **thorny tentacles**, so my Power is 2. **Jerry rolls two six-sided dice, gets 3 and 5, and adds them up. I rolled 8, plus a Power of 2, for a total of 10. It's a 10+, so I do it!**

MC: Nice! The suspect slows down a bit to look back and for a moment you can see his jaw drop as you scale the wall with your thorny extensions. Then he starts to run faster. What do you do?

Every move has different outcomes for 7-9 and 10+, included in its description. Unless otherwise stated, a miss indicates a dire complication or threat. When you roll a miss, the MC invokes one of the **MC Moves**, complicating things for the lead characters and increasing the challenge: they can

get hurt, become exposed to a new danger, lose something or someone dear to them, etc.

Note that the MC never rolls the dice. The MC can, however, make the players roll to see how they handle whatever threat or complication she throws at them.

The rules for the players, including all the Core Moves, are explained in **Chapter 3: Working the Case**.

THE SOCIAL AGREEMENT

When you play *City of Mist*, you are simultaneously the co-author of the story and a part of the audience. When you get together as a group to play role-playing games or when you are joined by a new player, it's a good idea to talk about what kind of story you all want to tell. Different players have different preferences and may be in favor or against certain types of stories or content. For example, some players dislike stories where PCs have the option to work against each other (known as player vs. player or PvP) while other players enjoy them. Work out what's best for your group.

MYTHOS VS. LOGOS

As a player, your lead character has a personal story that evolves during play. Each of your character's themes is either a part of your **Logos**, your ordinary life, or your **Mythos**, the legend within you. Your character's themes are fluid: give them enough attention and they will flourish and evolve; neglect them, however, and you will lose them and replace them with new themes. Replacing a theme represents a moment of personal crisis for your character: the loss of a loved one, the failure of her powers, etc. However, it is also a moment of great personal growth and evolution – in a new direction. In the ashes of your character's old life, a new theme arises and new aspects (and tags!) come into her story. Furthermore, the more your char-

acter loses and gains themes, the more she starts growing beyond the struggle of Mythos and Logos, earning precious **Moments of Evolution**.

There's more. You always replace a Logos theme with a Mythos theme and vice versa so the balance of legendary and ordinary within you is constantly shifting. You need to watch it: if you lose your last Logos theme, your Mythos will take you over completely and you will become an **Avatar**, a willing instrument in the hands of your Mythos. If you lose your last Mythos theme, you'll forget your Mythos and become a **Sleeper** like the rest of the City residents. The trick is to walk the line... for as long as you can, at least.

Everything about Mythos, Logos, and the dramatic moments of your character's evolution is explained in **Chapter 4: Moments of Truth**.

TIME TO HIT THE STREETS

That's it – now you know the basics of *City of Mist*. Does that mean you are really ready for what's out there? Doubtful. You're just going to have to hit the streets and figure things out as you go along. Brace yourselves: these streets harbor more than just ordinary dangers. Ancient things crawl beneath the asphalt roads, in the electrical grid, and within everyone you meet. Can your characters answer their burning questions? Can they overcome other Rifts like them who may serve a different agenda? What will happen to them when the cameras start rolling?

Let's find out: when you're ready, turn the page over and start playing.

WHAT'S IN THIS BOOK?

- **Chapter 1: The Lowdown** has the inside scoop on the life of a Rift and the process of awakening, and describes some of the main City districts.
- **Chapter 2: Who Are You?** is a guide to the Exposition Session, in which you create your series as a group. It includes the complete character creation system using themebooks (questionnaires), quick character creation with Character Tropes, a system of crew relationships reflected in Help & Hurt points, sample crew themes, and a crew themebook.
- **Chapter 3: Working the Case** is a comprehensive set of player rules, detailing the rules of the conversation, defining the use of tags and statuses as well as resources such as Clues and Juice, and expanding on all eight Core Moves and the four cinematic moves: Voiceover Monologue, Flashback, Montage, and Geek Out During Credits.
- **Chapter 4: Moments of Truth** describes the game's character and crew development system, including Mystery and Identity rules, Moments of Evolution, Nemeses, expanded Avatar and Sleeper ("Denying the Beyond") rules, and three extra theme types: Ally, Base of Operations, and Ride.

HIGHLIGHTED TEXT

Throughout this book, specific game elements are highlighted in different colors:

- **Tags** (first explained on page 74) are highlighted in *yellow* (or *purple* in dark pages).
- **Statuses** (first explained on page 218) are highlighted in *green*.
- **Spectrums** (first explained on page 120 of the MC Toolkit) are highlighted in *red*.

THIS IS HOW IT STARTS.



THIS BIRD SUPPOSEDLY JUMPED OFF THE ROOF OF THE ROYAL PLAZA HOTEL IN THE DEAD OF NIGHT.



SOMEBODY HAS TO FIGURE OUT WHY, AND TONIGHT THAT SOMEBODY IS ME.



THE THING IS, THERE'S A LOT GOING ON IN THIS CITY YOU CAN'T SEE.

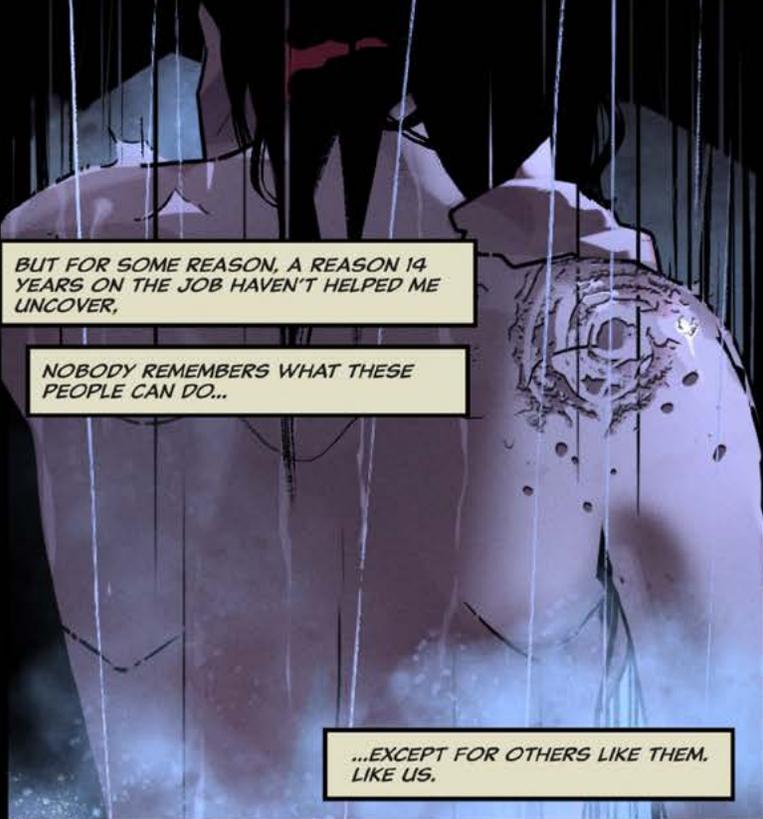


WHAT YOU DO SEE JUST HIDES THE TRUE STORY.

THE PEOPLE YOU'LL MEET, THEY'RE STILL
JUST PETTY CROOKS, POWER-HUNGRY
TYCOONS, DESPERATE HOUSEWIVES...



... ONLY THEY HAVE A GIFT, SOMETHING
OF THE LEGENDARY LIVES INSIDE THEM
AND THEY CAN DO THE IMPOSSIBLE.



BUT FOR SOME REASON, A REASON 14 YEARS ON THE JOB HAVEN'T HELPED ME UNCOVER,

NOBODY REMEMBERS WHAT THESE PEOPLE CAN DO...

...EXCEPT FOR OTHERS LIKE THEM, LIKE US.

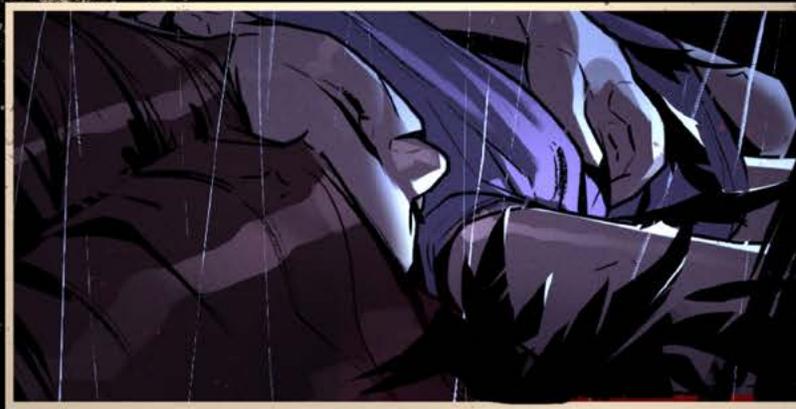


ME, I'VE GOT THE OLDEST WRITTEN STORY INSIDE ME...



Detective
Name *Farrah English*

...SO I KNOW STORIES...



...AND I KNOW THIS WAS NO SUICIDE.



SEE, IT DOESN'T MATTER WHAT SHE WAS.



Ambrosia
CLUB
don't forget me!

WHAT MATTERS IS THAT SOMEONE GOT TO HER, AND THAT SOMEONE IS STILL OUT THERE, PUSHING THEIR SECRET AGENDA LIKE A STEAMROLLER OVER THE DEAD BODIES OF THE PEOPLE I SWORE TO PROTECT.



I JUST CAN'T LET IT BE.

THE LOWDOWN

ABOUT RIFTS AND THE CITY



CHAPTER

1



LIFE OF A LEGEND

This section will usher you into the life of living legends in the City, ordinary people who involuntarily become involved in an insidious clash of forces that has been taking place right under their noses.

When you play *City of Mist*, you play as your character: one of the lead characters as a player or the supporting characters and antagonists as the MC. But, you're not *just* roleplaying your character, right? You invoke the rules, roll dice, add numbers up.

You know some things your character doesn't know. Terms like Mythos, Rifts, and the Mist are game terms used by the players and the MC so you can understand each other and the rules, but your characters don't know them or use them this way. So, after you've read this and started playing, **don't use game terms when speaking as your character.** If your character is just starting to discover the City, she'll talk about these things in vague terms ("Do you know anyone else that is... like us?"); if she's a veteran, she may have made up her own catchwords for these mystical phenomena.



YOUR AWAKENING

It starts as a nagging realization that there's something you've forgotten. At first, it's in the back of your mind, but as time passes it becomes clearer and clearer. It bothers you. You get this urge to break away from everything that's distracting you and try to listen, to focus. It's like a misplaced memory, something about yourself you can't remember. It's there, but your mind just can't grasp it; it slips through your mind's fingers like vapor. This is where most people give up and turn back to their lives. But not you. You stayed and listened.

When you finally remember this truth you have forgotten about yourself, words fail you because your waking mind is too constricted to accommodate what you take in. It's like a spark inside you, but at the same time it's an entire world. It has too many facets to be accurately described. It's something that has existed for an immeasurable length of time, vastly longer than you have; and yet, in a strange way, it's you: your very core, the root of your existence. The more you are in touch with it, the more you see that everything in your life, every action you've ever taken, every seemingly random event, it all emanated from *this*.

What is the nature of this force? Is it violent and ruthless? Is it as old as the roots of the mountains and the flow of rivers? Is it harmonious and benign, a force of healing? Is it mysterious and cunning? All of the above? Only you can know this.

Slowly, it will take shape: you'll remember faces, places, and distant times. Things that happened long ago – but did they? They don't seem as real as the life you have now, almost like they were faded pages in a storybook; but they *feel* more real than any moment you have ever lived. You'll remember yourself, different back then, playing a role in a clash of forces more ancient than you can possibly fathom: smiting down a terrible foe, stealing a forbidden item, suffering beyond imagination, loving without limits. For a brief moment, you'll remember your **Mythos**.

At the same time, charged with this new memory of yourself, your body will start buzzing. All over your skin, a tingling sensation spreads as you allow this force to enter every mote of your being. If you stay with it long enough, you will become its conduit. The visions you have seen will miraculously become a reality: perhaps a small tree will sprout from the palm of your hand, or your whole body will burn in cool bright blue flames. You have become a **Rift** in the gossamer veil of forgetfulness. You have remembered who you are. A new and yet very old voice inside you can finally say: "I am."

Awakening to what you truly are feels like breathing for the first time. Emotions gush in, along with a shocking realization and the thundering question: "How could I have forgotten myself?" You're awed by this force that has chosen you as its gateway into the world and at the same time you feel immense freedom, as if you yourself have been liberated and become limitless. In a way, you have.

This awakening can happen in a moment or it can stretch over decades. It can happen spontaneously or it can be brought about by events in your life, premeditated, accidental, or fateful. No one knows what this awakening *is*; you've asked everywhere. But you know others have had similar experiences.

Savor this moment, because it might not last long: **the Mist** is coming, to put you back to sleep.



CHARACTER CREATION

In *City of Mist*, you will take the role of one of the lead characters, a Rift in the Mist. On the one hand, your character is a person living in the City: a bank teller, a kid who dropped out of high school, an ex-military mercenary. Your character may be a completely unexciting person or she may be living a

very dangerous or complicated life. Either way, she was an ordinary person – that is, until her awakening. At some point, your character became aware of a Mythos inside her, a living legend that grants her miraculous powers. Who did she become when her ordinary and legendary selves came together?

Every character has four theme cards:

THEME CARD FRONT

- 1. Type**
A theme's type, which defines its nature, chosen out of the 14 theme types
- 2. Title**
A descriptive name for the theme
- 3. Attention**
A track for the theme's growth. When it's full, you reset it and choose an improvement.
- 4. Fade or Crack**
A track for the theme's deterioration. When it's full, you replace the theme.
- 5. Mystery or Identity**
A question or a statement that drives your character
- 6. Power tags**
Seven slots for power tags, the letters of the questions that were used to create them, and their 'burn' status
- 7. Weakness tags**
Three slots for weakness tags and the letters of the questions that were used to create them (also, a checkbox to mark if you invoked them this session, see optional rule on page 207)

TYPE ROUTINE

1.

2. **SEARCHING FOR THE LOST**

3. 4.

ATTENTION CRACK

5. **IDENTITY**

"THE PEOPLE OF THIS NEIGHBORHOOD DESERVE TO KNOW."

6. **POWER TAGS** BURN

A	INVESTIGATIVE REPORTER	
G	LOCKPICKING	
J	SORROW FOR THE VICTIMS	

7. **WEAKNESS TAGS** INVOKE

C	RELUCTANT WITNESSES	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

CITY OF MIST



MYTHOS THEMEBOOK

EXPRESSION

ELEMENTAL OR PHYSICAL PROJECTION (E.G., FIRE, ARROWS, THOUGHTS) • LEGENDARY STRENGTH • SUPERIOR WARRIOR PROWESS • OVERPOWERING PRESENCE • HEALING POWERS

An Expression theme represents the ways in which your Mythos wants to directly influence the world and the powers it gives you to do so. Most commonly, these powers either project outwards as matter, energy, or magical effects, or alter you in a way that would help you leave your mark on the world around you. Maybe the Mythos of Pestilence, the Horseman of the Apocalypse, allows you to infect anyone you touch, or even an entire room, with a horrible disease; or the Mythos of Paul Bunyan grants you inhuman strength, the ability to turn into a giant, and the power to summon a

formidable axe to match. You could lash out with blizzards of freezing cold as the Snow Queen or play soothing, hypnotic melodies as the Pied Piper of Hamelin.

An Expression theme is about changing the world overtly and directly. What exactly is expressed is entirely up to your Mythos.

CONCEPT

Think about your Mythos. In the legend, was your Mythos responsible for a major change in the world around her? Was she able to control an element or even create it out of thin air? Was she a great warrior or somehow able to influence others? How did she do that?

Based on the legend, think about the answer to the question below:

? WHAT CHANGE DOES YOUR MYTHOS WISH TO EFFECT IN THE WORLD?

- It wants to turn all _____ into _____.
- It wants to fight _____.
- It wants everyone to become _____.
- It wants to spread _____.
- It wants to control or shape _____.

Next, think of a few details from your legend that you can use to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT IS THE MOST COMMON WAY YOU USE YOUR MYTHOS TO AFFECT THE WORLD?

burning whips, bless with good fortune, turn solid matter into liquid, psychic blasts of pain, uncanny charisma, ultimate fighter

B WHAT USEFUL REVERSE EFFECT CAN YOU EXERT?

take away good fortune, turn liquids into solids, quench fire, cure diseases

C WHAT USEFUL QUALITY DOES YOUR MAIN EFFECT HAVE?

intense heat, bigger explosions, airborne spores, irresistible, armor-piercing, soothing presence, indomitable

D WHAT CONDITIONS OR SITUATIONS ENHANCE YOUR MYTHOS' EXPRESSION?

better in damp conditions, the more the merrier, feeds off fear, back-to-back fighting.

E AGAINST WHAT TARGETS ARE YOUR EXPRESSION POWERS MORE EFFECTIVE?

reduce buildings to rubbles, good for abducting children, easily manipulates metals, "you can run but you can't hide"

F WHAT SPECIAL VARIANTS OR SPECIFIC USES OF YOUR MYTHOS' MAIN FORM OF EXPRESSION HAVE YOU MASTERED?

burning whips → bright flare, blow freezing cold → encase someone in ice, celestial martial arts → falling star roundhouse kick, infect with disease → latent infection, plant growth → poisonous biting plants

G WHAT ADDITIONAL EXPRESSION, NOT NECESSARILY RELATED TO THE MAIN ONE, DOES YOUR MYTHOS HAVE?

super strength → summon lightning weapon, (play hypnotic tune → deafening blast, burning whips → underwater propulsion

H WHAT TRICK SHOTS OR SPECIAL MANEUVERS CAN YOU DO WITH YOUR EXPRESSION POWERS?

bounce arrows off walls, selectively hit targets in an area, affect through walls

I WHAT ATTITUDE DO YOU ADOPT WHEN EXPRESSING YOUR MYTHOS?

firebrand, ruthless, icy demeanor, terrifying, trustworthy appearance

J HOW CAN YOU USE YOUR POWER TO SHIELD YOURSELF, ESPECIALLY FROM SIMILAR EFFECTS?

plasma barrier, absorb electricity, impenetrable mind, parry



LOGOS THEMEBOOK

DEFINING EVENT

A THUNDERING REALIZATION • LOSS OF A LOVED ONE, VALUED POSSESSION, OR SOCIAL STANDING • AN ACCIDENT • RISE TO GREATNESS • 15 MINUTES OF FAME • ENLIGHTENMENT

Life throws you curveballs you can't anticipate, dramatic events that shape you irrevocably. For better or worse, the person you used to be before this event either ceased to exist or was abandoned in favor of a new version of you, one that was forged in that fateful moment or period. Perhaps it was an accident, a crime you were involved in, a revelation, a chance meeting that influenced you, a great victory, a time of trials, etc.

The Defining Event theme focuses on the residual influence of a specific event or time in your char-

acter's life. Having a Defining Event theme means you still define yourself through that moment or time in your life. If the follow-up of that event is just as central to your story as the memory of what happened and how it shaped you, you should pick another appropriate theme (either in addition to or instead of the Defining Event theme). For example, if you swore to do something following a tragic event, perhaps a Mission theme is in order; if you gained Mythos powers, you should represent them using one of the Mythos theme types.

CONCEPT

Think about your character's modern-day life, particularly her past. Where does she come from? What did she do? What time in her life influenced and shaped her the most?

Based on this, think about the answer to the question below:

? WHAT HAPPENED TO YOU THAT CHANGED YOUR LIFE FOREVER?

- When I was [age], _____.
- One day, _____.
- There was a time in my life when _____.

Next, flesh out your idea with some details: When did this happen? Who was involved? What happened in the aftermath of this life-altering event?

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT KIND OF STRONG EMOTION DID YOUR DEFINING EVENT LEAVE YOU WITH?

filled with rage, a sense of unity with all life, driven to mete out justice, ambition

B WHAT PART OF YOUR OLD SELF, WHILE DEEPLY CHANGED, STILL SERVES YOU?

ex-celebrity, youthful curiosity, inherited fortune, love of the local community

C WHAT MUNDANE BUT USEFUL OBJECT DID YOU OBTAIN DURING YOUR DEFINING EVENT, THAT HAS BEEN WITH YOU EVER SINCE?

Helix Labs access card, a rusty sword, a picture of my enemy, fancy clothes

D WHAT AUTHORITY WAS VESTED IN YOU DURING YOUR DEFINING EVENT OR AFTER IT?

leader of a secret order of knights, the chosen one, head of a corporation, City mayor

E WHO DID YOU BOND OR CONNECT WITH IN THE AFTERMATH OF YOUR DEFINING EVENT?

media connections, a majestic eagle, a trusted butler, a secret sponsor, a gang of lowlifes and rejects

F WHAT SKILL OR MUNDANE ABILITY DID YOU PICK UP DURING OR DUE TO YOUR DEFINING EVENT?

meditation, swordsmanship, light sleep, lying shamelessly, wilderness survival

G WHAT KNOWLEDGE DID YOU GAIN ACCESS TO THANKS TO YOUR DEFINING EVENT?

manual of medical conditions, a sacred prayer, the underworld, City finances

H WHAT APPROACH TO LIFE DID YOU ADOPT FOLLOWING YOUR DEFINING EVENT?

"can't be too safe", humility, always prepared, power-hungry, survival of the fittest

I WHAT PHYSICAL CHANGE OR IMPROVEMENT STEMMED FROM YOUR DEFINING EVENT?

acute sense of smell, great reflexes, sprinter, fake smile

J HOW DO PEOPLE TREAT YOU BECAUSE OF YOUR DEFINING EVENT?

secret admirer, commands reverence, fearsome, no one dares to refuse me

TYPE **BASTION**



IMAGINARY KNIGHT



ATTENTION



FADE

MYSTERY

"WHO IS MY DULCINEA?"

POWER TAGS

BURN

A SPECTRAL ARMOR

B SHIELD TO MATCH

G THE LANCE OF HONOR

H IN DEFENSE OF LOVE

WEAKNESS TAGS

INVOKE

D DELUSIONAL

C REALITY HURTS

CITY OF MIST

TYPE **ROUTINE**



SEARCHING FOR THE LOST



ATTENTION



CRACK

IDENTITY

"THE PEOPLE OF THIS NEIGHBORHOOD DESERVE TO KNOW."

POWER TAGS

BURN

A INVESTIGATIVE REPORTER

G LOCKPICKING

J SORROW FOR THE VICTIMS

WEAKNESS TAGS

INVOKE

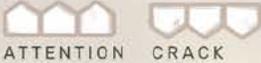
C RELUCTANT WITNESSES

CITY OF MIST

TYPE DEFINING RELATIONSHIP



MY SANCHO PANZA



IDENTITY

"IF IT WASN'T FOR HIM, I'D BE DEAD."

POWER TAGS

BURN

- A SAVES MY BUTT EVERY TIME
- C REALITY CHECK
- H LONG UNBREAKABLE SPEECHES

WEAKNESS TAGS

INVOKE

- D IGNORE HIS WARNINGS

CITY OF MIST

TYPE POSSESSIONS



RETRO RENEGADE



IDENTITY

"I BELIEVE IN GOOD OLE, TRIED AND TRUE PIECE OF EQUIPMENT."

POWER TAGS

BURN

- A A BEAT-UP OLD MUSTANG
- C A WORN-OUT LEATHER JACKET
- J A SAWED-OFF SHOTGUN

WEAKNESS TAGS

INVOKE

- A WEAR AND TEAR

CITY OF MIST



THE CONVERSATION

Playing *City of Mist* is a conversation. You all get together, in person or online. Picking up where you left off, the MC describes a scene and then asks the players “What do you do?”. The players describe how their characters act. The MC responds by adding details, perhaps relating to the actions of the other characters in the scene, and describes any changes to the environment of the scene. She then asks again “What do you do?”, the players respond, and so on.

This conversation has rules. A freeform conversation can make a great story, but it wouldn’t be much of a game if anyone at any point could just say “I destroy the entire City with a blast of radiation from my evil green eye.” Instead, rules turn the conversation into a game by defining how the participants can shape the story.

TRYING TO ACT FIRST

When a dramatic situation within the story drives a character to try to act before the other characters (player or non-player) or before something happens, the attempt to act first is considered an action in and of itself. The player portraying the character must make a move to determine whether his character manages to act before other events and actions take place.

When two or more characters (player or non-player) are struggling to act first, they are essentially fighting for control of the situation, so use the **Go Toe to Toe** move (described below). If the character is simply trying to act before something else happens, e.g., slip between closing elevator doors in time, she is probably **Taking the Risk**.

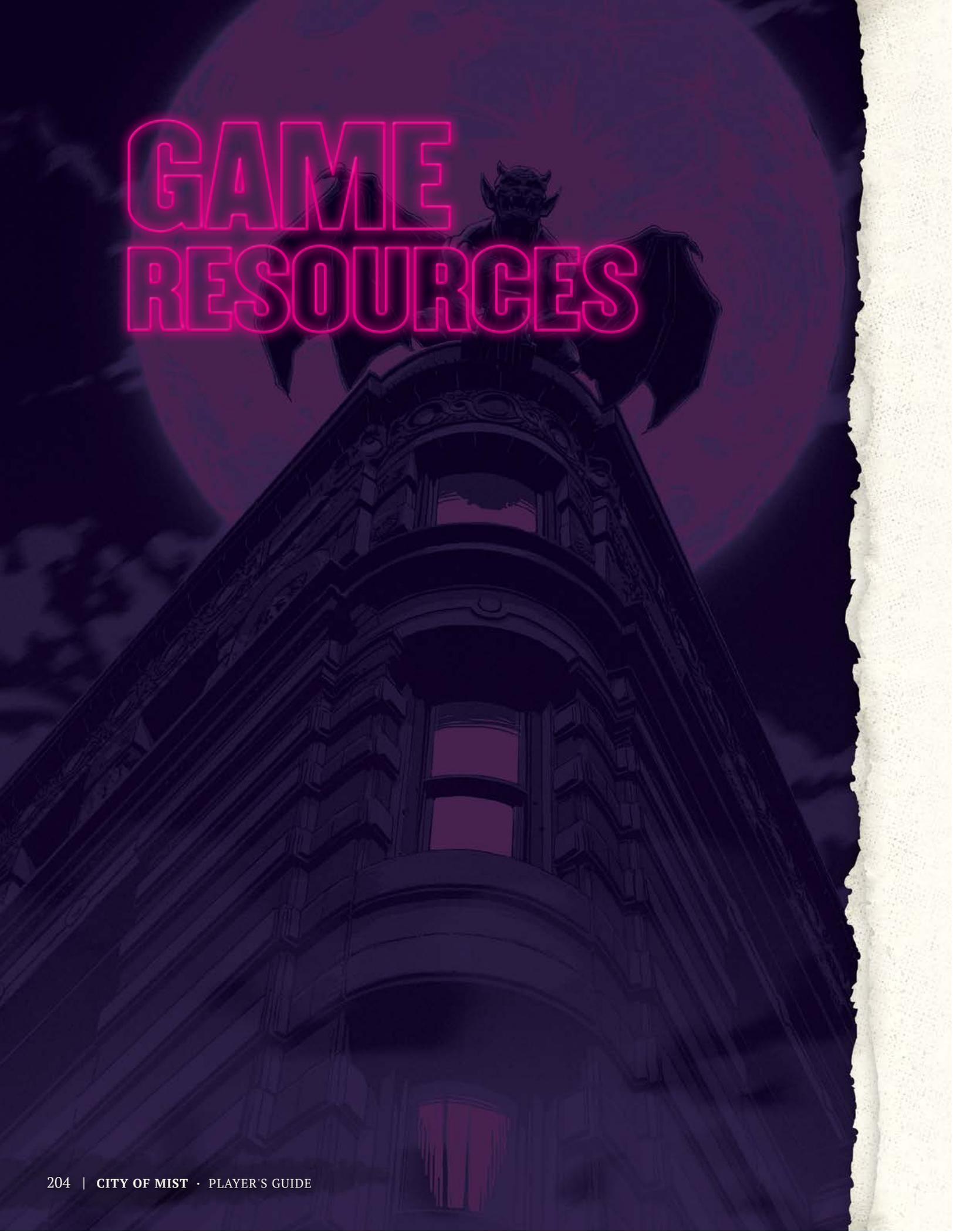
If the move scores a hit and the player chooses to act first, the player receives the spotlight. If the move is missed or if the player chooses to forego acting first in order to avoid other negative effects, the spotlight goes to another character. All other

implications described in the move's description are applied. Moreover, if the player misses the move, the MC makes an MC move as usual.

If two or more players are vying for the chance to act first, the MC chooses one at her whim to make the move. Other players may attempt to interfere with this move, using their own moves and resources, as usual (see *Helping or Interfering With Core Moves*, page 181).



GAME RESOURCES



ble flaws. For example, Post-Mortem, the undead assassin who is the Rift of the revenant (included in the *City of Mist Starter Set*) has the tag *can't die – already dead*. This would seemingly make her invincible, as according to the principle of respecting a tag she cannot be killed. However, not being able to die is different from being indestructible. Bullets, shrapnel, and cold weapons can still cut through Post-Mortem's undead flesh and injure her, even if they can't actually kill her or cause her pain. She can still be confined, buried, dismembered, hypnotized, or otherwise prevented from achieving her goals.

The MC can decide not to exempt you from a move, even if at a first glance your tags say you should be. Going back to the above example, if you chose *invincibility* as your tag, the MC can rule you still need to **Face Danger** against the many implications of being invincible: you can still be blinded, suffocated, or buried in debris, and bullets can ricochet off of you and injure innocent bystanders or your crewmates. From a psychological standpoint, you could be building up guilt or overconfidence. All of these can become statuses that the MC gives you, statuses that are just as dangerous and just as potent in game terms as physical injuries.

Questioning a tag is the counterbalance for respecting a tag. It allows the game to keep being interesting and challenging, even when incredible abilities are involved.



STATUSES

Statuses reflect temporary conditions of all kinds that affect your character. Any imaginable condition can be a status, including:

- **Physical conditions:** scrapes, bruises, injuries, illness, gunshots, nausea, feeling energized, temporary blindness, boosted immune system, cuffed, restrained, etc.
- **Psychological conditions:** fear, ecstasy, confidence, depression, cheerfulness, suspicion, obliviousness, intoxication, etc.
- **Social conditions:** crowd's favorite, rejected, humiliated, center of attention, etc.
- **Supernatural or mystical conditions:** cursed, under a spell, guarded by an angel, a lion's strength, looks like the chief of police, etc.
- **Combat situations:** cover, cornered, good sniping position, blocked escape path, shielded, etc.

Statuses always represent transient states. They never represent things, like guns or an angry mob, or permanent qualities, like being smart. For things or permanent qualities, use power, weakness, and story tags.

POWER, WEAKNESS, AND STORY TAGS VS. STATUSES

Tags are used to describe people and objects and their essential qualities and nature, such as abilities, strengths, weaknesses, possibilities, etc. Tags never represent the current state of a person or object. Tags such as *mortally wounded* or *dead* cannot exist, unless they represent the essential nature of someone (like Post-Mortem, the undead assassin).

Conversely, statuses always represent conditions: the current state of a person or object. Statuses never represent a person, object, or essential quality. There cannot be a status of *gun-2* or *smart-5*.

Each status is composed of a descriptive **tag** and a **tier**: the tag defines the nature of the status, while the tier defines its severity or intensity. For example: *chained-2*, *sick-1*, or *hypnotized-5*. A status' tier can range between 1 and 6: tier 1 represents mild effects while tier 6 represents the worst or most intense degree of a status, one which can kill the character or essentially transform her into something else.

The tag of a status should more or less match its tier and represent how debilitating or enhancing

this status is: there cannot be *dead-1* or *scratched-5* statuses, unless in a bizarre situation where being dead is a very mild nuisance and being scratched is incapacitating. When the tier of a status changes (e.g., if it is cured or worsened), rephrase its tag accordingly to match the new tier.

A status is always attached to the thing that carries the condition it describes: it can belong to a character (whether a PC or an NPC), an object such as a Relic or a building, a collective of people, the City, etc.

TIER	INTENSITY OF EFFECT, DISADVANTAGE, OR ADVANTAGE	EXAMPLES	TIER
0	No effect	-	-
1	Mild	<i>bruised-1, melancholic-1, distracted-1, partial-cover-1</i>	Temporary or ongoing
2	Minor	<i>prone-2, good-aim-2, loosing-the-match-2</i>	Temporary or ongoing
3	Major	<i>broken-arm-3, flat-tire-3, in-the-zone-3, playing-with-my-prey-3</i>	Temporary or ongoing
4	Dramatic	<i>suffocating-4, gravely-injured-4, the-life-of-the-party-4, collapsing-walls-4</i>	Temporary or ongoing
5 or OUT	Incapacitating	<i>defeated-5, passed-out-5, overcharged-5, excommunicated-5, oblivious-5</i>	Ongoing
6 or MC	Lethal or permanently transformative	<i>dead-6, turned-into-stone-6, a-soul-without-a-body-6</i>	Permanent

EFFECTS OF STATUSES

Statuses of tiers 1 to 4 affect player characters by changing the Power of actions. When a player character who has one or more statuses takes action, each of these statuses is then determined to be helpful, detrimental, or neutral for that action. The

player then adds the highest tier among the helpful statuses to the Power of the action and subtracts the highest tier among the detrimental statuses from the Power of the action. For example:

Simone is playing a con artist who has been caught red-handed by the casino security trying to steal a business-

CITY OF MIST

PLAYER MOVES

CONVINCE

When you use your abilities to talk, threaten, or seduce someone into doing something, roll+Power. On a hit, choose a relevant status with tier=Power. Your target can choose either to take the status or:

- on a 7-9, to give in a little, but protect their own agenda.
- on a 10+, to change their agenda to include yours, at least for the time being.

CHANGE THE GAME

When you use your abilities to give yourself or your allies an advantage, roll+Power. On a hit, you get Juice=Power. Spend your Juice to gain the following effects, one-to-one:

- Create a story tag
- Burn a power tag or a story tag
- Give or reduce a status (one tier per point of Juice)
- On a 10+, you get a minimum of 2 Juice, and you can also use your Juice to choose:
 - Scale up the effect (greater area or more targets)
 - Prolong the effect (make it ongoing)
 - Hide the effect
 - Any other improvement you and the MC agree on

FACE DANGER

When you use your abilities to avoid an incoming hit, endure harm, resist a malign influence, or hold it together, the MC (or player) will name a status with its tag and tier. Roll+Power. On a 10+, you fend off the effect and take no status at all. On a 7-9, you take the status, but with -1 tier. On a miss, you take the full status.

INVESTIGATE

When you use your abilities to seek answers to burning questions, roll+Power. On a hit, you get Clues=Power. Spend your Clues one-to-one to ask the MC a question about the subject of your investigation or ask another player a relevant question about their character. They must give you either a straight answer or a solid lead. On a 7-9, they can also choose 1:

- Your investigation exposes you to danger.
- The clues you get are fuzzy, incomplete, or part-true part-false.
- Whoever or whatever you are asking the question(s) can ask you one question as well. You answer on the same terms.

SNEAK AROUND

When you use your abilities to act secretly or deceptively, roll+Power. On a hit, everyone that should fall for it falls for it. On a 7-9, it's complicated. The MC chooses 1:

- Someone unimportant noticed you, but that just made them important, right?
- You are perceived only by a secondary sense (someone picks up your scent while you're stalking them; you're seen whispering a message but the message is not heard).
- You must leave something important behind – or be discovered.

TAKE THE RISK

When you perform a daring, risky, or outright stupid feat, roll+Power. On a 10+, you do it, somehow. On a 7-9, things get messy. The MC will offer you a hard bargain or an ugly choice.

GO TOE TO TOE

When you use your abilities to overcome someone or something in a struggle for control, state what your goal is. Your opponent can describe how they respond, at their option. Roll+Power. On a 7-9, choose 1. On a 10+, choose 2:

- You manage to achieve your goal, e.g., take something they hold.
- You get them good, giving your opponent a status with tier=Power.
- You block, dodge, or counter their best attempts. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.

HIT WITH ALL YOU'VE GOT

When you have a clear shot and you use your abilities to hit someone or something with all you've got, roll+Power. On a hit, you give the target an appropriate status of your choice with tier=Power. On a 10+, choose 2. On a 7-9, choose 1:

- You take cover or secure a superior position. If you don't choose this, they can impose a status on you. If they are a PC, its tier=their Power.
- You get them good or get many of them (+1 tier).
- You control the collateral damage.
- You hold the target's attention, if possible.
- You gain the upper hand. Take 1 Juice.