**How to Play**

1. **Describe your action** that matches the action you're taking.
2. **Choose a move**
   - Change the game: Give an advantage or remove disadvantage.
   - Face danger: Avoid harm or resist a malign influence.
   - Go toe to toe: Fight someone for control over something.
3. **Choose Tags** relevant to your action:
   - Each power +1 tag
   - Each weakness +1 tag
   - +1 attention
   - -1 attention
4. **Apply Statuses**
   - Highest helper status
   - -1 power
   - Highest impairing status
   - Sub/ride tag
   - +1/+1 powers
5. **Roll + Power**

   Roll two City of Mist (or six-sided) dice and add your power. If your total score is:
   - 6 or less: miss
   - 7 to 9: hit
   - 10 or more: hit

   Look at the move description for the exact outcome.

**Tag Combs**

- Study a crime scene
- Investigate
- Police work + search for evidence
- Go back on someone
- Go to toe to toe
- Hit with all you've got
- Unfold the map within thirty instants
- Threaten to arrest someone
- Convince
- Police work + police badge
- You're on my jurisdiction + thirty instants + legal fiction
- Chaos someone down an alley
- Go to toe to toe: streets of Miller's Square + you're in my jurisdiction + thirty instants + legal fiction

**Theme Improvement**

- Choose a new power tag
- Unlock the theme improvement

**Improvement**

- When you mark three attention on a theme, read its attention to zero and choose one improvement for the theme:

**Theme Improvement**

- Contain the surge
- Hold on to keep hidden
- Build a minor, hidden base

**Theme Improvement**

- Expose
- June*1
- Loyalty knows no limits

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**Hard-Boiled Detective**

**Identification**

- I never leave a case unsolved.

The detective has seen her fair share of racy crime scenes surrounded by yellow tape. She knows the job, and she knows she shouldn't get involved, but she always does.

**Power Tags**

- Police work
- Switch for evidence
- Drive with lights and sirens

**New Power Tag Options**

- Veteran's bunch
- Excessive use of force
- Promoted to Sergeant

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**Standard Issue Gear**

**Identification**

- I trust my gun better than I trust anyone else.

A fudge and a gun are all a cop needs, according to Detective Enkidu. People may betray you, but well-maintained gear can always be trusted.

**Power Tags**

- Police badge
- Access to police armory
- Standard issue pistol

**New Power Tag Options**

- Higher caliber power rounds
- Decommissioned weapon
- Squad car

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**Precinct 23**

**Identification**

- Mess with Miller's Square, you mess with me.

For the last decade, Enkidu has been a part of Precinct 23, the police station watching over Miller's Square. Anything that happens on the streets of this neighborhood is her business.

**Power Tags**

- Streets of Miller's Square
- Local small-time crooks
- You're in my jurisdiction

**New Power Tag Options**

- Incomparable
- Push someone for answers
- Call for backup

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**Wild**

**Mystery**

- What does it feel like to be wild?

In the dark recesses of her soul, Detective Enkidu beholds a feral creature, the heroic beastman Enkidu of ancient Mesopotamia. Can she trust its animalistic wisdom?

**Power Tags**

- Unleash the beast within
- Thrny tendrils
- Feral attacks

**New Power Tag Options**

- Single combat champion
- Furry menace control
- Instinct over reason

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**Turf**

**Possessions**

- Corruption everywhere