**City of Mist**

**How to Play**

**Taking Actions**

1. **Imagine** what your character's actions are. Choose the move you want to use or use the MC which move to use for this action. When you try the movement:
   - to seek answers to burning questions or gain information, you Investigate.
   - to take a risk, take someone's action, you Face Danger.
   - to avoid a threat, endure harm, or resist an influence, you Breathe.
   - to take a clear shot at someone at full power, you Hit with All You've Got.
   - to overcome someone or something in a struggle for control, you Go Toe to Toe.
   - to give someone an advantage, you Change the Game.
   - to do something discreetly or deceptively, you Snare Around.
   - to perform a feat of daring, you Take a Risk.

2. **Count Tags.** Tags improve or impede your action. Count the power tags which directly support your action. Subtract weakness tags which directly interfere with your action (the MC can also change them). The result is your POWER.

3. **Apply Statuses.** Statuses represent conditions currently affecting your character, each with a tag and a line. They are listed on Status Spectrum cards. If you have any statuses that directly support your action, add the highest tier among these to your Power. If you have any statuses that interfere with your action, subtract the highest tier among these from your Power.

4. **Roll** on the six-sided die (1d6) and add your Power. If the result is:
   - 10 or more (10+) (11+): It's a great success!
   - 7-9 (8-9): You succeed, but with complications.
   - 6 or less (6-): You fail and the MC makes a move.

Use the Moves Sheet to determine the specific outcome.

**Improvements**

When you make three of Attention on a theme, raise it to a 0 and choose an improvement for that theme:

- Choose a new power tag
- Remove a weakness tag
- Replace the theme's Identity or Mystery (within the theme)
- (for the full version) Choose a special move from your Teambook
- (for the full version) Gain evolution points for more dramatic improvements

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**Excalibur**

**Mythos-1**

**Logos-3**

**The Ultimate Weapon**

**Mystery:** "Does justice call for violence?"

While searching for old documents in her family's mansion, Excalibur uncovered the elven mage's ancient amulet that could transform into any weapon imagined.

**Power Tags**

- These tags refer to the brooch. Not Excalibur herself!

- Can transform into any weapon

- Indestructible in broadsword form

**New Power Tag Options**

- Destruction
- Bigger explosions
- Transform into armor

**Weakness Tags**

- Very conspicuous in weapon form

**Activist for Social Change**

**Identity:** "I cannot tolerate injustice"

Excalibur heads a charitable foundation, working to bring better opportunities to the downtrodden populations of the city. She often goes out in disguise to witness life on the streets.

**Power Tags**

- Seasoned negotiator
- Contacts in every neighborhood

**New Power Tag Options**

- Street cred
- Ring of operatives-wide support public figure

**Weakness Tags**

- Unreliable allies

**Wealthy and Dysfunctional Family**

**Identity:** "Without my family, I have no power!"

Excalibur comes from old money. She is a member of one of the city's oldest and most renowned families, whose wealth is only matched by its internal drama and strife.

**Power Tags**

- Classy bank account
- Family pride in high places

**New Power Tag Options**

- Business acumen
- Inheritance

**Weakness Tags**

- "I've been wronged..."

**Rich Old Bitch**

**Identity:** "Never show weakness."

Excalibur isn't a spring chicken anymore and she prefers it this way. Life has taught her a lesson or two about how to stay ahead of the game.

**Power Tags**

- Tough as nails
- Bullshit detector

**New Power Tag Options**

- Determined
- Seductive
- Emotionally impervious