HOW TO PLAY

TAking ACTIONS

1. Imagine what your character is doing.

2. Choose a move. Moves determine the outcome of your character’s actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:
   - to seek answers to burning questions or gain information, you Investigate.
   - to talk, threaten, or seduce someone into doing something, you Convince.
   - to avoid a hit, endure harm, or resist an influence, you Face Danger.
   - 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 or use your allies an advantage, you Change the Game.
   - to do something discreetly or deceptively, you Sneak Around.
   - to perform a feat of daring, you Take a Risk.

3. Count tags. Tags improve or impede your action. Count the power tags which directly support your action. Subtract weak tags which directly interfere with your action (the MC can also name them). The result is your POWER.
   - For every weakness tag you use in a move, mark Attention on the theme under which it is listed. This helps you improve!

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

5. Roll two six-sided dice (2d6) and add your Power. If the result is:
   - 10 or more (10+) (Hit) - It’s a great success!
   - 7-9 (Hit) - You succeed, but with complications.
   - 6 or less (Miss) - You fail and the MC makes a move.

   Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:
   - Choose a new power tag
   - Remove a weakness tag
   - Remove one Crack or Fade
   - Rephrase the theme’s identity or Mystery (within the theme)
   - [In the full version:] Choose a special move from your Themebook
   - [In the full version:] Gain Evolution points for more dramatic improvements

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG STARTER SET. AVAILABLE AT CITYOFMIST.CO/DOWNLOAD.
KITSUNE

**Messenger of Good Fortune**

**Expression**

**Mobility**

**Subversion**

**Defining Relationship**

**NINJA, AFTER A FASHION**

**TRICKSTER FOX SPIRIT**

**KAITO**

Identity:

“I love Kaito more than anything else!”

Kitsune loves a mortal called Kaito. To be closer to him, Kitsune goes to high-school every day and pretends to be a student, but rarely ever speaks.

**Power Tags**

High-school rumors
Daring, best friend

**New Power Tag Options**

Better excuses
Popular
Face always hidden

**Weakness Tags**

Frigid

**New Power Tag Options**

Better excuses
Popular
Face always hidden

**Expression**

**Mobility**

**Subversion**

**Defining Relationship**

**Power Tags**

Bless with good fortune
Take away good fortune
Healing touch

**New Power Tag Options**

Make gold
The more the merrier
Sense lucky opportunity

**Weakness Tags**

Powers do not work on gods or spirits

**Power Tags**

Parkour artist
Nimble as a fox
Make a makeshift katana

**New Power Tag Options**

Move in the shadows
Darts with numbing ointment
Katana whirlwind attack

**Weakness Tags**

Fragile

**Power Tags**

Illusory appearance
Induce hypnotic trance
Make hypnotic suggestion

**New Power Tag Options**

Mind reading
Stronger against the simple-minded
Summon fox helpers

**Weakness Tags**

Elaborate trickery is easier to expose

**Mystery:**

“How can I return to the realm of the gods?”

The city streets are like a forest to Kitsune. Kitsune can quickly and quietly get anywhere they wish and if needs be cut through anything in their way.