

# CITY of MIST



**IF DREAMS  
COULD KILL**

NEW PLAYER OPTIONS



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## CREDITS

City of Mist created by Amit Moshe

Writing, Game Design, and Production: Amit Moshe

Associate Producer: Omer Shapira

Additional Writing: Saar Shai, Alicia Zur Szpiro

Editing: Eran Aviram

Proofreading: Marshal Oppel

Lead Artist: Marcin Soboń

Art: Grafit Studio (Leonid Bloommer), Gunship Revolution (Harvey Bunda, Oliver Morit, Hinchel Or, Marlon Ruiz)

Graphic Design: Manuel Serra Sáez

Contributors: Ido Merchav (Destiny Themebook), Mistconceptions Podcast, Freepik (Macrovector, Upklyak, Vectorpocket, Vectorpouch)

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### PRONOUN USE

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 may be of any or no gender.

### CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. Parental guidance is advised.





"I DO WHAT I DO  
BECAUSE I HAVE TO  
MAKE A LIVING..."

...JUST LIKE EVERYBODY ELSE...

...EXCEPT I DON'T DO YOUR  
USUAL AIN-OF-THE-MILL  
BAIL JUMPER...



...I GO AFTER THE SPECIAL ONES."

"I FIND THEM, AND I BRING THEM IN."



"AND IF THEY TRY TO PULL ANY  
MAGIC TRICKS ON ME..."

...I TAKE AWAY THEIR MAGIC."



"THE DOPES AT THE JUDICIAL SYSTEM DON'T KNOW ABOUT THAT. THEY  
SEND ME AFTER THE ONES THEY CAN'T FIGURE OUT, AND THAT'S BEEN  
MY BREAD AND BUTTER."



"BUT EVERY NOW AND THEN SOMEONE  
WITH THE RIGHT MEANS MAKES ME AN  
OFFER I CAN'T REFUSE."



"I DON'T LIKE GOING AFTER  
LITTLE GIRLS."





"I LIKE IT EVEN LESS WHEN THEY HAVE A 10-FOOT GIANT WATCHING OVER THEM."



"BUT SOMETIMES YOU GOTTA GET THE JOB DONE DESPITE YOURSELF."



click!



SSPLASH!!



"THIS ONE WOULDN'T SHUT UP, THOUGH."



"SHE KEPT ON TALKING ABOUT A BIGGER PICTURE AND THAT MADE ME THINK ABOUT WHERE I'M AT, WHICH I HATE."



"HELPING HER WOULD KILL MY CAREER, SO OF COURSE I LAUGHED AT THE IDEA."

"I MEAN ALL I HAD TO DO WAS TURN HER IN."





"BUT YOU SEE, MR. CHAIRMAN, SOMETIMES YOU GOTTA GET THE JOB DONE *DESPITE* YOURSELF."





So you've been a Rift for a while now. You've seen what the City looks like under the veil of the Mist, fought with gods and mingled with monsters. You've taken a dive into the swirling unknown of your Mythos and you came back, different. You've got the lowdown, but do you really have a grasp of what's going on?

The fact of the matter is, you change all the time. You're always a mystery to yourself. Is there a common thread that goes through all the aspects of your life, or are you just a bundle of identities glued together? That legend inside you, does it define you, or is it just a bad dream you are trying to push out? There are far greater things, far worse things you can achieve, if you tap into it. Skimming the surface just won't do anymore.

### NEW RULES: SWING SPECTRUMS

A swing spectrum is just like a regular spectrum, except that its tier can be reduced by giving a status of the opposite polarity such as *hot/cold*, *sad/happy*, etc. Swing spectrums may have tiers in either polarity, but never in both polarities at the same time. For example, in most cases, an object cannot take a status of *flaming-hot* while being *frozen*.

While a swing spectrum has no status, it behaves normally, receiving the polarity of whichever status it receives first. E.g., when a dumpster is first set *on-fire-3* or is first *frozen-solid-5*, it receives either of these statuses normally. Additional statuses of the same polarity stack normally: *on-fire-3* and *on-fire-3* stack to *flaming-hot-4*, etc.

When a swing spectrum with a status receives a new status of the *opposite* polarity, first reduce the tier of the current status by the number of tiers in the new status. If the current status is completely canceled, and the new status still has some tiers remaining, the remaining tiers are then applied, giving the spectrum a new polarity.

For example, if a dumpster *on-fire-3* takes *chilled-2*, you reduce *on-fire-3* by two tiers, leaving it with only *guttering-flames-1*. If the same dumpster with *guttering-flames-1* then takes *frozen-solid-5*, it would first lose its *guttering-flames-1* against one tier of *frozen-solid-5*, and receive the remaining four tiers as *frozen-4*. Its polarity now shifts to the cold side, so any subsequent cold status tiers stack normally, while any subsequent hot status tiers are first deducted from the cold status tiers.

This chapter expands the options available to players:

**New Themebooks** offers six Themebooks to expand the range of characters you can build with *City of Mist*: Conjuration, Destiny, Enclave, Familiar, Struggle, and Turf.

**New Character Creation Tools** includes a guide to help you put together your best *City of Mist* character concepts as well as a tool for rapid character creation with over 70 pick-and-play theme kits.

**New Character Development Options** includes 50 veteran improvements, rules for using extra themes, and a library of ready-to-use extra Relics and Familiars themes to make your character's Moments of Evolution more diverse and interesting.

## NEW RULES: THEME KITS

A Theme Kit is essentially a blueprint for a theme. It contains a list of thematically-linked power tags, weakness tags, and sometimes Mysteries or Identities to choose from.

Theme Kits allow a player to construct a personalized theme out of a **general concept** that has already been defined by the MC or a rulebook. Such kits can cover **broad tropes** typical to your series, which may apply to multiple PCs, such as "Government Agent"; or a **specific instance** of a person, object, set of powers, or place that a PC attains or controls. A kit allows the player to customize the general concept to their liking, while still keeping within the restrictions set by you.

For example, if a player befriends Pegasus, the MC could provide them with a Theme Kit representing Pegasus as a Familiar, allowing the player to customize it into a new extra theme.

Theme Kits are also used in the new Rapid Character Creation option (page 38).

### CREATING YOUR OWN THEME KITS

You can create your own Theme Kit in the same way you would create a standard theme (as explained in the *Player's Guide*, page 74). However, when you create a Theme Kit, you answer **all** the power tags questions and **all** the weakness tags questions in the themebook to create a list of ten power tags and four weakness tags for your kit. Create a Mystery or an Identity for your kit; you can also provide several options to choose from. Optionally,



you can add a special improvement to your kit (although you should carefully consider the effect on the game's balance when designing such improvements).

## THEME KIT STRUCTURE

A Theme Kit contains:

- The kit title, describing the nature of the themes that can be created with it
- The kit theme type, such as Expression or Personality
- A Mystery or Identity (sometimes more than one to allow choice)
- A list of ten power tags to choose from, ordered by their power tags questions from A to J
- A list of four weakness tags to choose from, ordered by their weakness tags questions from A to D
- Optionally, a special theme improvement

## CREATING A THEME FROM A KIT

When you select a Theme Kit as a blueprint for your theme, you automatically receive the first power tag listed in it (marked in bold). You must then choose a weakness tag and, if relevant, a Mystery or an Identity. If you are creating a full theme (as opposed to a nascent theme, see *Player's Guide*, page 265), you should also pick two more power tags from the list.

## IMPROVING A KIT-BASED THEME

When you mark three Attention and gain an improvement on a theme that was created using a Theme Kit, you can use your improvement for one of the following:

- Pick a new power tag from the kit's power tag list.
- Answer a new power tag question from the themebook of the kit's type (e.g. the Subversion themebook for a Subversion-based kit). When you choose this option, you cannot later choose the power tag from the Theme Kit that was created using the same question; and conversely, you cannot choose a power tag question to answer if you already have the tag from the Theme Kit that was created using that question. The same principle applies if you are adding a weakness tag.
- Choose the special improvement given in the kit, if any.
- Choose one of the theme improvements included in the themebook of the kit's type (e.g. if your theme is an Ally theme based on an Ally Theme Kit, you may choose Ally theme improvements for this theme).



# NEW THEMEBOOKS





## ⚡ MYTHOS THEMEBOOK

# CONJURATION

CREATING FANTASTICAL BEINGS OR OBJECTS: THROUGH SORCERY • BY SUMMONING THEM FROM SOMEONE'S DREAMS • BY CONSTRUCTING THEM FROM THE ENVIRONMENT • BY OPENING A PORTAL TO ANOTHER REALM  
• BY GIVING BIRTH TO THEM OR FORMING THEM OUT OF ONE'S BODY

A Rift's ability to influence the world through her Mythos' powers knows no bounds. Some Rifts have such a special bond with their Mythos that they are able to project some of its power and create individual and self-operating beings, known as Conjurations. The Rift of Zeus could birth the goddess Athena out of his forehead, while the Rift of the Monkey King could create a clone of herself out of every hair she pulls off her head. The Rift of Anansi could conjure imaginary spiders that are nonetheless venomous and the Queen of Hearts could call on her army of card soldiers to part someone of their head.

A Conjunction is not a Rift; it is not a real individual,

animal, object, or place that is channeling a Mythos. Instead, a Conjunction is an intense concentration of Mythos magic created by a Rift, which can appear and interact like a unique individual or thing, but is completely unreal. It exists only by the force of a Rift's Mythos powers and dissipates like a fading dream if those powers are turned off, taken away, or dispelled.

As a magical construct, a Conjunction does not necessarily abide by the laws of the Mist and may appear in its true legendary form, like a monster, a fabled warrior, or a faraway enchanting melody. It may be sentient or at least resemble a sentient individual, but more often than not it behaves like an archetype or a character in a



story, and lacks the depth and texture of a real person. Excepting rare cases, Conjurations do what they would do in the Mythos: warriors fight, monsters devour, tricksters deceive, vehicles transport, and so on.

Sleepers interact with Conjurations as they would with other Mythos powers: they justify them in the easiest way possible or else forget about them. Therefore, if a Conjunction appears like a human being or an animal, those unaware of its nature would interact with it as if it were really a person or an animal in the City. Rifts who are unaware of a Conjunction's real nature often mistake it for another Rift or a Touched individual under the influence of a Rift. Many Rifts don't even know Conjurations exist or understand how they differ from Rifts.

Note that other Mythos themes use Conjurations regularly as part of their descriptions. The ability to form barriers of ice (Expression or Bastion) or to summon sneaky fox spirits (Subversion) both conjure new objects and beings into existence. This themebook represents a powerset centered on the creation of Conjurations. Depending on your Mythos, your character may be able to create just one type of Conjunction, a limited set, or many different kinds of Conjurations.

## CONCEPT

Think about your Mythos. In the legend, was your Mythos able to summon or create beings or objects? Did your Mythos give life to any beings or objects?

Alternatively, what aspect of the legend would you like your character to manifest as a Conjunction? Is there a secondary character, creature, or object in your Mythos that you want to be able to bring into your character's life?

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

### ? WHAT DOES YOUR MYTHOS CREATE OR SUMMON?

- A specific individual, creature, or object.
- A group/host/family/team of \_\_\_\_\_.
- Anything that comes from the realm/domain of \_\_\_\_\_.

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.

**In the examples below:** Rumpelstiltskin who appears when the Miller's Daughter is in need, Zeus as the father of the Olympians, the card soldiers of the Queen of Hearts, nightmares brought to life by Night Mares, the vehicles of Jules Verne's novels.

### A WHAT CAN YOU CONJURE INTO EXISTENCE?

*Rumpelstiltskin, father of the Olympians gods, my card soldiers, materialize nightmares, steampunk transportation*

### B WHO OR WHAT IS YOUR FAVORITE OR MOST USEFUL CONJURATION?

*a furious fey, Athena - goddess of wisdom, Ace of Hearts, one's worst nightmare, the space gun (cannon that shoots a pod)*

### C WHAT OTHER CONJURATION ARE YOU ABLE TO MANIFEST?

*a spinning wheel that turns straw to gold, Ares - god of war, the Jabberwock, copies of one's loved ones, the Nautilus (submarine)*

### D HOW DOES YOUR CONJURATION FIGHT FOR YOU OR PROMOTE YOUR CAUSE?

*money is no object, weapons of Hephaestus, spades and clubs, cause asphyxiation, mounted guns*

### E WHAT SKILL OR KNOWLEDGE, MUNDANE OR ARCANÉ, DOES YOUR CONJURATION POSSESS OR PROVIDE YOU WITH?

*legendary dealbroker, divine foresight, testudo formation, horseback riding, mechanical engineering*

### F HOW DOES YOUR CONJURATION PROTECT YOU?

*devilishly deceptive, godlike invulnerability, alert private guard, veil of darkness, bulky metal plating*

### G WHAT CONDITIONS ARE FAVORABLE FOR YOUR CONJURING?

*a time of great need, a matter that concerns a specific god, off with her head!, creatures of night and shadows, venture into the unknown*

### H WHAT MAKES YOUR CONJURATIONS HARDER TO RESIST OR BANISH?

*deals protected by faerie law, godly presence, there's always another card, invisible by daylight, almost accurate science*



**I** WHAT USEFUL ITEM RELATED TO YOUR CONJURATION CAN YOU MANIFEST?

*a dashing set of clothing, a golden shield, a bucket of red paint, an object the victim dreamed of, a toolbox*

**J** HOW DO YOU CONTROL YOUR CONJURATIONS?

*I have his true name, tough love, royal decree, a magical bridle, excellent pilot*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

**A** WHAT OR WHO COULD OBSTRUCT YOUR CONJURING?

*hallowed grounds, family feud, Alice!, calm and sensible minds, not enough space*

**B** IN WHAT WAYS DO YOUR CONJURATIONS GET OUT OF HAND?

*playing tricks and pranks on me, the kids challenge my authority, follow orders too literally, feed on my own nightmares, gigantic and loud machinery*

**C** WHAT OR WHO CAN BIND, BANISH, CONTROL, OR DESTROY YOUR CONJURATIONS?

*must obey his true name, the titans, rip through them like paper, servants of dark sorcery, unexpected journey complications*

**D** WHAT IS YOUR CONJURATIONS' GREATEST FLAW?

*enraged when he doesn't get his way, underestimate mortals, without me they fall into chaos, need fear to prey upon, overkill in most cases*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your Conjunction's powers, to its legend, or to its mundane form. For example:

- (Rumplestiltskin) "What will I sacrifice for power?"
- (Zeus) "How can my children work together?"
- (Queen of Hearts) "Am I really a queen if my kingdom exists only in my head?"

You can try exploring the following options:

- Wondering about the nature of your Conjunction(s) and your relationship
- Doubts about the (un)reality of your Conjunction(s) and its implications
- Questions that your Conjunction(s) want you to explore

Write your Mystery on your theme.

The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos has in store for you. Let the MC know what kind of clues your character might find interesting.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Rumplestiltskin) Bargain With the Imp
- (Zeus) Father of the Olympians
- (Queen of Hearts) House of Cards

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- You told one of them about the true nature of your Conjunction(s). Ask them how they treated the Conjunction(s) since. If your Conjunction(s) likes it, take a Help point on them; if it doesn't, take a Hurt point on them.



- One of them has the power to banish or dispel your Conjunction(s), or could potentially achieve such power. Take a Hurt point on them.
- One of them is the number-one fan of your Conjunction(s), and has shown real interest, amazement, and even exhilaration when you conjure. Take a Help point on them.

## CONJURATION THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### ☐ No Conjuror of Cheap Tricks

When you **Change the Game** with tags from this theme to create new tags for your Conjunction, you get one extra point of Juice.

### ☐ Banish Resistance

Danger moves can burn one less tag when applied to your Conjunction power tags or story tags created through them. When a PC tries to burn your Conjunction power or story tags, they must first spend the first point of Juice in their batch to overcome your banish resistance.

### ☐ Form Serves Purpose

Choose a Core Move that best represents what your Conjunctions are made for. Whenever you use it with tags from this theme, it's *Dynamite!*

### ☐ Mask of the Mundane

Your Conjunction can be easily mistaken for a mundane person or object. Once per scene, when you **Sneak Around** to hide the true nature of your Conjunction, you can trade a miss result for a 7-9 or a 7-9 result for 10+.

### ☐ Ruptured Rift

When you burn a tag for a hit in this theme, you can mark Crack on one of your Logos themes instead of burning that tag.

TYPE

CONJURATION

BARGAIN WITH THE IMP

ATTENTION

FADE

MYSTERY

"WHAT WILL I SACRIFICE FOR POWER?"

POWER TAGS

BURN

A RUMPLESTILTSKIN

C A SPINNING WHEEL THAT TURNS STRAW TO GOLD

E LEGENDARY DEALBROKER

WEAKNESS TAGS

INVOKE

D ENRAGED WHEN HE DOESN'T GET HIS WAY

City of MIST





## MYTHOS THEMEBOOK

# DESTINY

A PROPHECY • A CURSE • AN UNAVOIDABLE DUTY • A DEAL YOU MADE WITH THE DEVIL • A FATE WRITTEN IN THE STARS • BEING THE CHOSEN ONE • A DESTINY BOUND TO AN OBJECT OR A TEXT • A PERSONALITY TRAIT THAT SPELLS YOUR PRE-DETERMINED DEMISE • UNCANNY SERENDIPITY, GOOD OR BAD LUCK • A FAMILY LEGACY

In legend, destiny is the most powerful force of all. Some Mythoi's power stems not from the great feats or supernatural abilities they possess, but from the shimmering laws they etched in the annals of destiny or on the web of fate. The Little Mermaid is destined to turn to sea foam; King Arthur was destined to draw the sword in the stone and become the King of Britain; it was foretold that the Norse god Heimdall will slay the trickster god Loki and die by his hand; in the Indian *Bhagavad Gita*, Arjuna the archer must fulfill his warrior duties despite his moral dilemma; Icarus, son of Daedalus, did not heed his father's warning and his hubris (pride) led him to fly too close to the sun; and the descendants of those

cursed with lycanthropy would turn into werewolves on nights when the moon is full.

The Rift of a Mythos with a predetermined destiny isn't necessarily bound by the same fate as her Mythos; rather, the influence of that fate changes along with any change to the role her Mythos takes in her life. The more a Rift opens up to the destiny of her Mythos, the closer she comes to Avatarhood and the ultimate realization of her Mythos' destiny. The opposite is also true: the more she forgoes this destiny, the less she is bound to her Mythos and to its fate, and she may eventually become a Sleeper again to free herself of this fate completely.



Note that some power tags in this themebook represent the force of your destiny, others represent abilities, qualities, and skills that you or your Mythos acquired as a result of living in the shadow of such a fate.

## CONCEPT

Think about your Mythos. In the legend, was your Mythos' destiny bound by a prophecy, by a curse, by a task appointed by divine or otherworldly forces, or by any other unavoidable fate?

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

### ? HOW WAS YOUR FATE PREDETERMINED?

- It was foretold that I would \_\_\_\_\_.
- My nature, blood, duty, or birth compels me to \_\_\_\_\_.
- A supernatural force, \_\_\_\_\_, has sealed my fate.

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.

**In the examples below:** The Little Mermaid, King Arthur, Heimdall, Arjuna, Icarus, Curse of the Pharaohs (a belief that those who enter a Pharaoh's tomb will come to bad luck and death)

### A WHAT IS MOST USEFUL ABOUT YOUR DESTINY?

*no soul to worry about - yet, destined to rule, sense of impending danger, greatest archer in the world, too proud to be afraid, contagious bad luck*

### B WHO OR WHAT WAS YOUR MYTHOS BEFORE ITS DESTINY MANIFESTED?

*carefree mermaid, unify the kingdom, guardian of the gods, avenging warlord, maze runner, renowned tomb-raider*

### C WHAT TRAIT OR EMOTION LED TO YOUR DESTINY OR EMERGED FROM IT?

*genuine desire to do good, seeker of justice, keen sight and hearing, compassion, rebellious and indignant, scientific curiosity*

### D WHAT IMMUNITY OR PROTECTION DOES YOUR DESTINY GRANT YOU?

*adapted to aquatic life, undisputable monarchy, can only be killed by Loki, never shirks duty, never underperform, immune to other curses*

### E HOW DID YOU LEARN TO LIVE WITH YOUR DESTINY?

*dance like no human has ever danced before, make my kingdom flourish, meadrinker - immune to intoxication, unshakable devotion, can take a fall, apothecary*

### F WHO OR WHAT HELPED YOU MANIFEST YOUR DESTINY?

*the sea witch, Merlin, the Bifröst rainbow bridge, Lord Krishna, Deadalus the legendary craftsman, Horus in the form of a falcon*

### G WHAT ITEM DO YOU POSSESS THAT IS TIED TO YOUR DESTINY?

*potion of transformation, Excalibur, the resounding horn Gjallarhorn, the mighty bow Gandiva, a set of artificial wings, the accursed crowbar*

### H HOW CAN YOU DIRECT YOUR DESTINY OR A PART OF IT TO SOMEONE ELSE?

*turn someone into seafoam, knight a new knight, bestow the true sight, bind someone to the warrior's oath, make them crash and burn, summon ravenous mummies*

### I HOW CAN YOU HASTEN YOUR DESTINY, OR ESCAPE IT?

*the love of a Sleeper, a public display of power, befriend the enemy, transcend emotions, go out with a bang, banish malevolent forces*

### J WHAT ABILITY OR POWER DID YOU REVEAL WHEN YOUR DESTINY UNFOLDED?

*daughter of the air, a great leader, slayer of tricksters, killing spree, high-altitude flight, treasure of the Pharaohs*



## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

**A** WHAT DOOM OR DEMISE DOES DESTINY HAVE IN STORE FOR YOU?

*turn into sea foam, betrayal everywhere, die in the hands of a trickster, kill my own kin, crash and burn, consumed by an unnatural disease*

**B** WHAT PERSONALITY FLAW LED TO YOUR DESTINY?

*wants what she cannot have, misplaced trust, uptight do-gooder, riddled with self-doubt, hubris, does not heed warnings*

**C** HOW DOES YOUR IMPENDING DESTINY NEGATIVELY AFFECT YOUR LIFE?

*"I'm not a real human being", high expectations, it's always doom & gloom, avoided by my loved ones, permanently grounded, set off traps and alarms*

**D** WHAT EVIL IS DRAWN TO YOU BECAUSE OF YOUR DESTINY?

*creatures who seek to feed off souls, a soft spot for Morgana le Fay, hated by tricksters, deified warriors, gremlins (cause aviation malfunctions), the undead*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your destiny, to your Mythos' legend, or to the mundane form it takes. For example:

- (The Little Mermaid) "What does it mean to have a soul?"
- (Icarus) "How high can I go?"
- (Curse of the Pharaohs) "I wonder, what's inside this?"

You can try exploring the following options:

- The very questions that brought about your destiny
- Philosophical musings about predetermination
- Things you need to discover to make your destiny come true

Write your Mystery on your theme.

The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Mythos' destiny has in store for you. Let the MC know what kind of clues your character might find interesting.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (The Little Mermaid) Wishing for an Eternal Soul
- (Icarus) The Sky's The Limit
- (Curse of the Pharaohs) Curse of the Pharaohs

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- You sense that one of them is or could be instrumental in manifesting your destiny. Take a Help or Hurt point on them, depending on the role they will serve.
- One of them has or can potentially achieve the power to interfere with fate, either in general, or with your fate specifically. Take a Hurt point on them.
- One of them has found out about the destiny that awaits you, even if you don't even know it. Ask them what they did with that information and how they treated you since, and take a Help or Hurt point on them accordingly.



## DESTINY THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### □ Destiny Manifest

Choose a Core Move that best represents the actions you must take to manifest your destiny. Whenever you use it with tags from this theme, it's *Dynamite!*

### □ S%#t's Getting Real

Every Core Move you make that is crucial to the manifestation of your destiny is *Dynamite!*. As a side effect, in addition to your Mystery, your destiny functions as an Identity: the moves **Make a Hard Choice** and **End of the Road** apply to it, but you mark Fade instead of Crack when required.

### □ What You're Meant to Be

When your destiny finally manifests, you may replace this theme with a new Mythos theme (except Destiny) instead of a Logos theme. As usual, you lose all your tags and improvements, including this one, and gain Build-Up points instead. Your new Mythos theme must reflect what you have become as a result of your destiny.

### □ Delay Fate

When you have downtime and you choose to explore the Mythos of this theme, you can choose to remove one Fade from this theme instead of receiving Attention.

### □ Weave the Starry Web of Fortune

Your powerful connection to destiny allows you to read or influence others' fortunes. Choose a power tag question from the Divination or Expression themebooks and answer it. Write down the answer as a new power tag on this theme.

TYPE

DESTINY

THE SKY'S THE  
LIMIT

ATTENTION

FADE

MYSTERY

"HOW HIGH CAN I GO?"

POWER TAGS

BURN

A TOO PROUD TO BE AFRAID

E CAN TAKE A FALL

G A SET OF ARTIFICIAL WINGS

WEAKNESS TAGS

INVOKE

A CRASH AND BURN

CITY OF MIST





## MYTHOS THEMEBOOK

# ENCLAVE

A DOOR THAT LEADS TO A LEGENDARY PLACE • A MYTHICAL BUILDING DISGUISED AS MUNDANE • A STREET THAT HIDES A MAGICAL KINGDOM • AN APARTMENT OR A HOUSE FULL OF MYSTERIES • A SECRET DIMENSION INTO WHICH YOU CAN TRANSPORT YOURSELF AND OTHERS

Sometimes the Mist in a certain place in the City grows so thin that a Rift can be formed there. These places, called Enclaves, are often abandoned, ruined, or forgotten by society (see *Thin Places*, *MC Toolkit*, page 20). Other times, they are places of mystery, pointing to a greater reality or shrouded in the supernatural, such as temples, cemeteries, bookshops, or pockets of unadulterated nature amidst the urban and artificial. In rare occasions, an Enclave can be formed simply because a place resembles a place in the Mythos so greatly, that the sheer power of symbolism disperses the Mist.

Enclaves are pockets within the City where the realm of the Mythoi (aka the Age of Wonder, see page 266) can push through. Within the boundaries of an Enclave, the physical and social laws of the City are replaced with the reasoning of the Enclave's Mythos, be it logical, emotional, mystical, or symbolical. An Enclave is shaped in the likeness of a prominent place in its Mythos, such as King Arthur's castle, Camelot, or the Hanging Gardens of Babylon. Depending on the scale of its power, an Enclave can even be populated with creatures and characters from its legend; these resemble Conjurations, but they aren't technically separate from their Rift and therefore cannot be banished – unless they leave the Enclave, at which point they become Conjurations.



The interaction between an Enclave and the physical space it occupies (if any) varies greatly. A place only Touched by a Mythos will appear normal for the most part, but strange or wondrous things can happen there. For example, a spring hidden in the thicket of a City park could spout magical water that heal wounds or be frequented by dryads or fairies. A Borderliner Enclave not only affects the space it occupies but also exists as a mirror dimension side-by-side with it. A haunted house could have invisible poltergeists hurling furniture in fits of rage; someone who is crossing over to “the other side” or **Looking Beyond the Mist** could see the poltergeists as haunting individuals or even see the house as it was hundreds of years ago, when the family of ghosts was still alive. Destroying the physical house would also destroy the Enclave. Finally, a Legendary Enclave can be a completely separate pocket dimension, accessed through the City but not bound to it. An Enclave’s balance of Mythos and Mist is not linked to your character’s level of awareness; you may choose any of the above configurations when you create an Enclave theme.

Enclaves can take statuses and tags like everything else in the game. If relevant, they affect your actions using the resources granted by this theme. If the Enclave can act on its own, it should be considered as a Secondary Character you control. For example, when someone attempts to enter your Enclave, if it contains traps, you may **Hit With All You’ve Got** (if the intruder is unaware or ill-prepared) or **Go Toe to Toe** (if they are actively attempting to avoid the traps) using tags from this theme.

## CONCEPT

Think about your Mythos. What was the most important place featured in the legend? Did the legend take place in a magical kingdom or realm? Did any character have a unique abode, such as a foreboding castle? Did they take on a quest to reach a magical place or pass such a place on their journeys? What was special about that place? What special properties or inhabitants did it have?

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

### ? WHAT LOCATION SERVES AN IMPORTANT ROLE IN YOUR MYTHOS?

- It’s the kingdom or realm of \_\_\_\_\_.
- It’s a unique building, the \_\_\_\_\_.
- It’s a hidden, magical, or symbolic place, the \_\_\_\_\_.

- It’s \_\_\_\_\_, a place which represents or grants power.
- It’s \_\_\_\_\_, an alternate dimension.

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.

**In the examples below:** St. Francis’ forest, Ali Baba’s treasure cave, the Jade Emperor’s heavenly palace, Baba Yaga’s hut with chicken legs, a nightclub that is the trope of a Temple of Doom, a haunted house.

### A WHAT OR WHERE IS YOUR ENCLAVE?

*a forest full of creatures, Ali Baba’s treasure cave, the Jade Palace, Baba Yaga’s hut, Nightclub of Doom, a haunted house*

### B WHAT IS MOST USEFUL ABOUT YOUR ENCLAVE?

*a host of animal companions, riches beyond imagination, beyond evil or mortality, a witchcraft and potion-making lab, I draw energy from the patrons, an invisible mirror world*

### C HOW CAN YOU ACCESS YOUR ENCLAVE QUICKLY, DISCREETLY, ETC.?

*pass through any tree or greenery, secure vault door, climb on a passing cloud, runs on chicken legs, private back door, become a poltergeist*

### D WHAT PROTECTS YOUR ENCLAVE?

*the Wolf of Gubbio, forty bandits, Guardian Lions, panicked chicken kick, laced with ancient deathtraps, throw furniture and household items*

### E WHAT ARE THE MAGICAL OR SUPERNATURAL PROPERTIES OF YOUR ENCLAVE?

*cleanse body and soul, password protected, the Mandate of Heaven, need my permission to leave, trade blood for dark powers, play with one’s perception*



**F WHAT ACTIVITY DOES YOUR ENCLAVE BEST SUPPORT?**

*sustain the poor and the weary, ambush a greedy enemy, rest and recover, harrow a prisoner, altar for human sacrifice, a colonial dressing room*

**G WHO RESIDES IN YOUR ENCLAVE?**

*the Holy spirit, my trusty advisor Morgiana, audience with the Jade Emperor, my servant Vasilisa, DJ High Priest, ghosts of a Victorian family*

**H WHAT CAN YOU LEARN IN YOUR ENCLAVE?**

*all that birds can see and hear, how to talk to bandits, Xianxia immortal soul cultivation, whispers of heroes on a quest, trade information for salvation, whispers of the dead*

**I WHAT ATMOSPHERE OR EMOTION PREVADES YOUR ENCLAVE?**

*peace and serenity, appeal to greed, supreme authority, hard work pays off, demonic ecstasy, fear and terror*

**J WHAT ITEM, SKILL, OR QUALITY DO YOU KEEP WHEN YOU LEAVE THE ENCLAVE?**

*speak to animals, sack of gems and gold, peaches of immortality, a magical wood stove, skull-decorated spear, a memento*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

**A WHAT IS YOUR ENCLAVE'S BIGGEST FLAW?**

*cannot protect the faithless, eavesdropping, removed from earthly affairs, cramped space, hungry for more victims, buried emotions*

**B WHAT HAPPENS WHEN YOU'VE SPENT TOO LONG IN YOUR ENCLAVE?**

*aversion to modern life, starving, feeling of superiority, turn into a disheveled hag, sensitivity to daylight, involuntary incorporeality*

**C WHO IS TRYING TO ACCESS YOUR ENCLAVE, DESTROY IT, OR ESCAPE FROM IT?**

*the Devil, my brother Cassim, Rift of the Monkey King, child and teenage heroes, nightlife competition, real-estate agents*

**D WHAT COULD HINDER YOU FROM ACCESSING OR USING YOUR ENCLAVE?**

*pollution, nickel-and-diming, unworthy of the Heavenly palace, rebellious and skittish chicken legs, police inspection, exorcism*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your Enclave's powers, to its legend, or to its mundane form. For example:

- (St. Francis' Forest) "How can mankind live in communion with nature?"
- (Ali Baba's Cave) "Who wants to steal my gold?"
- (The Jade Palace) "How can I achieve immortality?"

You can try exploring the following options:

- A secret your Enclave holds or can help you uncover
- Differences between your Enclave and the City that make you wonder
- Doubts about using the power of the Enclave

Write your Mystery on your theme.

The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Enclave's Mythos has in store for you. Let the MC know what kind of clues your character might find interesting.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (St. Francis' Forest) Forest of Communion
- (Ali Baba's Cave) Open Sesame
- (The Jade Palace) The Keys to Heaven



## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them has visited your Enclave. If you brought them with you, take a Help point on them. If they got in without you or if they caused trouble, take a Hurt point on them instead.
- One of them complains that you spend too much time in your Enclave or has expressed concerns about how it affects you. Take a Hurt point on them.
- When your Enclave was in danger of being discovered or damaged, one of them stepped up to cover for you or had your back. Take a Help point on them.

## ENCLAVE THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### ☐ **Legendary Headquarters**

Your Enclave also serves as your base of operations. Choose a theme improvement from the Base of Operations extra themebook.

### ☐ **Bastion of Mythos**

When you **Face Danger** for your Enclave, it's *Dynamite!* and you may roll+Mythos instead of roll+Power.

### ☐ **Private Lab**

When you make the **Montage (Downtime)** move while inside your Enclave, if you *work the case* or *prepare for your next activity* you may either gain 1 additional point benefit (Clue or Juice respectively) or mark Attention on this theme, at your option.

### ☐ **Take Me Home**

Once per session, you can have your character instantly show up or already be at your Enclave, no matter where she was in the City.

### ☐ **Maw of Conjurations**

When you bring someone or something from your Enclave to the City, you may burn its tag for a hit and get an automatic result of 9 (instead of 7) with a Power of 3, for a total unmodified score of 12. Statuses apply to both your automatic result and your Power, as usual. If you do so to **Change the Game** and create tags for your Conjunction, you also gain 1 extra Juice.

TYPE

ENCLAVE

FOREST OF COMMUNION

ATTENTION

FADE

MYSTERY

"HOW CAN MANKIND LIVE IN COMMUNION WITH NATURE?"

POWER TAGS

BURN

A A FOREST FULL OF CREATURES

E CLEANSE BODY AND SOUL

I PEACE AND SERENITY

WEAKNESS TAGS

INVOKE

D POLLUTION

CITY OF MIST





## MYTHOS THEMEBOOK

# FAMILIAR

A GHOST DOG THAT CAN WALK THROUGH WALLS • A MAGICAL RIDING BEAST • A HOUSE CAT WHO IS ALSO A GUARDIAN LIONESS SPIRIT • A SONGBIRD WHOSE SONG REVITALIZES ALL WHO HEAR • A REAL-LIFE DRAGON • A SWARM OF BATS THAT TURN INTO DRACULA

Mythology and folk tales teem with fantastical creatures and magical, sometimes anthropomorphic (human-like) animals. From the Puss in Boots through unicorns to the Chinese “phoenix” Fenghuang, these enchanted critters are the companions of heroes and evil sorcerers alike. In the City, these Mythoi most often manifest through extraordinary modern-day animals, usually ones that are special, well-loved, wise, weird, or just lucky. Whether a pet, a part of the urban fauna, or a wild beast on the loose, these mundane animals serve as Rifts for animal Mythoi, although it is possible for Familiars to harbor Mythoi of monsters, people, or even objects. Like human Rifts, Familiars

wear their modern-day form most of the time, but Rifts may recognize them for what they truly are, especially when they embody their Mythos and its powers.

If this is your only Mythos theme, it’s possible that your Familiar, not you, is the Rift and the source of power. Perhaps your Familiar chose you as a companion for some reason, and its presence allows you to become Touched by the world behind the Mist. If not, your Familiar could be a part of your greater Mythos or it could have its own Mythos, one that aligned itself with yours. In any case, a Familiar chooses its companion and follows her wishes, for the most part, although the relationship can be a complicated one. In



most cases, Familiars should be treated as Secondary Characters, allowing you to control their actions – even if your character doesn't.

## CONCEPT

Think about your Mythos. In the legend, was your Familiar's Mythos a magical or anthropomorphic animal? Alternatively, did your human Mythos have an animal companion or steed? What was their attitude towards their human companion? What were the animal Mythos' abilities and powers?

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

### ? HOW WOULD YOU CHARACTERIZE THE ANIMAL IN YOUR MYTHOS?

- It's a companion or beast who helps me \_\_\_\_\_.
- It's an anthropomorphic animal symbolizing \_\_\_\_\_.
- It's a beast or a monster who devours \_\_\_\_\_.
- It's a legendary creature with the power to \_\_\_\_\_.

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.

**In the examples below:** the Indian god-bird Garuda, the Snake of Eden, Tortoise from *The Tortoise and the Hare*, Egyptian lioness goddess Sekhmet, Celtic Salmon of Wisdom, the Greek Chimera.

### A WHAT IS YOUR FAMILIAR'S MAIN TRAIT, ABILITY, OR POWER?

*swift flight, cunning manipulator, slow and steady wins the race, the ultimate protector, bestow wisdom, vicious monster*

### B WHAT OTHER NATURAL WEAPON OR DEFENSE DOES YOUR FAMILIAR POSSESS?

*a strong beak, venomous bite, tortoise armor, sharp claws, slippery scales, a scorpion's tail*

### C WHAT MAKES YOUR FAMILIAR FOLLOW YOU?

*bringer of light, enact revenge upon mankind, wants to prove his worth, Sekhmet's blessing, guide me out of trouble, a juicy steak*

### D HOW DOES YOUR FAMILIAR MOVE?

*great golden wings, slither out of nowhere, faster when you don't look, feline grace, upstream swimmer, solo stampede*

### E WHAT OTHER MAGICAL ABILITIES OR PROPERTIES DOES YOUR FAMILIAR HAVE?

*snake-slayer, tempt mortals, evoke complacency, heal wounds, reborn after being eaten, multiple heads*

### F WHICH ACUTE OR SUPERNATURAL SENSES DOES YOUR FAMILIAR POSSESS?

*telescopic vision, feel one's hidden desires, knows the way, uncanny senses, read a person's destiny, find a foe's weakness*

### G WHO OR WHAT CAN YOUR FAMILIAR SUMMON TO ITS HELP?

*a murder of crows, the apple of the Tree of Knowledge, the Hare - fastest animal of all!, call forth the desert wind, summon the Fianna rangers, cause a volcanic eruption*

### H WHAT ENVIRONMENT OR CONDITIONS DOES YOUR FAMILIAR LIKE BEST?

*open sky, dens of inequity, garden vegetables power-up, perch atop a vantage point, works better with thumb in mouth, ruins and desolation*

### I HOW DO YOU AND YOUR FAMILIAR WORK TOGETHER?

*fly-by attack!, seduction tactics, create a distraction, she saves me from harm, slam them with the fishbowl, command the beast*

### J WHAT DOES YOUR FAMILIAR SYMBOLIZE IN ITS MYTHOS?

*victory over the darkness, corruption of mankind, perseverance, the divine warrior, all the world's knowledge, bringer of disaster*



## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

**A** IN WHAT WAY DOES YOUR FAMILIAR GET IN YOUR WAY?

*feathers everywhere, independent evil agenda, taunts overpowered foes, always gets in between my feet, know-it-all comments, scares people away*

**B** WHAT PREVENTS YOUR FAMILIAR FROM BEING HELPFUL, OR DISTRACTS IT?

*shiny things, exposed ankles, once he locks on a target..., catnip is a problem, lousy short-term memory, potential prey*

**C** WHAT NATURAL OR SUPERNATURAL VULNERABILITY DOES YOUR FAMILIAR HAVE?

*too cramped to fly here, grabbed by the tail, flipped on its back, challengers from within the pride, a fish out of water, exposed necks*

**D** WHAT NEGATIVE HABIT OR BEHAVIOR DID YOU PICK UP FROM YOUR FAMILIAR?

*aversion to reptiles, never take the direct approach, once I lock on a target..., haughty and aloof, destined to be caught, a taste for destruction*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## MYSTERY

Choose a Mystery for this theme: a question that your Mythos wants you to explore, investigate, or discover the answer to. It could be related to your Familiar's powers, to its legend, or to its mundane form. For example:

- (Garuda) "What are the evil Naga up to this time?"
- (Snake of Eden) "When is it right to break the rules?"
- (Tortoise) "Who rigged this race?"

You can try exploring the following options:

- Something your Familiar wants you to help it discover
- Questions *you* have because of your Familiar
- Curiosity about the origin and nature of your Familiar

Write your Mystery on your theme.

The MC will provide opportunities for you to find answers to your Mystery. Ignoring these opportunities means you have lost interest in what your Familiar's Mythos has in store for you. Let the MC know what kind of clues your character might find interesting.

## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Garuda) Vishnu's Flying Mount
- (Snake of Eden) Crawling Sin
- (Tortoise) Fastest Turtle Ever

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them dislikes your Familiar or made a nasty comment about it. Take a Hurt point on them.
- Your Familiar likes to play or hang out with one of them and maybe had a brief adventure with them. What happened there? Take a Help point on them.
- One of them has expressed concern about your relationship with your Familiar. Ask them what they think about it: Are you mistreating your Familiar? Or does your Familiar have a bad influence on you? Take a Help or Hurt point on them based on their answer.



## FAMILIAR THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

## □ Natural Affinity

Choose a Core Move that best represents your Familiar's style and abilities. Whenever you use it with tags from this theme, it's *Dynamite*!

## □ Friends Are There

When you **Change the Game** to remove negative effects from your Familiar, you get one extra point of Juice.

## □ Back-to-Back

Once per session, when you make a move with your Familiar at your side, you can trade a miss result for a 7-9.

☐ True Form

When you choose this improvement, choose two temporary story tags that reflect your Familiar's true form. Once per session, your Familiar can transform into its true form and gain its true form tags. If you ever spend an improvement to adopt a true form tag as a permanent power tag in this theme, you can choose a new true form tag in its stead.

## □ The Mythos Within

Choose a Mythos themebook that best represents the powers of your Familiar. Choose a theme improvement from that themebook.

TYPE		FAMILIAR		⚡	
VISHNU'S FLYING MOUNT					
ATTENTION		FADE			
MYSTERY					
"WHAT ARE THE EVIL NAGA UP TO THIS TIME?"					
POWER TAGS				BURN	
A	CONTAGIOUS BAD LUCK			🔥	
F	TELESCOPIC VISION			🔥	
I	FLY-BY ATTACK!			🔥	
				🔥	
				🔥	
				🔥	
				🔥	
WEAKNESS TAGS				INVOKE	
B	SHINY THINGS			☐	
				☐	
				☐	

CITY OF MIST





## LOGOS THEMEBOOK

# STRUGGLE

A LIFE CIRCUMSTANCE YOUR CHARACTER IS EXPERIENCING AS A HARDSHIP AND IS COPING WITH:

LONELINESS • PERSECUTION OR DISCRIMINATION • MENTAL ILLNESS • MEDICAL CONDITION • FINANCIAL DEBT  
• DISABILITY OR PHYSICAL LIMITATION • INSECURITY • PENT UP EMOTIONS • DEPENDENT • LACK OF MEANING •  
ADDICTION • ABUSE • GUILT

The examples above are life situations with which a person may or may not be struggling with, depending on their personal experience. You decide whether your character frames her situation as a 'struggle', regardless of the situation itself.

Sometimes the most important thing in one's life is the adversity one is dealing with every day. Hardship – whether physical, mental, emotional, social, financial, or spiritual – can paint everything you do and experience, pervading and sometimes defining your life.

You wake up every morning to the same struggles and the same dilemmas. A burden forever walks with you, always threatening to overwhelm you and drag you down to the pits of despair.

Through this struggle, you were forced to grow. Perhaps in order to cope with being a single parent, you had to learn to multitask, to plan ahead, or to stand up for yourself when no-one else would. Maybe living with a debilitating injury forged your indomitable spirit and grew your compassion more than the glowing football



career you lost ever could. Maybe by fighting against oppression, you found a community that gave you more hope and love than you ever believed possible and the courage to outdo yourself.

None of this justifies your struggle or makes it any easier; it's just the way it is – people make the most out of the worst situations, and you had to find a way to survive. Sometimes you break, wishing this struggle would just end. The rest of the time you just learn to live through it.

The Struggle themebook power tag questions focus on those few and precious things the character has gained by learning to live and coping with her situation. Some of your chosen power tags can be empowering, describing how your character grew despite and perhaps because of adversity; others can be sad or bitter, describing useful qualities you had to develop in order to cope, but would probably rather not have learned at all.

The cause for your struggle can be represented through the character's weakness tags or, with prior coordination where sensitive subjects are involved, the MC's hard moves, or even as a Danger.

## CONTENT WARNING

The Struggle themebook is designed to help you create the classic noir character that is carrying something painful within her or that is going through trials and tribulations in her personal life. It attempts to highlight the good, empowering, or useful aspects that came out of the bad, but by no means does it aspire to justify or glorify suffering, wrongdoing, or hardships.

Please be aware that when you create a character with this theme, you might be bringing a difficult real-life topic into your group's game. Check with the MC and the other players if they are willing to explore this aspect in your group's series and what their boundaries are in relation to this topic. Actively verify that everyone at the table is comfortable with the subject of your Struggle theme. You never know what other players are dealing with in their private lives or what their history is; whether this subject could bring up unpleasant thoughts, feelings, or memories; or whether they just don't want to deal with such topics in their pastime activity. Respect your fellow group members: if you want to explore topics that they don't, find another group to do so with.

The Struggle themebook may overlap with the Defining Event or Routine themebooks; however, unlike these themebooks, it focuses on the ongoing hardship that the character experiences in her daily life. It can also be used to create Mythos-related adversity such as a fairytale wasting illness that no-one can cure or a parasitical pixie that makes your life miserable. In such a case, the theme created is a Mythos theme.

## CONCEPT

Think about your character's modern-day life. What form of adversity or suffering is at the center of her daily struggles? Is she coping with something physical, mental, emotional, social, financial, or spiritual? How does she cope with it?

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

### ? WHAT DO YOU STRUGGLE WITH?

- I am coping with \_\_\_\_\_.
- Every day, I face the hardship/limitation of \_\_\_\_\_.
- I can't seem to successfully \_\_\_\_\_.

Next, flesh out your idea with some details: How and when did your struggle begin? How does it affect your everyday life? Who helps you cope with it? What makes it worse?

## 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.

**In the examples below:** lonely detective, member of a persecuted minority, depression, debt to a mobster, only months to live, caring for a baby hydra

### A DESPITE THE HARDSHIP, WHAT WAS THE BEST THING THAT CAME OUT OF THIS?

*astute people-watching, solidarity among the oppressed, someone will always reach out, savvy & streetwise, not afraid of death, my little hydra friend*

### B BECAUSE OF YOUR STRUGGLE, WHAT NEW STRENGTH DID YOU FIND IN YOURSELF?

*strike up a conversation, unyielding hope, resist negative thoughts, I won't let them take my pride, high pain threshold, protective like a mama hydra*



**C** HOW DO YOU MANAGE EVERYDAY LIFE WITH YOUR STRUGGLE?

*imaginary interviews with dead victims, slip by unnoticed, monitor energy levels, hard-working, always on painkillers, juggling*

**D** HOW OR WHERE DO YOU FIND RELIEF FROM YOUR STRUGGLE?

*Rusty's Bar, music obsession, daily workouts, ice cream stress relief, reading myths and legends, put the little monster to sleep*

**E** WHO IS IN YOUR SUPPORT NETWORK?

*the police psychologist, fellow freedom fighters, I can always count on my family, my big jazz band, gain the empathy of perfect strangers, monster rearing moms' club*

**F** WHAT SKILL, ABILITY, OR HABIT DO YOU NEED TO DEAL WITH YOUR STRUGGLE?

*expect people to disappoint, easily underestimated, basic pharmacology, hold my own against bullies, breathing meditation, tell white lies*

**G** WHAT USEFUL ITEM DO YOU ALWAYS CARRY BECAUSE OF YOUR STRUGGLE?

*camera, Shepherd Hoyt & Deva law firm calling card, a violin, pepper spray, titanium alloy walking cane, tupperware with raw meat*

**H** WHAT ARE YOU SORELY AWARE OF BECAUSE OF YOUR STRUGGLE?

*map out someone's social connections, insight into politics, indicators of mental conditions, who runs the streets, identify what matters most to someone, traces of monstrous creatures*

**I** WHEN YOU'RE IN PAIN, HOW DO YOU LASH OUT?

*biting remarks, physical confrontation, throw a tantrum, holdout gun in my garter, pretend to have a heart attack, let the hydra loose*

**J** WHAT GIVES YOU HOPE THAT YOUR STRUGGLE WILL END?

*encouraged when someone likes me, recognize a true ally, a day without sadness, incriminating evidence, cutting-edge treatment, my baby is growing*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game.

Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

**A** HOW DOES YOUR STRUGGLE AFFECT YOUR EVERYDAY LIFE?

*can't make friends, treated with injustice, overwhelmed by despair, gnawing financial concerns, anxiety attacks, it's always hungry*

**B** HOW DOES YOUR STRUGGLE MAKE YOU FEEL?

*unlovable, exploding with rage, incapable of functioning, a complete failure, a person without a future, parental exhaustion*

**C** WHAT DOES A BAD DAY LOOK LIKE?

*sudden fear of dying alone, the system turns against you, suicidal thoughts, debt collectors, agonizing chronic pain, my baby ate the babysitter*

**D** WHAT MAKES YOUR STRUGGLE WORSE?

*surrounded by the socially apt, half-hearted allies, everything is fine and I still feel bad, trouble at workplace, happiness won't last, tantalizing flesh*

## EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive or belief related to your Struggle. For example:

- (Lonely detective) "No-one likes me, and I can't blame them."
- (Member of a persecuted minority) "Let's hope they don't see me."
- (Foster mom to a baby hydra) "My baby must be nourished, safe, and hidden."

You can try exploring the following options:

- A belief that is at the root of your struggle
- A conviction to be free of your struggle
- A resignation to continue to bear the struggle

Write your Identity on your theme card.

Acting in conflict with this statement means you are finding the struggle less meaningful or breaking free of it. Let everyone at the table know what could constitute acting against this Identity.



## TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Lonely detective) Playing Solitaire
- (Member of a persecuted minority) The Invisible Shackles
- (Foster mom to a baby hydra) Nine Mouths to Feed

## CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them doubts, ignores, or belittles your struggle, or unrealistically expects you to “get over it”. Take a Hurt point on them.
- One of them has supported you through your hardship at least once, offering what you needed the most at that time. What was it? Take a Help point on them.
- One of them is trying to help you move on with your life. If you appreciate it, take a Help point on them. If you begrudge them for it, even though they mean well, take a Hurt point on them.

## STRUGGLE THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### ☐ Evolution Through Hardship

When you gain an improvement with this theme, you may use it to mark Build-Up once. If you do, you also mark Crack on this theme. You cannot take this improvement through an improvement given by another themebook.

### ☐ Driven by Compassion

Once per session, when you spend a Help point to help a crewmate, you gain 2 Juice from it, instead of 1.

### ☐ Going Through the Motions

Choose a Core Move that best represents how you cope with your struggle. Whenever you make this Core Move with tags from this theme, it's *Dynamite*!

### ☐ Touchy Subject

Whenever someone else mentions your struggle in a way that irks or offends you, you can choose to go into an emotional state and take an appropriate tier-2 status of your choice until the end of the scene or until you calm down, whichever comes sooner. When it's

over, the MC will give you an ongoing tier-1 status to reflect the aftermath of your behavior.

### ☐ You Can't Break Me

Once per scene, when you **Face a Danger** that would break your spirit, you can trade a miss result for a 7-9.

**TYPE** STRUGGLE

**PLAYING SOLITAIRE**

**ATTENTION** **CRACK**

**IDENTITY**

"NO-ONE LIKES ME,  
AND I CAN'T BLAME THEM."

**POWER TAGS** **BURN**

A ASTUTE PEOPLE WATCHING

C IMAGINARY INTERVIEWS  
WITH DEAD VICTIMS

F EXPECT PEOPLE  
TO DISAPPOINT

**WEAKNESS TAGS** **INVOKE**

A CAN'T MAKE FRIENDS

**CITY of MIST**





## LOGOS THEMEBOOK

# TURF

A STREET, NEIGHBORHOOD, OR DISTRICT YOU CONTROL • A JURISDICTION • A TRADE INDUSTRY YOU MANAGE •  
A SOCIAL MOVEMENT OR CLASS YOU LEAD • AN ONLINE FORUM YOU MANAGE • AN UNINHABITED CITY AREA  
YOU CULTIVATE

Living in the City, surrounded by millions of souls pursuing their own agendas, you need to carve out a place for yourself and for the people and things you love, a place that is yours. Modern-day queens and kings, stewards and wardens, preside over their territory whether it's a neighborhood, an industry, or a virtual space. Along with the power and benefits of being a so-called monarch in your turf come the duties and responsibilities of keeping it safe and operational. Folks look up to you to call the shots and contenders lie in wait for their opportunity to seize the power.

A turf theme represents a domain that you control and the benefits that come with that control. Your domain may be physical, social, technological, professional, etc.. Whatever it is, when you're operating within your turf, you're in your element. Your turf answers to your call, supports you, and works for you. In return, it expects you to do the same.

Your turf and characters or objects in it can take statuses just like anything else in the game. Such statuses may not affect you directly, but they affect your ability to make moves using your Turf.



## CONCEPT

Think about your character's modern-day life. Is she a leader, a ruler, or an official who presides over her own domain? Does she work a specific neighborhood? Is there an area or field in the City that is under her control or guidance?

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

### ? WHAT IS YOUR DOMAIN?

- I am the head-honcho in \_\_\_\_\_.
- I call the shots from \_\_\_\_\_ to \_\_\_\_\_.
- I'm responsible for peace/safety/prosperity/business in \_\_\_\_\_.

Next, flesh out your idea with some details: When and under what circumstances did you gain control over your turf? What is included in its area? Who are the regulars in your turf?

## 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.

**In the examples below:** Cross End mobster, Head of Helix Labs R&D Facility, dock workers Union leader, top fashionista, super hacker, and sewers hobo.

### A WHAT AREA OR DOMAIN DO YOU CONTROL?

*Cross End, Helix Labs research facility, the docks, the fashion industry, cyberspace, the sewers*

### B WHAT DOES IT TAKE TO RULE YOUR TURF?

*true grit, corporate shark mentality, support of the union, hypnotic glamor, prodigal programming skills, bump of direction*

### C WHAT DO YOU KNOW BEST ABOUT YOUR TURF?

*familiar faces, Research & Development, port waterways, who's who, server backdoors, knows every pipe*

### D WHO IN YOUR TURF FOLLOWS YOUR ORDERS?

*ratpack gang, the lab coats, union laborers, model wannabes, an army of bots, the rats*

### E WHAT ROUTINE ACTIVITY TAKES PLACE IN YOUR TURF?

*gang warfare, illegal experimentation, trafficking, public relations, social media, smugglers' paradise*

### F WHAT RESOURCE IS ABUNDANT IN YOUR TURF?

*people with nothing to lose, high-tech gizmos, stolen goods, wardrobe and make-up, classified information, human waste*

### G WHERE IS YOUR SEAT OF POWER LOCATED?

*Ridley street, "In my office - now!", Union Hall, Visage magazine, my sick rig, pump room 43*

### H HOW DO YOU HURT THOSE WHO ENCROACH ON YOUR TERRITORY?

*drive-by shooting, connections with the CEO, arsonist, implicate someone in a scandal, Deathstroke virus, flood trap*

### I WHAT ADVANTAGE DO YOU HAVE OVER YOUR COMPETITION IN YOUR TURF?

*sympathetic population, I'm smarter, high alcohol tolerance, media coverage, government-grade software, used to the dark*

### J HOW DO YOU MONITOR THE GOING-ONS IN YOUR TURF?

*informants everywhere, access to building surveillance, Diamond the streetwalker, gossip queen, keylogger, sensitive to rat behavior*

## WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

### A WHAT KIND OF TROUBLE TYPICALLY HAUNTS YOUR TURF?

*police raids, experiment gone horribly wrong, low wages, everyone's a drama queen, slow internet connection, wafts of unbearable odor*

### B WHAT NEGATIVE BEHAVIOR OR QUALITY DID YOU DEVELOP IN YOUR ROLE AS LEADER?

*drug addiction, must check check double check, endless haggling, jealous, can't maintain eye contact, food poisoning*



### **C** WHO OR WHAT UNDERMINES YOU?

*rival gangs, “bloody scientists think they know everything”, opposition from within, bad hair day, badly written code, City Waterworks officials*

### **D** WHO, WHAT, OR WHERE IS OUTSIDE OF YOUR TURF?

*out of the hood, classified Helix Labs information, don’t mess with the government, people with no reputations to tarnish, the physical world, the Upside*

## **EXTRA TAGS**

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

## **IDENTITY**

Choose an Identity for this theme: an absolute statement that captures an attitude, motive or belief related to your Turf. For example:

- (Cross End mobster) “In Cross End, my word is the last word.”
- (Head of Helix Labs R&D facility) “We’re here to do science, *groundbreaking* science.”
- (Top fashionista) “Darling, if you’re not on the cover of Visage, you don’t exist.”

You can try exploring the following options:

- Convictions about your position as leader
- Your vision for your turf and its future
- Attitude or stance typical in your turf

Write your Identity on your theme card.

Acting in conflict with this statement means you are losing interest in ruling your turf or your rule is compromised. Let everyone at the table know what could constitute acting against this Identity.

## **TITLE**

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Cross End mobster) Cross End is Mine!
- (Head of Helix Labs R&D facility) R&D Lab 54D
- (Top fashionista) Trendsetter

## **CREW RELATIONSHIPS**

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them has the potential of destabilizing the status quo in your turf. Take a Hurt point on them.
- One of them has helped you deal with a threat to your throne, external or internal. Take a Help point on them.
- You once caught one of them operating in your turf. Tell them what you said. If they complied, take a Help point on them. If they ignored you, take a Hurt point on them.

## **TURF THEME IMPROVEMENTS**

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

### ☐ **Feel the Pulse**

At the beginning of every session, you gain three Clues representing your monitoring of your turf. You can spend these Clues at any time to ask about what goes down in your turf right now, who is there, and what they are doing.

### ☐ **The Turf Provides**

At the beginning of every session and whenever you choose to give attention to your turf on the **Montage (Downtime)** move, you get one temporary story tag of your choice representing a benefit derived from your turf. You cannot keep more than one such tag at a time.

### ☐ **King of My Castle**

Choose a Core Move that best represents your style of rulership over your turf. Whenever you make this Core Move in your turf, it’s *Dynamite!*

### ☐ **(No) Loyalty Knows No Limits**

When in your turf, you can choose to have an ally NPC or object from your turf take a status meant for you, if it’s reasonably possible. When you do, mark Crack on this theme.

### ☐ **You’re in My Turf Now**

When someone is in your turf, it constitutes as having a clear shot, so you can always **Hit With All You’ve Got** (you still need to **Go Toe to Toe** if you wish to achieve a goal against them).



TYPE

Turf

Cross End  
Is Mine!

ATTENTION

CRACK

IDENTITY

"In Cross End, my word is  
the last word."

POWER TAGS

BURN

A	Cross End	
D	Ratpack Gang	
J	Informants Everywhere	

WEAKNESS TAGS

INVOKE

A	Police Raids	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

CITY OF MIST







# NEW CHARACTER CREATION TOOLS



# CONCEPT: THREE MYTHIC FEATURES

Coming up with a cool City of Mist character can be a challenge. Once you get the hang of legendary and ordinary, Mythos and Logos, putting together a basic concept is simple – but making it *spectacular* isn't always easy.

For example, when creating a character based on the Mythos of *Puss in Boots*, a street-level con man comes to mind, for a Logos. That can be a great character to play, but it can become even better by using the **Three Mythic Features method**, which helps you create a character concept that has the signature City of Mist twist.

First, **study the Mythos you are using as a foundation and select three features you like about it.** You need to be familiar with the Mythos at least at a basic level to do so; even reading the Wikipedia article about it or conjuring a few details from your memory about this tale should be enough. Also, it's not important to pick out the most prominent features of the legend; pick out the ones you like most. Sometimes a secondary or obscure detail can be the basis for a great character.

When you choose your features, try to pick:

- at least one that describes miraculous powers or special abilities ascribed to the character (or item or place) you chose
- at least one that captures the character's attitude and motives or the symbolism of the story.

Once you have your three mythic features, use them to create your concept as follows:

- Use one mythic feature as a basis for your **Mythos** powers.
- Transform one mythic feature into a mundane, modern-day walk of life that has similar features, activities, or goals. This will become your character's **Logos**.
- Use the third as an embellishment or a **style** feature.

Don't be tempted to go for the obvious connections. Here are a few tips that could help you create a fresh take on your legend:

- **Cross Mythos and Logos:** Instead of matching the legends' miraculous abilities with her Mythos powers, and her legendary trade with a modern walk of life, try to cross her Mythos and Logos: pick a walk of life that is based on the legend's miraculous powers and Mythos powers that are based on a mundane detail in the legend.

- **Give it a twist:** With some of your features, avoid a literal interpretation of the feature, such as the Tin Man from the Wizard of Oz having a body made of tin. Try a **figurative interpretation** of the legend, such as a Tin Man who is emotionally impervious or literally devoid of a heart. Or try a **loose interpretation**, such as a Tin Man who magnetically manipulates metals to construct a tin armor around him. Don't overdo it: one big twist or a couple of minor twists are enough, because you still want to have a solid, recognizable connection to the Mythos.
- **Work the Mythos into the character's life, not just her powers:** Mythos is more than just a source of superpowers. It's a legend that infuses your character's life, sometimes becoming a condition the Rift has to live with. Think of characters like Post-Mortem, Lily Chow, Job, or Baby New (given as an example below): their entire life story is built around their Mythos, while their powers are just a side-effect. Try to expand your concept beyond what legendary abilities your character will get from her legend, to how this legend is affecting her life as a whole: the good, the bad, and the ugly.

## EXAMPLE: PUSS IN BOOTS

Let's break down the story of the Puss in Boots:

### Puss in Boots

- Talks his way out of anything, cunning, persuasive, inventive
- Promotes his penniless master to nobility (for his own benefit?)
- He's a talking cat, in boots. Gotta have the boots

With Puss in Boots, the first feature naturally translates into a con man Logos, which would be the obvious path to take. Instead, better to use the second feature for the character's Logos. Instead of a con artist, we'll have a social climber or PR specialist who gets ahead by picking out a good-looking posterboy (a potential Defining Relationship theme) and propelling him to greatness while collecting the bounty behind the scenes. Developing this concept, it sounds like the Puss in Boots Rift is in politics but isn't in a position to take the lead (perhaps due to a corrupt past, a Defining Event theme). We're looking at a **campaign manager**, and as an added twist on the gender of the original cat, we'll make her a woman.

Another obvious choice would be to use the first feature for Mythos powers, giving the Rift legendary cunning. While that would be useful and completely acceptable, let's try to develop the power set from the third feature, which is really two separate things: "Cat" and "Boots". So this Rift has catlike abilities: supernatural agility,



sharp instincts, and deadly-sharp claws (possibly a Mobility theme). While a pretty common powerset, it's not what you'd expect from a Puss in Boots Rift, which is exactly the point. Meanwhile, the boots can be the true source of social power, represented as a Relic that allows the Rift to command attention and make convincing suggestions (this is also true in the legend, where Puss always appears to the king in his beautiful boots).

The first feature ends up as an indicator of our Rift's style: her cunning, persuasiveness, and inventiveness are actually her mundane qualities (Personality theme), maybe even the qualities that got her chosen for the Rift of this Mythos. All in all, here is our new character concept.

**Alexa Price is the Rift of Puss in Boots.**

She is a top-of-the-line political campaign manager working for an up-and-coming mayoral candidate in the City, her own closet being too full of skeletons to run for mayor. Famous for her love for high boots, Alexa actually owns just one pair which can change appearance. These legendary boots allow her to command anyone's attention and easily gain audiences with the City's high and mighty. She was also gifted with feline instincts that have gotten her into where she doesn't belong and out of trouble more than once in the past.

**Suggested themes:**

- Relic — I'd Kill For Those Boots
- Mobility — Purrrfect Instincts
- Personality — Natural-Born Social Climber
- Defining Event — Skeletons in the Closet -or- Defining Relationship: The City's Favorite Posterboy

## EXAMPLE: BABY NEW YEAR

Baby New Year is a symbol of the year: he is born on New Year's Day, ages throughout the year, and dies or retires on the next New Year's Eve. He has features resembling the events of that year and a close connection with the figure of Father Time (aka Chronos or the Grim Reaper), the personification of time. Baby New Year's three mythic features would therefore be:

Baby New Year

- A Baby
- Ages throughout the year, connected to the year
- Connected with time, or Father Time

First, we choose one mythic feature as the basis for Baby New Year's Mythos powers. Again, the obvious choice

here would be choosing the third feature and giving him time manipulation powers; instead, we'll focus on the Baby's strange biological clock and connection to the year. This person will age rapidly throughout this year, going from infancy to old age every year and then flashing back to infancy at midnight on New Year's Eve. To make him playable, we'll say he retains his memories and adult personality from year to year, but his body goes through an entire life cycle each year. A rough calculation shows he ages 7-8 years each month, meaning that he's a child until March and an elderly man after October. Perhaps, if he concentrates, he can age himself or make himself younger momentarily. By highlighting the feature that is truly unique about this Mythos, and creating a condition rather than just a powerset, we make the most out of this concept.

Another possible feature of his Mythos powers is his connection with the events of the year — perhaps he is drawn to major historical events and trends in the City or can sense them, giving him limited precognition (Divination theme). Maybe he personifies the "signs of the times", all that is popular and important in this year (Adaptation theme).

For his logos, we'll take the time feature and twist it. This character still needs a heavy dose of noir or crime drama tropes to place him firmly in the City, so we need a profession or walk of life connected closely with time and crime: **a getaway driver** (Routine or Training theme).

Finally, being a baby will serve as a stylistic embellishment — regardless of how old his body is, our getaway driver is an entitled playboy (Personality theme), though for good measure we'll place him in his late twenties. Father Time as a father figure (Defining Relationship theme) could be nice but also a little trite, and finally a nice getaway car would be handy (Possessions theme). Here is the final draft:

Ben Newman is the Rift of Baby New Year. Ben is a dashing, highly sought after getaway driver, known for his uncanny, almost precognitive instincts and strange resourcefulness. However, Ben has a problem — he is miraculously reborn every New Year's Eve and ages rapidly through the year, making his age often inappropriate for his job. To stay in the driving business, he pretends to be his own brother, cousin, grandad, or son.

**Suggested themes:**

- Divination — I Am The Year
- Adaptation — Sign of the Times
- Training — Burning Rubber
- Possessions — Wheels of Fortune







# RAPID CHARACTER CREATION

While sometimes inspiration for a theme descends upon you effortlessly, at other times it can be useful and quicker to have a limited selection of options to choose from.

The following is a new way to speed up character creation, using Theme Kits (see page 8). Following these steps you will first choose your four themes, then pick all of your power and weakness tags.

## STEP 1: CHOOSE A LEGENDARY ARCHETYPE

Pick one, two, or three Mythos theme kits from the **Legendary Archetypes** table on the next page, depending on the awareness level you wish your character to have: a Touched PC gains the first one, a Borderliner also gains the second, and a Legendary gains all three.

## STEP 2: CHOOSE A NOIR TROPE

Pick your remaining themes, for a total of four, in the following order:

Choose **an occupation**

- Attorney At Law (Training)
- Beat Officer (Routine)
- Bounty Hunter (Mission)
- Blue-Collar Worker (Routine)
- Cat Burglar (Training)
- Crime Lord (Routine)
- Detective (Routine)
- Doctor (Training)
- Getaway Driver (Training)
- Hobo (Routine)
- Homemaker (Routine)
- Journalist (Routine)
- Mercenary (Routine)
- Politician (Routine)
- Retired Citizen (Routine)
- School Pupil (Routine)
- Socialite (Mission)
- Stage Performer (Training)
- Vigilante (Mission)

Borderliners and Touched, choose a second Logos Theme, a **personal feature**

- 15 Minutes of Fame (Defining Event)
- Alcoholic (Struggle)
- Charmer (Personality)
- Debt (Struggle)
- Hard-Boiled (Personality)
- I Killed Someone (Defining Event)
- Loss of Loved One (Defining Event)
- Martial Artist (Training)
- Single Parent (Struggle)

Touched, choose a third Logos Theme, **an accessory or companion NPC**

- Arsenal (Possessions)
- Filthy Rich (Possessions)
- Gang Turf (Turf)
- Home Neighborhood (Turf)
- Loved One (Defining Relationship)
- Partner (Defining Relationship)

## STEP 3: CHOOSE TAGS AND MOTIVATIONS

In each of your theme kits:

- Gain the first power tag (listed in **bold typeface**).
- Choose two more power tags and one weakness tag.
- Gain the Mystery or Identity.

In one theme kit of your choice, you may now choose an additional power tag together with an additional weakness tag.

## OPTIONAL STEP 4: CUSTOMIZE YOUR CHARACTER

The legendary archetype and noir trope theme kits allow you to create a character in minutes, but they are naturally more generic than themes created with theme-books and tailored to your concept. Go over your power tags, weakness tags, Mysteries, and Identities and tweak them to better match your character concept.





## LEGENDARY ARCHETYPES

LEGENDARY ARCHETYPE	EXAMPLES	TOUCHED	BORDERLINER	LEGENDARY
Assassin	Cain, Hashishiyyin, Feng Meng	Stealth	Fighting Prowess	Swiftness
Beastial	Big Bad Wolf, Minotaur, Shere Khan	Animal Shapeshifting	Rage	Heightened Senses
Blacksmith God/dess	Vulcan, Ogun, Tvastar	Tinkerer	Magic Sword	Rage
Commoner Thief	Goldilocks, Jack and the Beanstalk, Aladdin	Swiftness	Lucky	Stealth
Creature of Darkness	Naga, Vampire, Wendigo	Life Drain	Fighting Prowess	Hypnotism
Demigod or Giant	Hercules, Gilgamesh, Paul Bunyan	Invulnerability	Fighting Prowess	Magic Sword
Elemental Creature	Golem of Prague, Poseidon, Pele	Control the Elements	Magical Transportation	Sorcery
Fertility God/dess	Ishtar, Persephone, Dagda	Healing	Elixir of Life	Captivating Beauty
Ghost	Hamlet's father, Banshee, Bloody Mary	Incorporeality	Magical Transportation	Speak to the Dead
Good Fairy/Spirit	Angel, Fairy Godmother/father, a White Witch	Magical Protection	Healing	Sorcery
Hunts/woodsperson	Robin Hood, Artemis, Finn MacCool	Heightened Senses	Fighting Prowess	Stealth
King/Queen	Guinevere, Cleopatra, Jade Emperor	Dominating Presence	Chosen One	Castle
Knight/Warrior	Jean D'Arc, David, Miyamoto Musashi	Fighting Prowess	Magic Sword	Steed
Knowledge God/dess	Anansi, Wenchang Wang, Odin	Knowledge Affinity	Sorcery	Library
Mischievous Fairy/Spirit	Gremlin, Rumpelstiltskin, Coyote	Trickery	Rage	Sorcery
Musician	Pied Piper of Hamelin, Orpheus, Han Xiangzi	Musical Instrument	Hypnotism	Captivating Beauty
Nature Spirit/God	Dryad, Aja, The Horned God	Animal Shapeshifting	Control of the Elements	Healing
Prince/Princess	Rapunzel, Paris (Troy), Lady Godiva	Captivating Beauty	Dominating Presence	Musical Instrument
Prophet or Seer	Laozi, Utnapishtim, Cassandra	Knowledge Affinity	Dominating Presence	Elixir of Life
Resourceful Folk Hero/ine	Hansel & Gretel, Vasilisa, Puss in Boots	Cleverness	Lucky	Dominating Presence
Sun God/dess	Apollo, Ra, Amaterasu	Control the Elements	Invulnerability	Steed
Swashbuckler	The Three Musketeers, Zorro, The Count of Monte Cristo	Swiftness	Fighting Prowess	Captivating Beauty
Trickster God/dess	Anansi, Loki, Eris	Trickery	Materialize Hopes & Fears	Scrying
Underworld God/dess	Anubis, Pluto, Xolotl	Speak to the Dead	Raise the Dead	Invulnerability
Wizard/Warlock/Witch	Baba Yaga, Merlin, The Evil Queen	Sorcery	Scrying	Trickery



# MYTHOS THEME KITS: LEGENDARY ARCHETYPES

## ANIMAL SHAPESHIFTING

Adaptation



**MYSTERY:** *Is my true nature animal or human?*

**POWER TAGS:** wear animal shapes, grow natural weapons, true animal form (choose one), stronger in the moonlight, shapeshift just one body part, thick animal hide, feral instincts, summon animal companions, stampede, grant animal form

**WEAKNESS TAGS:** must protect nature, difficult to mimic a specific animal, a detectable magical aura, animalistic habits

## CAPTIVATING BEAUTY

Subversion



**MYSTERY:** *Who would I be without my good looks?*

**POWER TAGS:** mesmerise others with my beauty, strike a pose, draw the interest of the high and mighty, they beg to serve me, fan the flames of attraction, read body language, a helpful animal companion, see through superficial beauty, start a war over me, magically fix their attention on me

**WEAKNESS TAGS:** the old and the wise, no real experience with love, possessive suitors, narcissist

## CASTLE

Enclave



**MYSTERY:** *How can I become a ruler worthy of this castle?*

**POWER TAGS:** a hidden stronghold, virtually impregnable, secret passage, the castle guards, built on a vortex of prosperity, a refuge for recovering knights, the castle servants, the old library, benevolent rulership, thirst for conquest

**WEAKNESS TAGS:** often coveted, forget modern way of life, enemy saboteurs, hard to access under siege

## CHOSEN ONE

Destiny



**MYSTERY:** *What must I do to fulfill my destiny?*

**POWER TAGS:** I am the chosen one, remember where I came from, courage, can't die before I fulfill my destiny, go with my gut feeling, recognize the words of the wise, proof of my identity (choose one), dub someone as my second, meet my destiny squarely, bend fate

**WEAKNESS TAGS:** susceptible to backstabbing, too sure of himself, can't live a normal life, questionable advisors

## CLEVERNESS

Subversion



**MYSTERY:** *Who is smart enough to pose a challenge for me?*

**POWER TAGS:** legendary smarts, keep them talking, strangely overlooked, sleight of hand, overconfident opponents, figure out an opponent's plan, rally others to your cause, not easily fooled, I just need a moment to think, hide in plain sight

**WEAKNESS TAGS:** I've tried this trick before, physically vulnerable, hated for my cunning, looks down on the simple-minded

## CONTROL OF THE ELEMENTS

Expression



**MYSTERY:** *How can I be more like [element]?*

**POWER TAGS:** cast [element] at my foes, mold [element], destructive force, stronger where [element] abounds, controls objects and beings made of [element], use [element] to obscure vision, form a barrier of [element], conjure [element] warriors, primordial rage, immunity to [element]

**WEAKNESS TAGS:** [opposite element], specialized protection from [element], natural disaster, traces of [element] on my body



## DOMINATING PRESENCE

Expression



**MYSTERY:** When I have their attention, where should I lead them?

**POWER TAGS:** attention-commanding speaker, command silence, words ring true and wise, the greater the audience the better, Sleepers are easily convinced, talk my way out of trouble, uncannily suggestive voice, completely overturn the situation, proud and regal, resist the words of the silver-tongued

**WEAKNESS TAGS:** humiliation, the rebel types, cause mass hysteria, always in the limelight

## FIGHTING PROWESS

Expression



**MYSTERY:** What could justify my violence?

**POWER TAGS:** a superior combatant, defensive stance, relentless, dangerous when armed, challenge the strongest, all-out attack, hit multiple opponents, disarming maneuver, fearsome, parry

**WEAKNESS TAGS:** not the time to fight, will not attack the helpless, mindless rampage, blood everywhere

## ELIXIR OF LIFE

Relic



**MYSTERY:** What purpose is there to life if you cannot die?

**POWER TAGS:** grant temporary immortality, fill with divine vitality, the source of all life, appealing to the eye, cure disease, assess a person's health, rejuvenate the old, secret science of the body's life force, radiate life force, revive the dead

**WEAKNESS TAGS:** everybody wants it, contaminated by dark magic, slow to produce, distant and aloof

## HEALING

Expression



**MYSTERY:** Is everyone worthy of healing?

**POWER TAGS:** heal the wounded, reopen wounds, increase vitality, stronger when close to benign magic, heal those wounded in battle, neutralize poison, bear my own wounds silently, accelerate natural healing, endless compassion, magically deflect harm

**WEAKNESS TAGS:** patient won't hold still, may not heal the unworthy, too many to heal, exhausting

## HEIGHTENED SENSES

Divination



**MYSTERY:** What realm exists beyond the normal senses?

**POWER TAGS:** supernaturally acute senses, telescopic vision, track my quarry, catch the scent, instincts over pretence, adrenaline rush, infrared vision, echolocation, uncanny accuracy, almost precognitive

**WEAKNESS TAGS:** sensory overload, wind and rain, too much time has passed, high traffic

## HYPNOTISM

Expression



**MYSTERY:** Who's mind will be next?

**POWER TAGS:** hypnotize, free from hypnosis, impossible to physically block, look into my eyes, overwhelm the weak-minded, plant hidden trigger, read thoughts, turn them against their own, I'm in control here, resist mind-control

**WEAKNESS TAGS:** psychic noise, those I have controlled before, telepathic scream, brain damage

## INCORPOREALITY

Bastion



**MYSTERY:** Is this body a gift or a cage?

**POWER TAGS:** turn incorporeal, turn someone else incorporeal, instant disembodiment, avoid blasts and projectiles, trick them into hitting someone else, no bodily needs, astral awareness, denizens of the afterlife, turn invisible, walk through walls

**WEAKNESS TAGS:** ghostly pale, items might not dematerialize, banishing magic, can't voice my distress



## INVULNERABILITY

Bastion



**MYSTERY:** *Is there nothing I cannot withstand?*

**POWER TAGS:** *near-indestructible body, provide cover, can't tell by looking at me, stronger against mortal weapons, fists of steel, absorb kinetic force, superhuman strength, protector of mankind, unshakable stance, flex muscles*

**WEAKNESS TAGS:** *swagger of invincibility, can't receive medical help, susceptible to [choose something], sure I'll live forever*

## KNOWLEDGE AFFINITY

Divination



**MYSTERY:** *Where lies the deepest truth?*

**POWER TAGS:** *a wellspring of wisdom, access all written information, foretell the future, [item] of knowledge, infallible truth seeker, I already know your next move, see into someone's soul, psychometry, stupify, cosmic awareness*

**WEAKNESS TAGS:** *scatterbrained, ignorance is bliss, base urges can be unpredictable, distractions and interruptions*

## LIBRARY

Enclave



**MYSTERY:** *How can I grow my collection?*

**POWER TAGS:** *an ancient library, vast body of knowledge, enter through any book, inaccessible to all but me, records of all myths and legends, study space, the custodian, devise ways to defeat Rifts, knowledge is power, borrow a book*

**WEAKNESS TAGS:** *libraries tend to burn, lose track of time, knowledge thieves, no books – can't access*

## STEAL LIFE FORCE

Expression



**MYSTERY:** *What would this taste like?*

**POWER TAGS:** *drain life force, feed off life force, penetrate armor and hide, stronger at night, steal from the weak and vulnerable, drain physical strength, life force transfusion, powerful grapple, you are mine, resist life force drain*

**WEAKNESS TAGS:** *weaker in bright light, difficult to penetrate benevolent aegis, take more than I should, malignant aura*

## LUCKY

Destiny



**MYSTERY:** *Can my luck run out?*

**POWER TAGS:** *a serendipitous turn of events, carefree, infectious positivity, always land on my feet, a knack for gambling, my fairy godmother/father, a magic [item], share my luck with others, leap headlong into trouble, fools' fighting style*

**WEAKNESS TAGS:** *overstretch my luck, foolhardy, spark envy, seekers of fortune*

## MAGICAL PROTECTION

Bastion



**MYSTERY:** *Who is in need of protection?*

**POWER TAGS:** *ward off harmful magic, "stay close to me!", incorruptibly good, dispel sorcery, banish magical creatures and practitioners, shield from injury, blessing of success, guardian of the innocent, magically push back an assailant, magician's duel*

**WEAKNESS TAGS:** *recognizable magical runes, strong magical signature, vulnerable to mundane weapons, overly cautious*

## MAGICAL TRANSPORTATION

Mobility



**MYSTERY:** *How far can I travel?*

**POWER TAGS:** *transport myself through [substance], cover a great distance, turn myself into [substance], walk on [substance], instant spatial reorientation, avoid approaching impact, transport behind them, transport others, encase in [substance], interdimensional travel*

**WEAKNESS TAGS:** *magical wards, distorted rematerialization, little nearby [substance], leaves traces of [substance]*



## MAGIC SWORD

Relic



**MYSTERY:** For what purpose was this sword forged?

**POWER TAGS:** a legendary blade, parry, the power to change the world, beautiful to behold, imbued with ancient magic, visions of the goal of my quest, vanquish gods and monsters, exceptional swordsmanship, whirlwind attack, move on its own

**WEAKNESS TAGS:** cumbersome, insidious subterfuge, weapons from the same forge, battle weary

## MATERIALIZE HOPES & FEARS

Conjuration



**MYSTERY:** Why do we cling to the future?

**POWER TAGS:** make hopes and fears come true, fantasies of power and love, manifest phobias, conjurations that can hurt, mimic their real knowledge, threaten to snuff out the dream, exploit victims with impaired thinking, tempted to believe it's real, forge proof, banish with a snap of my fingers

**WEAKNESS TAGS:** true humility, unexpected hopes & fears, mentally disciplined victims, must stick to the script in their mind

## MUSICAL INSTRUMENT

Relic



**MYSTERY:** Where can I find inspiration for my most epic piece?

**POWER TAGS:** play marvelous music, charm my audience, expression of art, the finest craftsmanship, hidden weapon, epic songs of beasts and heroes, I love a big audience, a sleeping song, shattering note, plant ideas through my music

**WEAKNESS TAGS:** needs constant tuning, an inattentive audience, fragile, attention seeker

## RAGE

Expression



**MYSTERY:** Why so furious?

**POWER TAGS:** tear them to pieces, ignore my own wounds, berserker strength, attack whoever made me angry, minions fall before me, unblockable smite, combat reflexes, terrifying roar, unbridled ferocity, withstand physical punishment

**WEAKNESS TAGS:** holding back, contempt for weaklings, uncontrolled destruction, a wake of bodies

## RAISE THE DEAD

Conjuration



**MYSTERY:** If death is not the end, what is?

**POWER TAGS:** animate dead bodies, my zombie guards, raise ghosts and wraiths, blood-freezing touch, skills from their past lives, form a protective circle, come out after dark, conjure a bank of fog, conjure a bone dagger, dominion over the dead

**WEAKNESS TAGS:** hallowed grounds, must feed on the living, averse to sunlight, mindless servants

## SCRYING

Divination



**MYSTERY:** What is beyond my vision?

**POWER TAGS:** clairvoyance, see faraway events, events happening right now, [item] of scrying, hard to notice, predict harm to my person, see beyond sight, gather incriminating evidence, steal a small item through scrying, peer through the Mist

**WEAKNESS TAGS:** temporary blindness, obscured by bad weather, limited to the mortal realms, requires a reflective object

## SORCERY

Adaptation



**MYSTERY:** How can I grow my magical powers?

**POWER TAGS:** cast a magic spell, spells of [type of magic], magical bolt, aid of a magical instrument, vanishing spell, dispel magic, evoke wonderment, summon magical beings, spell sniping, a spell of enfeeblement

**WEAKNESS TAGS:** requires ingredients and incantations, difficulty with [type of magic], dwindled ambient magic, solves everything with magic



## SPEAK TO THE DEAD

Divination



**MYSTERY:** What unresolved death happened here?

**POWER TAGS:** converse with the deceased, see them as they died, they tell me how they feel, an item from their past, act as a medium, shock with truths known only to the dead, hear the footsteps of death, the dead watch my back, let others see what I see, find a reincarnated soul

**WEAKNESS TAGS:** always sad, disrupted by an abundance of life, dead too long, too loud – can't hear the whispers

## STEALTH

Subversion



**MYSTERY:** What can I find where I'm forbidden to go?

**POWER TAGS:** preternatural stealth, magically cause a distraction, become light as air, pounce from above, unsuspecting victims, eavesdrop, the shadows conspire to hide me, knows the ways of thieves, take advantage of cover, masterful disguise

**WEAKNESS TAGS:** nowhere to hide, caught red-handed, restricted movement, hates being in the center

## STEED

Familiar



**MYSTERY:** Where lies our next great battle?

**POWER TAGS:** powerful riding beast, hooved kick, loyal steed, ride like the wind, remarkably intelligent, sniff out my enemies, I can hear its neigh anywhere, enough room to charge, telepathic bond, travel beyond the mundane world

**WEAKNESS TAGS:** too big for tight spaces, underfoot danger, easy target, we're both vainglorious

## SWIFTNESS

Mobility



**MYSTERY:** Can they catch me?

**POWER TAGS:** as quick as lightning, record-breaking dash, wiggle out of bonds, leap over obstacles, acrobatics, evade pursuers, dodge, drag them behind me, entangle pursuers, pickpocketing

**WEAKNESS TAGS:** caged, dangerous fall, nowhere to run, sweaty stains

## TINKERER

Adaptation



**MYSTERY:** What will be my masterpiece?

**POWER TAGS:** "I have just the thing for this!", a useful tool, weaponsmith, better in an adequate workspace, explosive gizmo, use item as a shield, creative ingenuity, expert metallurgist, find a machine's weak point, arm my comrades

**WEAKNESS TAGS:** need my bag of materials, clunky and loud, too little time, recluse

## TRICKERY

Subversion



**MYSTERY:** What prank can I pull off here?

**POWER TAGS:** lifelike illusions, loved ones and enemies, affects all senses, steal, lie and cheat, fool the gullible, spy on someone in disguise, team up with villains, see through illusion, exploit chaos and confusion, turn invisible

**WEAKNESS TAGS:** those who know my true nature, physical confrontation, the agents of order, pathological liar



# LOGOS THEME KITS: NOIR TROPES

## 15 MINUTES OF FAME

Defining Event



**IDENTITY:** *I'd do anything for another chance at fame.*

**POWER TAGS:** *craving for attention, rub elbows with celebrities, a memento: [item], minor pundit in my field, media connections, look good for the cameras, dark secrets of the showbiz, seize a golden opportunity, I try to stay in shape, people still recognize me*

**WEAKNESS TAGS:** *bitter, perceived as a pathetic has-been, those embarrassing photos, no sense of self-worth*

## ALCOHOLIC

Struggle



**IDENTITY:** *I just need a drop.*

**POWER TAGS:** *drink them under the table, resist temptation for a while, barroom carousing, gym rat, support from my AA group, sixth, bottle of [alcohol], sense others' secret pain, throw a drunken tantrum, hard-working*

**WEAKNESS TAGS:** *often intoxicated, drown in self-loathing, reeking of alcohol, judgmentalism*

## ARSENAL

Possessions



**IDENTITY:** *I'm prepared for any degree of escalation.*

**POWER TAGS:** *an arsenal of firearms, military-grade, body armor, thermal scope, aggressive sprayfire, concealed holster, locked up in a safe, weapon maintenance and repair, armor-piercing rounds, cold weapons cabinet*

**WEAKNESS TAGS:** *limited ammo, shoot first ask later, weapon jam, "Do you have a license for that?"*

## ATTORNEY AT LAW

Training



**IDENTITY:** *We will settle this in the court of law.*

**POWER TAGS:** *a damn good lawyer, courtroom theatrics, legal research, "Objection!", diligent investigator, my law professor, a well-tailored suit, sway an undecided jury/judge, I'm on the right side of the law, contract drafting*

**WEAKNESS TAGS:** *bribed or biased judge, overworked, vindictive past clients, "Overruled"*

## BEAT OFFICER

Routine



**IDENTITY:** *I am an officer of the law.*

**POWER TAGS:** *patrolling the streets, police badge, standard-issue pistol, call for backup, watch my back, canvassing, talk to the usual suspects, a good shot, you're in my beat, I'm just doing my job*

**WEAKNESS TAGS:** *haunted by the violence, out of my jurisdiction, the captain, out of my league*

## BLUE-COLLAR WORKER

Routine



**IDENTITY:** *I need this job to survive.*

**POWER TAGS:** *skilled [choose labor], "I'm the repair guy!", my toolbox, the fellowship of laborers, safety protocols, assess the damage, quick fix, good stamina, find my way in a building, weekly wage*

**WEAKNESS TAGS:** *old workplace injury, replaceable, equipment malfunction, broke*



## BOUNTY HUNTER

Mission



**IDENTITY:** Don't let a simple job get complicated.

**POWER TAGS:** track down fugitives, good in a scuffle, informants on the streets, predict escape attempts, fast runner, emotionally impervious, get scum off the streets, work with law enforcement, taser, inconspicuous van

**WEAKNESS TAGS:** they always run, fugitives with allies, a big softy, it's a big city

## CAT BURGLAR

Training



**IDENTITY:** Steal from the rich and give to the poor – me!

**POWER TAGS:** breaking and entering, circumvent security measures, safe cracking, acrobatics, stealthy, my partner in crime, lockpick set, steal from the rich, masking ambient noise, plant explosives

**WEAKNESS TAGS:** purely unfrontational, greedy, wanted for questioning, noisy underfoot surface

## CHARMER

Personality



**IDENTITY:** Tell them what they want to hear.

**POWER TAGS:** a people's person, handsome/beautiful, build up rapport, seductive, read facial expressions, overlook nasty comments, friendly and relatable, offer them a smoke, get them to like me, conflict mediation

**WEAKNESS TAGS:** self-centered, quiet and untalkative types, too informal and familiar, show my true colors

## CRIME LORD

Routine



**IDENTITY:** Nothing will stand in the path of my organization.

**POWER TAGS:** run a criminal operation, feared by most, Magnum revolver, my hired thugs, always suspect betrayal, physical violence, money laundering, ruthless, crime den, a desire for power

**WEAKNESS TAGS:** endless worries, tainted record, rival crime lords, emotionally unstable

## DEBT

Struggle



**IDENTITY:** I gotta pay back every cent.

**POWER TAGS:** talk my way out of trouble, perseverance, keep my dignity, walk the City streets at night, call in a favor, barter and haggle, hoodie and shades, can't con me again, "Give me a friggin break!", find a promising gig

**WEAKNESS TAGS:** unscrupulous collectors, bouts of despair, destitute, unexpected expenses

## DETECTIVE

Routine



**IDENTITY:** If I don't solve this case, no one will.

**POWER TAGS:** investigate a crime, search warrant, gun for self defense, question witnesses, think like the perpetrator, search police database, go undercover, attention to detail, study a crime scene, commitment to my clients

**WEAKNESS TAGS:** cynical, legal restrictions, mounting paperwork, trainwreck

## DOCTOR

Training



**IDENTITY:** I must provide medical attention to those who need it.

**POWER TAGS:** medical doctor, expert of [choose medical field], diagnose health condition, bedside manners, keep cool in an emergency, help of a trained nurse, access to drugs, treat injuries, field surgery, pharmaceutical engineering

**WEAKNESS TAGS:** patient rapidly deteriorating, takes failure to heart, malpractice lawsuit, unclean sanitary conditions



## FILTHY RICH

Possessions



**IDENTITY:** Money – the more I have, the more I want.

**POWER TAGS:** swimming in money, real-estate assets, fancy car collection, art collector, make a smart investment, offshore accounts, private vault, aggressive negotiations, money makes the world go round, stock broker

**WEAKNESS TAGS:** things money can't buy, big spender, illiquid assets, the bank manager

## GANG TURF

Turf



**IDENTITY:** Nobody calls the shots here but us.

**POWER TAGS:** my gang's turf, violence rules the streets, local criminals, residents fear us, trafficking, recruit young initiates, king of the streetcorner, submachine gun, makeshift barricades, network of lookouts

**WEAKNESS TAGS:** poverty stricken, craves to be respected, internal gang friction, deep in enemy gang's turf

## GETAWAY DRIVER

Training



**IDENTITY:** I don't let trouble catch up with me.

**POWER TAGS:** getaway driving, lose a tail, car mechanic, multitask while driving, street smarts, inspired by famous drivers, hotwire a car, eat my dust, cops, lose them in the alleyways, drag racing

**WEAKNESS TAGS:** heavy traffic, constant need for thrills, extensive rap sheet, tough left turn

## HARD-BOILED

Personality



**IDENTITY:** To survive this tough life, you gotta get just as tough.

**POWER TAGS:** tough as nails, a brooding grimace, talk brusquely, a real jerk, test someone's patience, been around the block, a pack of smokes, healthy suspicion, shield someone weaker with my body, get the job done despite myself

**WEAKNESS TAGS:** say something offensive, damn hippies, exudes negative vibes, violent outbursts

## HOBO

Routine



**IDENTITY:** The streets are all I've got.

**POWER TAGS:** I wander the City streets, usually ignored, shopping cart full of stuff, kind passersby, watch out for suspicious activity, urban scavenging, pretend to be crazy, free from social norms, find shelter, nothing to lose

**WEAKNESS TAGS:** hungry, rejected by society, they'll call the police, can't stand mainstream life

## HOME NEIGHBORHOOD

Turf



**IDENTITY:** I won't let any harm come to this place.

**POWER TAGS:** my home neighborhood, I'm your friendly neighborhood [choose role], I know everybody here, call locals to my help, local organized crime, love of the community, watch from the rooftops, fight back invaders, knows every street, gossip central

**WEAKNESS TAGS:** new [choose crime] every day, known troublemaker, used for political agenda, no formal authority

## HOMEMAKER

Routine



**IDENTITY:** This house would fall apart without me.

**POWER TAGS:** care for home and family, my house my rules, master of home appliances, manage hired help, spy on my neighbors, keeping up appearances, killer recipes, think on my feet, amateur [select hobby], protective animal instinct

**WEAKNESS TAGS:** frazzled and bedraggled, unglamorous, unruly children, I wanna go home!



## I KILLED SOMEONE

Defining Event



**IDENTITY:** No-one must ever know about this.

**POWER TAGS:** strong self-preservation instinct, last shreds of innocence, the [choose weapon] I used, violence gives me a sense of control, my victim's relatives, hide evidence, basic human anatomy, aggressive repression, self-defense lessons, silent intimidation

**WEAKNESS TAGS:** unbearable guilt, false Identity, detectives on the case, feeling dead inside

## JOURNALIST

Routine



**IDENTITY:** The public deserves to know the truth.

**POWER TAGS:** investigative reporter, press pass, professional camera, my research team, watch for a good story, interviewing, slip past security, bullheaded, familiar with crime scenes, indomitable nosiness

**WEAKNESS TAGS:** fragmented story, the truth doesn't always matter, media blackout, words won't help you here

## LOSS OF LOVED ONE

Defining Event



**IDENTITY:** I will never forget you.

**POWER TAGS:** rage at the world, what would they do?, their autopsy report, executor of their estate, my support group, overcome despair, grief counselling, cautious and alert, maintain excellent health, evoke pity

**WEAKNESS TAGS:** heartbroken, unresolved legal issues, haunted by their memory, afraid to form new bonds

## LOVED ONE

Defining Relationship



**IDENTITY:** I'll do anything to keep them safe.

**POWER TAGS:** a love beyond measure, they work as [choose occupation], heart-to-heart conversation, they make me a better person, stronger in their presence, a token of our love, enduring patience, consult them with a problem, "Get behind me!", our secret place

**WEAKNESS TAGS:** hurt them to get to me, overemotional, they have their own life, relationship problems

## MARTIAL ARTIST

Training



**IDENTITY:** To honor my training, I must face my enemy in combat.

**POWER TAGS:** master of [choose martial art], throw a mean punch, rigorous physical training, 360 degrees kick, discipline, call on my sensei, nunchaku, subdue an unarmed target, close-quarters combat, regenerative meditation

**WEAKNESS TAGS:** vulnerable to firearms, don't know when to quit, martial arts rival, 360 kick is exhausting

## MERCENARY

Routine



**IDENTITY:** Get in, do the job, get out. That's it.

**POWER TAGS:** a soldier of fortune, well-paid, weapons expert, my squad of mercenaries, tactical training, shower them with bullets, flank the target, heartless, urban warfare, survival instinct

**WEAKNESS TAGS:** hollow existence, expendable, illegal black-ops job, military Charlie Foxtrot

## POLITICIAN

Routine



**IDENTITY:** Politics are the only way to change things in this town.

**POWER TAGS:** build up political power, let's keep this civil, outfit and makeup, media's favorite, backchannel deals, give a compelling speech, signature hand gesture, shameless liar, press conference, power hungry

**WEAKNESS TAGS:** your lies catch up with you, we're done talking, a much bigger player, nothing behind the public image



## PROFESSIONAL PARTNER

Defining Relationship



**IDENTITY:** *I couldn't do it without my partner.*

**POWER TAGS:** *watches my back, let's do it together, communicate without words, on the ball, get the experts down here, throw me a tool, nerves of steel, I can do this all day, cover for me at work, drinking buddies*

**WEAKNESS TAGS:** *implicate each other, loyal to a fault, professional boundaries, threat of losing their job*

## RETIRED CITIZEN

Routine



**IDENTITY:** *I just want to read the newspaper in peace.*

**POWER TAGS:** *lots of free time, "You wouldn't hurt an old man/lady...", stashed firearm, "Such a nice young person!", obscure trivia, my birdwatching binoculars, feign death, grab the bull by its horns, "Get off my lawn!", watch over the next generations*

**WEAKNESS TAGS:** *old creaky bones, "Just a crazy old geezer...", doctor's order, "I'm too old for this!"*

## SCHOOL PUPIL

Routine



**IDENTITY:** *If I get caught missing school again, I'm toast!*

**POWER TAGS:** *sneak in and sneak out, feign innocence, fully-loaded backpack, my best friend, I learned about this at school, slingshot marksmanship, slip through tight spaces, shameless audacity, school hall gossip, the school bus*

**WEAKNESS TAGS:** *tons of homework, just a kid, parental intervention, I miss school*

## SINGLE PARENT

Struggle



**IDENTITY:** *My kids come first, no matter my personal sacrifice.*

**POWER TAGS:** *I'd do anything for my kid(s), unexpected fortitude, multitasking galore, tune out the noise, playground parents group, parental intuition, first aid kit, "If I don't do this, no one will.", furious screaming, foster and encourage others*

**WEAKNESS TAGS:** *overwhelmed with responsibilities, no time for myself, conflicting schedules, kid(s) acting up*

## SOCIAL CLIMBER

Mission



**IDENTITY:** *In this town, you're only as good as who you know.*

**POWER TAGS:** *connections in high places, hold someone's interest, use others to promote myself, profile a useful connection, outshine my rivals, image-conscious, power-hungry, Citywide recognition, status symbol: [choose item], engineer a social event*

**WEAKNESS TAGS:** *fake friends, the new face in town, no time to help another, inauthentic*

## STAGE PERFORMER

Training



**IDENTITY:** *There's no love like the crowd's love.*

**POWER TAGS:** *give a brilliant performance, [choose main performance art], [choose secondary performance art], the "crowd pleaser" piece, glamorous, "talk to my manager", a performance instrument [choose which], captivated audience, all eyes on me, influence my audience*

**WEAKNESS TAGS:** *the smaller the audience – the smaller the hype, sore throat, paparazzi, already did the "crowd pleaser"*

## VIGILANTE

Mission



**IDENTITY:** *The law can't protect this City from crooks, so I must.*

**POWER TAGS:** *true grit, hand-to-hand combat, my sidekick, familiar with criminal operations, surprise attack, top physical condition, passionate about ending crime, reliable alibi, custom weapon [choose which], penetrate criminal compound*

**WEAKNESS TAGS:** *losing faith in people, often outgunned, code against killing, dirty cops*





# NEW CHARACTER DEVELOPMENT OPTIONS



# VETERAN IMPROVEMENTS

The longer your Rift character maintains her split life and the more she endures the ups and downs of her inner conflict, the more she learns about herself and about the Rift underworld in the City. Veteran Rifts have seen it all: they have betrayed their Mythos to their human desires and ideals; they have abandoned loved ones to follow a wispy feeling of mystery; they have cheated and have been deceived; and they have **Stopped. Holding. Back** and seen the world of truth beyond the veil, even if just for a moment.

Whichever degree of awareness your Rifts exist in at this point in their lives – Touched, Borderliner, Legendary, or even Avatar – their hard-earned experience sets them apart from newly-awakened Rifts. Veteran Rifts learn to ride the waves of their strange, two-pronged fate and gain an edge that's tough to beat.

Veteran improvements are special improvements that are accessible only to characters who have been through the push and pull of Mythos and Logos enough to gain a Moment of Evolution. Add the following three lines to your character's list of Moments of Evolution option:

- ☐ Gain a veteran improvement
- ☐ Gain a veteran improvement
- ☐ Gain a veteran improvement

You may choose to gain a veteran improvement when you next experience a Moment of Evolution.

If you ever become a Sleeper again, you retain all of your veteran improvements and may choose whether to benefit from them or not. Choosing to benefit from a veteran improvement constitutes **Acknowledging the Legendary**, which will lead to your reawakening.

## AWARENESS & MIST

### ☐ Deep Mist Diver

You can remain awake even where the Mist is especially thick. You treat all ambient Mist (*thick-Mist*) statuses affecting you as if they were two tiers lower, completely ignoring *thick-Mist-1* and *thick-Mist-2* statuses.

### ☐ In Touch

Your Mythos continues to inform your actions, even when your life drifts away from it. You always **Look Beyond The Mist** as if you had a Mythos rating of 3, regardless of how many Mythos themes you currently have.

### ☐ See Through the Mask

Whenever you meet a Rift for the first time, you immediately gain 1 Clue about their Mythos. When you meet a Rift you've met before, you can recognize her by her Mythos.

### ☐ Shrouding Resistance

Maybe your memory was wiped one too many times or maybe you're just wide awake. Either way, the Mist doesn't have the same mental effect on you. You can always **Face Danger** against Mist-powered distraction and memory wipe statuses and you can use your **Montage (Downtime)** to recover from such statuses. In addition, you can **Investigate** against Mist-powered masking, even if you don't have means of seeing through it.

### ☐ Steadfast Mythos

You have learned to resist Mist-related effects that try to snuff out your Mythos powers. You can always **Face Danger** against such statuses. In addition, reduce the tier of Mist-related depowering statuses by 2 and Mist-related tag burning effects burn two tags less when used against you.

## BADASSERY

### ☐ Ace Up The Sleeve

Once per session, when you make a move that's *Dynamite!*, you can trade a 7-9 or 10+ result for a 12+ result. Your Power remains the same.

### ☐ Could Have Been Much Worse

Once per session, you can trade a miss for a 7-9.

### ☐ Daredevil

You can postpone your doom and maybe even avoid it altogether. When you **Take the Risk**, on a 7-9, you may choose to postpone the bargain with the MC and treat the result instead as a 10+. Next time you **Take a Risk**, on a 7-9, choose to treat it as a miss or to postpone it again; on a 10+ your previous debt is forgiven. If you postpone your doom a second time, the next time you **Take the Risk** only a 12+ *Dynamite!* can forgive your debt; any other result counts as a miss. Once you suffer a miss, all debts are forgiven.

### ☐ Get the Drop

Once per session, when the MC makes a move or an intrusion, you can make a single (additional) move before the MC's move takes effect. Your move is considered to



precede the MC's move and can affect or even nullify it (e.g., by reducing its tier, granting you a status, or simply changing the circumstances).

#### □ Think Fast

When you roll your third miss in a session, you gain 3 Juice. You may use this batch of Juice before the MC makes a hard move for the miss. You may choose from the 10+ options in **Change the Game**.

#### □ Milking It

You may burn an extra theme power tag for a hit; burn two additional tags from that theme.

#### □ Quick Learner

You get the hang of things in no time. Once per scene, you may gain a temporary story tag to reflect a task you've learned, a trick you've picked up, or a maneuver you copied during the current session. You may gain a tag you've gained before through this improvement.

#### □ Scars of Past Mistakes

Once per session, when you make a Core Move, you may reroll the dice and then choose to use the better outcome.

## CHARACTER GROWTH

#### □ Slow & Steady

Increase the Attention track on any or all of your themes from 3 to 5. Whenever you mark the 5th Attention on a theme, you gain two improvements and reset your Attention track.

#### □ Level Up Your Game

Gain 7 improvements across all your themes.

#### □ The Harder You Fall

When one of your weakness tags is invoked (regardless of who invoked it), you may choose to lose 2 Power instead of one and gain 2 Attention.

## CINEMATIC MOVES

#### □ It Was a Rainy Night

You may **Flashback** once per scene instead of once per session.

#### □ Make Time

Once per session, when you have a **Montage (Down-time)**, you may pick two benefits instead of one.

#### □ Monologue Monster

When you finish a **voiceover monologue**, choose one detail that becomes true or relevant. If applicable, you gain an ongoing story tag to support it. If you didn't do a **voiceover monologue** this session, you may do so once during this session at the beginning of a scene.

## CONFLICT

#### □ Cherry-Picker

Once per scene, when you **Hit With All You've Got**, add the following move option: *Hit multiple targets with the same status*. If chosen, you give the same status to a number of targets equal to your Power. If you also choose to *Hit them hard*, the status tier is increased for all targets.

#### □ Crowd Control

When you **Hit With All You've Got** against a collective and choose to hit many of them, increase your status tier by 2 instead of 1.

#### □ Dogged Son-of-a-Gun

When you **Go Toe to Toe**, on a hit, if you don't choose to *Achieve your goal*, you may still name it: your competition also cannot achieve that goal until the MC makes a hard move.

#### □ Heartpiercer

Once per session, when you **Hit With All You've Got**, add the following move option: *Pierce the target's defenses*. If chosen, and the target is a Danger, the MC will reduce its defenses by your Power; if it's a PC, burn a number of their defensive tags equal to your Power. Then give them the status as described in **Hit With All You've Got**.

#### □ Iconoclast

You kill gods better than most, and no Rift is truly invulnerable to your attacks. If a Rift's supernatural Danger move, Danger immunity, or a successful **Face Danger** move would reduce a status you give to zero or make it irrelevant, you still give them a tier-1 status. In addition, once per scene, you can prevent an Avatar PC from recovering a burnt tag.

#### □ Shieldmaiden

Once per scene, you can take the spotlight and cancel a status received by a PC as the 7-9 outcome of a move -OR- take a status another character receives instead of them. You can also trigger this effect by spending a Help point you have on the target.

#### □ Sneak Attack

Once per scene, when you **Sneak Around** to hide from your target, you can convert a 10+ or 12+ result for the same result with the **Hit With All You've Got** move against that target. You must have some means of giving your target a status (even your bare hands). Your Power remains the same as it was for **Sneak Around**.



## CREW

### □ Big Kahuna

When you make a move targeting your crew, for better or worse, you automatically affect the entire crew. When a crew member spends Hurt to interfere with any move you make, they or another crew member must first spend one Hurt to even initiate the action.

### □ Good Old Reliable

Whenever you spend a Help point, it counts as 2 Juice instead of 1. Once per session, when you **Change the Game** to assist a crewmate, you can trade a miss for a 7-9.

### □ Long Memory

Whenever you have a significant interaction with a crewmate (as agreed by you, the crewmate's player, and the MC) or when they take an action that deeply affects you, take a Help or Hurt point on them (your choice).

## GATEKEEPER AGENT (MIST)

### □ A Helping Wisp

Once per session, you can choose to roll+Mist instead of roll+Power on a Core Move.

### □ Job Security

Once per session, remove a number of Strikes equal to your Mist rating from any of your Mist themes. (This does not apply to Bigwigs.)

### □ Veil Recalibration

Once per session, recover a number of burnt Mist power tags equal to your Mist rating.

## INVESTIGATION & INTERACTION

### □ Bad Attitude

No one tells you what to think or do. You can always **Face Danger** against compelling statuses, no matter their nature. In addition, when you make a move affected by a compelling status, treat the status as two tiers lower, ignoring tier-1 and tier-2 statuses altogether.

### □ Cautious Examination

When you **Investigate**, on a 7-9, you can spend 1 Clue to treat the move as a 10+ and prevent the MC from choosing a complication. Once per scene, you may also spend 1 Clue to treat a 7-9 score as a 10+ on an **Investigate** or **Sneak Around** move, your's or another PC's.

### □ Old Dog

Whenever you start a conversation, you gain 1 Clue that can only be used to ask *Are they lying?* Whenever you step into a crime scene, you gain 1 Clue based on your initial observation.





### **□ Quick Deduction**

Whenever you have Clues to spend, tell the MC how many you want to spend. The MC will give you the best information you could get with these Clues in the current scene.

### **□ Who Watches the Watchmen?**

Whenever the MC asks you a question that would reveal information about your character to an NPC, choose: get a free Clue to ask *Who's asking?* or feed them disinformation (the MC will know it to be false, but the NPC won't).

## **LEGENDARY POWERS (MYTHOS)**

### **□ As If By Magic**

Once per session, you can choose to roll+Mythos instead of roll+Power on a Core Move.

### **□ Draw on the Roots of Legend**

Once per session, recover a number of burnt Mythos power tags equal to your Mythos rating.

### **□ Not Even Holding Back**

When you **Stop. Holding. Back.**, you can choose to increase the level of your sacrifice after you roll. You pay the price for your chosen level of sacrifice based on your roll outcome, as normal.

### **□ Revisit the Forgotten Place**

Once per session, remove a number of Fade equal to your Mythos rating from any of your Mythos themes. (This does not apply to Avatars.)

## **PERSONAL LIFE (LOGOS)**

### **□ Common Sense**

Once per session, you can choose to roll+Logos instead of roll+Power on a Core Move.

### **□ I Know Who I Am**

Once per session, remove a number of Crack equal to your Logos rating from any of your Logos themes. (This does not apply to Sleepers.)

### **□ Survivor**

Once per session, recover a number of burnt Logos power tags equal to your Logos rating.

## **THEME MANIPULATION**

### **□ Back Burner**

When you replace a theme, you may choose to put it on the back burner. You may only have one theme on the back burner at any given time. The theme on the back burner is considered lost, but you do not gain Build Up from replacing it. When you lose a theme from the other type, you can choose to restore the full theme

you put on the back burner instead of creating a new nascent theme. Remove any Fade or Crack the theme had when you lost it. If you ever become an Avatar, a Bigwig, or fall asleep, you lose the theme that's on the back burner.

### **□ Double Agent**

You can have Mythos themes and Mist (Gatekeeper) themes at the same time. Once you have attained your first Mist theme, whenever you lose a Logos theme, you can choose to replace it with a Mythos theme instead of the other options available (page 254).

### **□ Freedom of Choice**

When you replace a theme, instead of automatically creating a nascent theme of the opposite theme type, you may choose the theme type of the nascent theme you create (e.g., you may replace a Logos theme with a Logos theme, choose the same themebook again, etc.). You must choose from a theme type to which you already have access (e.g., you may not choose Mist themes if you are not a Gatekeeper). If you are replacing the last theme of a specific theme type, you may choose to replace it with a theme of the same type to avoid Avatarhood, falling Asleep, or Bigwig status.

### **□ Game of Life**

When you replace a theme, you gain one extra Build-Up and you may choose to create a full theme instead of a nascent theme.

### **□ Legendarium**

Every time your Avatarhood or Sleep ends, you may choose to return to the City with a different Mythos.

### **□ Unwavering Flame of the True Self**

You have attained an understanding of your true mythic self that nothing can break. You can therefore never fall asleep again. Choose a Mythos theme. Whenever you would replace it, choose another Mythos theme to replace instead. If there is no other Mythos theme to replace, you do not replace a theme; the MC will give you a tier-5 status instead, representing the backlash or wake-up call of your unyielding Mythos.



# THE EXTRA THEME ARSENAL

Extra themes take a secondary role in your character's life or remain in your character's life for a limited period of time. The core rules of City of Mist only allow you to gain specific types of extra theme – Ally, Base of Operations, and Ride – and only through a Moment of Evolution, or as a crew, at the **Season Finale**.

However, you can use extra themes to represent a wider variety of transient or secondary elements in your character's story, such as a magical item you acquired for a specific goal, a friendly Familiar that helps you solve a specific case, or a temporary control of a company given to you by an indisposed tycoon.

The following optional rule set allows for more freedom when using extra themes in your game:

## CREATE EXTRA THEMES FROM ANY THEMEBOOK

You may use *any* themebook to create your extra theme. You can use all three of your Moment of Evolution extra theme slots to gain *any* type of extra theme (instead of being limited to specific types).

## GAIN EXTRA THEMES THROUGH NARRATIVE DEVELOPMENTS

At the MC's discretion, you may gain extra themes through narrative developments. E.g., when your character finds a Relic, the MC may allow you to represent it as an extra theme, temporarily or permanently.

## OWN MULTIPLE EXTRA THEMES, BUT USE ONLY ONE AT A TIME

You are no longer limited in the number of extra themes you can have, and can now keep in your arsenal as many as you gain.

**To avoid tag inflation, you may invoke tags from one extra theme per scene, no matter how many extra themes you have in your arsenal.** Before each scene, you must declare which extra theme you want to feature in this scene; this translates into the character calling her sidekick or arming herself with a secret weapon. You may not invoke tags from other extra themes during that scene, unless the character takes narrative action to bring another extra theme into the spotlight.

For example, beyond her own core themes, a veteran Rift may have free access to a useful minor Relic, a regular sidekick (Ally), and a Base of Operation. She may additionally have access to a sweet Ride she gained during play. Furthermore, she may temporarily discover an Enclave or be foretold to be the next Queen of the City (Destiny). At any one scene, however, only one of these extra themes can come into play.





# RELICS

## APPLE PIE OF RUIN RECIPE

### *Snow White's poison apple*

In the famous fairy tale Snow White, the Evil Queen poisons her beautiful step daughter, Snow White, with a specially-concocted poison apple. In the City, the essence of that foul magic can show up in different apple-related products: from fresh apples to apple dishes, ciders and apple-flavored alcoholic drinks, vinegars, sauces, dried candy, and more. It is transmitted through a secret recipe, which most commonly explains how to make a steaming, mouth-watering crusty apple pie or apple strudel, an impossible temptation to resist. All it takes is for the victim to taste the pie (or product) once; the poison's full potency is concentrated in the first bite.

Anyone poisoned by the pie is at the mercy of the bearer of the pie Relic. Often driven by envy, the bearer simply wants the victim to die. Other times the bearer wishes to manipulate the victim or poison them against someone, driving them to ruin by betraying those closest to them, as the Evil Queen did to Snow White's father in some variations of the tale. The apple pie doesn't discern or care who its victim is; as long as it can sow destruction, it will keep oozing with poison.

### APPLE PIE OF RUIN RECIPE



#### Relic

#### MYSTERY

*Who is fairer than I?*

*How much cruelty do my enemies deserve?*

#### POWER TAGS

**multi-purpose poison**, deadly poison, powered by envy, tempting and delicious, poison them against someone, any last wishes?, prey on naiveté, conspire and scheme, all it takes is one bite, mind-control poison

#### WEAKNESS TAGS

**must be ingested**, dwarves and princes, wrong ingredients proportions, consumed by envy

#### THEME IMPROVEMENT

☐ **Instant Death:** When your victim takes a bite from your Apple Pie of Ruin, **Hit With All You've Got** and add the option *Poison them*. If chosen, the MC will pass the spotlight around the table once, after which the victim once again takes the status you gave with **Hit With All You've Got**.

## BASEBALL CAP OF OBFUSCATION

### *Hades' Cap of Invisibility*

Also known as the Helm of Hades or the Helm of Darkness, this cap is said to render its wearer completely invisible. Wearers of the cap in Greek myths include Athena, the goddess of wisdom, the messenger god Hermes, and the hero Perseus. The Cap of Invisibility allowed the wearer to become invisible to other supernatural entities, functioning much like the cloud of Mist that the gods surround themselves with to become undetectable.

Within the City, this ancient cap, once belonging to the God of the Underworld, now manifests as the Baseball Cap of Obfuscation, and allows the wearer to seamlessly blend into any background, becoming invisible. Transforming the wearer's clothing, appearance and even identity, the cap bestows chameleon-like properties onto the wearer in order to cloud or mask her presence. If worn for too long or too often, this mystical cap will cause your real identity to fade away and you will find it difficult to remember your true self.

### BASEBALL CAP OF OBFUSCATION



#### Relic

#### MYSTERY

*Can you ever really hide from your problems?*

*What or who makes you feel invisible?*

#### POWER TAGS

**make the wearer invisible**, pass undetected, obscuring Mist, hide wearer's face, shield wearer's eyes, see invisible items or beings, more potent against Sleepers, cause a distraction, hide others, erase memories

#### WEAKNESS TAGS

**fading identity**, slips off at the worst timing, the Gatekeepers, prefer to watch from the sidelines

#### THEME IMPROVEMENT

☐ **Call on the Mist:** When you **Sneak Around** with tags from this theme, on a 10+, you may mark one Fade or Crack on any Mythos or Logos theme to make the move *Dynamite!* and treat it as 12+. If you choose to do so, your actions are also considered to be Mist-hidden – the Mist itself conspires to hide you.



## DEMONIC MOBSTER PINKY RING

*The Ring (Seal) of Solomon*

The Seal of Solomon (or Ring of Solomon) is the signet ring worn by King Solomon in medieval Jewish tradition and in Islamic and Western occultism. Its marking often depicted as either a pentagram or hexagram, this ring gave Solomon the power to command demons or *jinn* (genie) and to speak with animals. In the City, Solomon's Ring still takes the form of a ring and is forged from the same materials as the tradition goes; iron and brass. However, this incarnation of the intricate ring has a very modern purpose: it contains a 'panic button' which, when pressed, calls a rowdy band of thugs or goons to come to the wearer's aid. Vaguely demonic in their nature, this motley crew answers the call, bringing force and fervour to any task or crime they are commanded to commit. From the hidden depths and darkest alleys of the City, this assorted bunch of ruffians and hoodlums will do the bidding of whoever dons the ring and pushes the button within.

### DEMONIC MOBSTER PINKY RING +

*Relic*

#### MYSTERY

*If bad guys do my bidding, what does that make me?  
Is commissioning a crime the same as committing it?*

#### POWER TAGS

*call goons to my help, command criminals, put evil to good use, symbol of power, bestow demonic vigor, know how low someone would stoop, criminal Rifts of dark legends, never flinch when handling lowlives, summon a great host, bestow demonic abilities*

#### WEAKNESS TAGS

*goons need access to assist, goons get ideas, using evil for evil, compromised values*

#### THEME IMPROVEMENT

☐ **Demonic Host:** When your group of demonic goons takes a status as a collective, reduce its tier by 1. When all your demonic goons attack together, increase the tier of the status they give by 1. You can increase both effects simultaneously by 1 for every 2 additional Juice you spend when you create the host, to a maximum of 4 (6 Juice).

## GLOWSTICK OF THE REVOLUTION

*Thuận Thiên (Heaven's Will), the mythical sword of the Vietnamese King Lê Lợi*

When the Vietnamese King Lê Lợi was struggling to free his kingdom from the Ming Dynasty, the heavens had the Dragon King send him Thuan Thiên, a magical sword that allowed him to rally his people and banish the invaders. This magic sword has found its way into the City as the most peculiar object: a glowstick. Holding it up in the air, this glowstick will emit a bright phosphoric light, igniting hope in the hearts of the downtrodden and allowing a just and righteous leader to rally her people and overthrow oppression. But what happens when the war is won and it's time to let this power go? Will the bearer allow Heaven's Will to move on to the next freedom-fighter, or will she keep the power to herself?

### GLOWSTICK OF THE REVOLUTION +

*Relic*

#### MYSTERY

*How can I bring freedom to my people?  
Am I the liberator or the oppressor?*

#### POWER TAGS

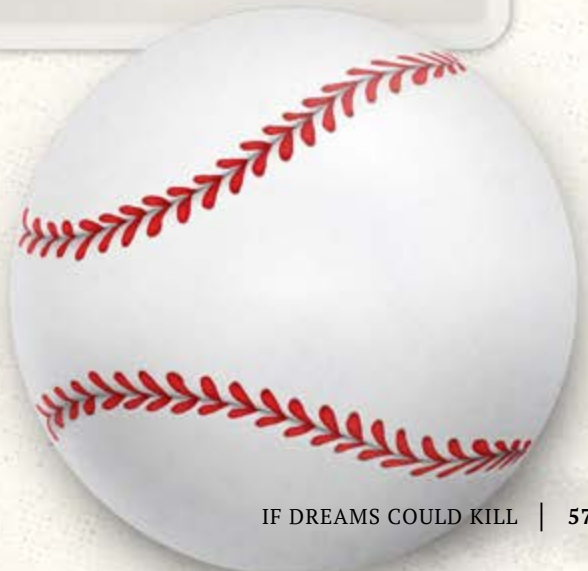
*rally the downtrodden, lead the downtrodden, return the land to its people, emit bright light, transform into a sword of light, find an army's weakness, the greater the oppressor – the harder we fight, guerilla tactics, blind all who behold it, make the bearer a giant*

#### WEAKNESS TAGS

*easy target, only for a just cause, obeys the Dragon King, rebellious*

#### THEME IMPROVEMENT

☐ **Firestarter:** When you use tags from this theme to rally an army with **Change the Game**, on a 7-9, you get a minimum of 2 Juice. On a 10+, you get a minimum of 3 Juice.







## HEADACHE-INDUCING SWEATBAND

*The circlet used to control the Monkey King*

In *Journey to the West*, the great Sun Wukong, the Monkey King, was forced to help buddhist monk Tang Sanzang on his journey because a great bodhisattva placed this magical circlet on his head. Whenever the Monkey King would start his usual mischief, Sanzang would recite the Ring Tightening Mantra, or “headache sutra” and the circlet would shrink, causing the Monkey King great pain and forcing him to serve the greater good. Despite its silly-looking form in the City – a bright iridescent pink head sweatband – this Relic can nonetheless bring the mightiest heroes to their knees. It is here to teach them how to focus and abandon all distractions, perhaps even break through the *Māyā* of the Mist.

### HEADACHE-INDUCING SWEATBAND +

*Relic*

#### MYSTERY

*Where do you draw the line between discipline and abuse?*

*How can I be the master of my mind?*

*Who is responsible for clouding the minds of the masses?*

#### POWER TAGS

*give the wearer headaches, cannot be removed, enslave wearer, makes you look sporty, predefined tightening trigger, sense wearer's intentions, shackles gods and demons, clarity of mind, the Ring Tightening Mantra, increase wearer's focus*

#### WEAKNESS TAGS

*weaker against a clear mind, psychic interference, flammable fabric, sadistic*

#### THEME IMPROVEMENT

☐ **Chastise:** When you **Convince** the wearer of the sweatband with tags from this theme, the status you inflict equals to your Power+1 (one tier higher than normal).





## IMPENETRABLE LION PELT SHEARLING JACKET

*Heracles' Nemean Lion fur cloak*

Greek mythology tells us of a mystical lion's pelt worn by Heracles to protect him from harm. The fierce Nemean Lion could not be killed with mortal weapons because its golden fur was impenetrable. Its claws were sharper than any sword and could cut through the strongest armor; they also happened to be one of the only things that could cut through its fur, as the goddess Athena disclosed to Heracles. As the first of his twelve labours, Heracles was charged with killing the monster, which he eventually managed to accomplish by strangling it with his bare hands.

In the City, this fur cloak takes the form of a stylish yet rugged lion-pelt shearling jacket. Despite its soft suede exterior and warm wooly lining, the jacket protects the wearer not only from the elements, but also from any weapon, bullet, or blunt force that tries to penetrate it. Remarkably light and conveniently fashionable (in some circles), this vest is a lifesaver when it comes to venturing into the dark, dangerous streets of the City.

### IMPENETRABLE LION PELT SHEARLING JACKET



*Relic*

#### MYSTERY

*What prize would I kill for?*

*What is a monster's life worth?*

#### POWER TAGS

**impenetrable jacket**, *impervious to mortal weapons, godlike invincibility, sport the rugged look, protection from the elements, measure the strength of a weapon, I eat earful townfolk for breakfast, persevere through hardship, grow razor-sharp claws, Herculean strength*

#### WEAKNESS TAGS

*vulnerable to suffocation, gets too warm, weapons blessed by a deity, feral urges*

#### THEME IMPROVEMENT

☐ **I Said Impenetrable:** Tags from this theme can only be burnt voluntarily or by effects that can alter or dispel Mythos powers. In addition, ignore all moves, effects, or improvements that would reduce your defense before you **Face Danger**, e.g. by giving you a status of vulnerability.

## THE LOVERS' TWIN ANKLE BRACELETS

*Red thread of fate*

According to legend, the lunar matchmaker god Yue Lao ties an invisible red cord around the ankles or pinkies of those that are destined to meet, fall in love, marry or form a bond, and spend the rest of their lives together, attached by literal threads of fate. In the City, the red thread is manifested as a pair of red woven ankle bracelets, each bearing half of a locket, which together complete a heart-shaped pendant. When two people wear the bracelets around their ankles they become forever bound to each other, for better, for worse, for richer, for poorer, in sickness and in health, until death do them part. When one suffers, the other does too. When one profits, so does her companion. And when danger looms, simply by touching the locket, the other person is summoned to be by her side, to come to her aid, and face the threat together. Once the necklace has been put around each person's ankle, it cannot be removed; their fate is sealed and their futures intertwined. The bracelet can be a safeguard and a lifeline but can also be a noose around the neck or a ball and chain, so think carefully before committing to a lifetime with someone.

### THE LOVERS' TWIN ANKLE BRACELETS



*Relic*

#### MYSTERY

*Can I trust this person with my life?*

#### POWER TAGS

**receive my beloved's good luck**, *transmit my good luck to my beloved, an eternal bond of fate, clearly in love, transport to each other, sense my beloved's feelings, stronger if love is true, share the load, we are as one, choose which fate to take*

#### WEAKNESS TAGS

*transfer bad luck between lovers, untimely transportation, no way to break the bond, bear a grudge to one another*

#### THEME IMPROVEMENT

☐ **Unstoppable Couple's Fate:** When you **Take the Risk** to transport your beloved to you or be transported to them, you ignore all statuses, tags, moves, or narrative restrictions that may impede this form of travel.



## MAGIC SKATEBOARD

*The flying carpet of Queen of Sheba and Arabian Nights*

It is said that the Queen of Sheba had a royal alchemist who managed to make a small brown rug hover above the ground. Years later, the alchemist perfected his skill, when he discovered that the trick lay in the carpet's color, rather than in its spinning process. When the queen heard this good news, she had a magic carpet made, and sent it to King Solomon as a token of her love. This carpet is said to have been made of green silk which was embroidered with gold and silver, and studded with precious stones. When the carpet arrived, Solomon was busy with the construction of the Temple of Jerusalem. He could not receive the gift, and gave it to one of his courtiers instead. When news of this cold reception reached the Queen of Sheba, she was heart-broken, and decided not to have anything more to do with magic carpets. In the City, the carpet's powers manifested in a wheel-less skateboard, green with gold and silver trimming, which allows its rider to hover many feet above the ground and swish between buildings, leaving problems and pursuers far below.

### MAGIC SKATEBOARD



*Relic*

#### MYSTERY

*How risky dare I be?*

*How can I rise above the drudgery of mundane existence?*

#### POWER TAGS

**flying skateboard**, aerobatic maneuvers, freedom from the earthly, coolest skateboard design, foldable wheels, birds-eye view, a ride befitting royalty, dogfighting, faster than an airplane, autopilot

#### WEAKNESS TAGS

*no grip, susceptible to gusts of wind, magical paint stripped, show-off*

#### THEME IMPROVEMENT

☐ **Racer**: When you are chasing a Danger with a **catch** spectrum or fleeing a Danger with an **outrun** spectrum, the tiers of statuses you give on these spectrums are increased by 1.

## MAGNETIC MACHETE

*Ogun, Orisha of metalworking and war in Yoruba mythology*

In the mythology of the Yoruba people and the African diaspora, Ogun is the Orisha (god or spirit) of metalworking, technology, and civilization. The first primordial Orisha to venture onto the earth, he is worshiped and feared as a master blacksmith, hunter, and warrior. The worship of Ogun often involves ironmade tools and objects such as knives, guns, working tools, and chains. It is no wonder then that in the City, his manifestation takes the form of a metal object, usually an explorer's machete. The spirit of Ogun that resides in the machete makes it a superior weapon of war capable of squaring up to the most legendary defenses, be they physical or divine. It further allows the wielder to control other metals, moving and bending them to their will, as if by magnetic force. The weapon can even shape itself to serve as a tool and easily lends itself to forging other weapons and tools of iron and metal, especially in the hands of a qualified blacksmith.

### MAGNETIC MACHETE



*Relic*

#### MYSTERY

*Which piece of technology can overcome this wilderness?*

*Can everything be tempered by striking it hard enough?*

#### POWER TAGS

**shape itself into a tool or weapon**, cleave through opposition, civilization shapes the wilderness, made of pure iron, shape and manipulate metals, detect metals, the secret of metallurgy, craft weapons and tools, sunder metallic shielding, Orisha-made weapon

#### WEAKNESS TAGS

*attract nearby metallic objects, opposing magnetic fields, overuse of force, impatient*

#### THEME IMPROVEMENT

☐ **Magnetic Shield**: When you **Face Danger** against a status of metallic nature, you may swap a miss outcome for a 7-9, and a 7-9 outcome for 10+.



## NEVER-ENDING LUNCHBOX

*Coire Ansic, the Dagda's Cauldron of Plenty*

Dagda, the Irish God of fertility, owned a magic cauldron known as the coire ansic ("the un-dry cauldron") which was bottomless, so it left no man unsatisfied. Its power was so potent, that it could heal any wound and even restore life to the dead. While the final resting place of the cauldron remains unknown, its powers of vitality inhabit this never-ending lunchbox. Under the colorful plastic lid covered with cartoon stickers, a delectable, nourishing meal awaits, over and over again. It's easy to develop a dependence on the cauldron as a source of sustenance, with the bearer becoming lethargic, unengaged. The sandwiches therein can counter poison, cure illness, and lift curses. In theory, closing a deceased body in the lunchbox for long enough should bring it back to life, but the box is too small for anything bigger than a kitten or a bird, and no-one knows where the lunchbox draws its power from or what price one must pay for reviving a dead animal.

### NEVER-ENDING LUNCHBOX



*Relic*

#### MYSTERY

*How much is too much?*

*How can I feed the world and eliminate hunger?*

#### POWER TAGS

**inexhaustible source of sustenance**, revive small dead animals, a fountain of life force, cute stickers, yummy sandwiches, sense what ails someone, revitalize the weary, overwhelming generosity, mass produce food, heal wounds and ailments

#### WEAKNESS TAGS

too small a box, food contamination, made of brittle plastic, gluttony

#### THEME IMPROVEMENT

☐ **Feed the Troops:** When you **Change the Game** with tags from this theme, you may gain the effect improvement *Scale the effect* once without spending Juice.

☐ **True Revive:** You may **Change the Game** with tags from this theme once to reduce or remove a tier-6 status from one target. When you do so, you lose this theme.





## PARADOX NET

*Indra's Net, Buddhist metaphor for the interconnectedness of all things*

With its roots in Buddhist philosophy, Indra's net is a metaphor used to explain how all things originate from one another and are reflected in one another. It is described as an infinite cosmic net, with a jewel fixed in each "eye", where each jewel reflects all other jewels in the net.

Defying any single shape or form, Indra's Net may appear in the City as a knitted doily, a priceless gorget of interlinked diamonds, or a torn stretch of a fishing net. It may even take the form of a figurative net, like a piece of grid paper or a chunk of code mapping a computer network. Casting the net at a sentient individual imprisons them in a conceptual place out of time, between the atoms, and beyond mortal understanding. The effort to break the bonds of Indra's Net is a spiritual one and can be likened to tracing back the myriad cause-and-effect relationships that brought the victim to be ensnared. Only those who possess great wisdom can hope to emerge before the net is removed.

### PARADOX NET



*Relic*

#### MYSTERY

*What is the true cause for all things?*

*What makes me do the things I do?*

#### POWER TAGS

**ensnare within a cosmic puzzle**, study the net for answers, all things are connected, a thousand sparkling jewels, cast wide, identify the cause, baffle those who do not question, cause an uncanny chain of events, elusive psychedelic reflections, securely store items

#### WEAKNESS TAGS

*difficult to cast, simple yet pure minds, tear the fabric of spacetime, lost in thought*

#### THEME IMPROVEMENT

☐ **Cascading Entanglement:** Anyone attempting to free a victim of the Paradox Net first takes the same status as the person they are trying to free.

## PEPPER SPRAY OF SLEEP AND NIGHTMARES

*The Sandman's sleep-inducing sand*

The Sandman is a mythical character from Western and Northern European folklore who is said to use his magical sand to send children to sleep and bring on good dreams. It is said that the grit that children find in their eyes upon waking is a sign that the Sandman had sprinkled his dust into their eyes to get them to sleep. Although the Sandman is mostly characterised as good and friendly, there are more sinister interpretations of his character where he is said to throw his sand into children's eyes to make them fall out of their sockets. This nightmarish figure then collects these eyes, takes them to his home on the moon, and feeds them to his own children.

This rather revolting version of the story is the background to the Pepper Spray of Sleep and Nightmares. This pocket-sized tube is filled with eye-burning pepper spray that not only renders its victims blinded, but also brings on nightmarish fantasies, ghoulish apparitions, and haunted stupors. Although the effects of the spray wear off within a few minutes, those few minutes may be all it takes to send the victim beyond the brink of sanity.

### PEPPER SPRAY OF SLEEP AND NIGHTMARES



*Relic*

#### MYSTERY

*What is more horrific, reality or imagination?*

#### POWER TAGS

**weaponized nightmare spray**, induce dream-state sleep, unlock the dark side of the subconscious, easy to hide, blind the target, gaze into the target's nightmares, stronger against children, avoid waking those asleep, cloud of noxious chemicals, the eyes reveal the soul

#### WEAKNESS TAGS

*relies on the element of surprise, visors, strong winds, sleepyhead*

#### THEME IMPROVEMENT

☐ **Hush Little Baby:** When you overcome a Rift opponent using the Pepper Spray of Sleep and Nightmares, you may choose to further give them a long-term *Mist-asleep-2 status*. PCs may choose to mark *Fade* twice instead.



## REALITY CHECK SECRET DECODER RING

*Sir Lancelot's Ring of Dispel, given to him by Lady of the Lake in Arthurian legend*

In a City full of tricksters, illusionists, and shapeshifters, where reality itself conspires to hide the truth, a truth-revealing ring is no small trinket. Yet, the fabled Ring of Dispel, booned by the Lady of the Lake to Sir Lancelot to help him on his quest, chose to appear as the most insignificant of objects – a “decoder ring”, a cheap plastic cereal-box toy mostly used for promotion.

When the bearer of this Relic twists the center disk fixed in the middle of this ring, any illusion before her melts away like morning dew: deceitful creatures must take their true form, phantom conjurations dissipate into nothingness, poisoned lies are shown to be false, and seductive enchantments are laid bare. Moreover, since so much power is derived from the “unreal” in the City, the ring can potentially undermine any form of Mythos powers. The farther they are from their source, the stronger the effect of the ring is: summoned entities and objects (Conjurations) give way to the power of the ring more readily, while powers at the core of a Rift are harder to dispel.

### REALITY CHECK SECRET DECODER RING



*Relic*

#### MYSTERY

*What is real and what is fake?*

*Do I even want to know the truth?*

#### POWER TAGS

*dispel illusion, prevent further trickery, reveal the truth, priceless collectible item, dispel Mythos powers, passive deception detector, banish Conjurations, trust your heart not your eyes, falsity-dispelling blastwave, dispel the Mist*

#### WEAKNESS TAGS

*rouses the ire of many, must touch the ring, cheap plastic toy, nothing is real anymore*

#### THEME IMPROVEMENT

☐ **Strip Away the Lies:** When you Investigate with tags from this theme, on a 10+, you also gain 1 Juice for each tag you invoked from this theme, which you may use to strip the object of your investigation from its deceptive magic or ability to lie.

## SCARLET MEDAL OF HONOR

*The Coat of Padarn, one of the Thirteen Treasures of the Island of Britain*

Padarn Redcoat was a high-ranking official in the northern regions of Roman-times Britain. Whether he was a local or a Roman remains disputed, but his coat, denoting his official army rank, became the subject of legend: only a person of strong character and of noble stock could put it on.

The City manifestation of this coat pays homage to its armed forces origins and takes the form of the Scarlet Medal of Honor. The medal allows the wearer to assume the identity of a high-ranking official, so long as her actions are driven out of noble and honorable motives (even if her methods are covert). Snugly enveloped by the mythical redcoat, the wearer can blend into any high-stakes, top-secret, or restricted environment. She can enter rooms that require official clearance, infiltrate a criminal organization's hideout, or gain access to invitation-only events – this gold-forged, red-enameled medal is an entry badge into any building, cell, vault, den, embassy, ball, or situation room in the City. You won't be invisible, but you'll be accepted as having the authority to be there.

### SCARLET MEDAL OF HONOR



*Relic*

#### MYSTERY

*What would be the noble thing to do?*

*How much higher can I climb in this organization?*

#### POWER TAGS

*a mystical coat of authorization, gain entry to a restricted place, trappings of high station, respect-commanding decoration, blur true identity, access restricted information, fits even better on true nobility, do the honorable thing, become a public figure, conjure up an entourage*

#### WEAKNESS TAGS

*acts of dishonor and cowardice, whistleblowers, snags on close objects, air of condescendence*

#### THEME IMPROVEMENT

☐ **Don't You Know Who This Is?:** When you successfully Convince or Sneak Around a member of an organization, you may extend the result to all members of that organization of the same rank or lower.



## SCREWDRIVER OF SHADOWS

*Carnwennan, King Arthur's legendary dagger*

Carnwennan was King Arthur's dagger – given to him by God himself, according to the Welsh traditions – alongside the spear Rhongomiant and the sword Caledfwlch, three sacred weapons that the Once and Future King used to protect his land and slay his enemies. Far from an ordinary dagger, Carnwennan was said to have the magical power to shroud its bearer in shadow.

In the City, Carnwennan takes the form of a peculiar screwdriver, which, when tapped against an electrical light source or power grid, immediately plunges everything and everyone into complete, but temporary, darkness, reserving a beam of light only for its bearer's eyes to see by. The thick, soupy darkness renders all within its grasp also incapable of making a sound. So heavy and powerful is this darkness, that it feels as if time itself stands still for a few moments. The screwdriver-bearer, held within the eerie purple glow of this Relic, has freedom of movement and expression and may take advantage of this momentary pause to fix or break, heal or hurt, help or hinder.

### SCREWDRIVER OF SHADOWS



*Relic*

#### MYSTERY

*How can darkness avail the light?*

*What can be seen only in complete darkness?*

*What crimes dare I commit when no one is watching?*

#### POWER TAGS

**impose a sensory blackout**, impenetrable darkness, bestow freedom of action, handy repair tool, viscous darkness, see through darkness, stab the dark creatures of the night, make each moment count, enshroud a greater area, freeze time within the blackout

#### WEAKNESS TAGS

requires an electrical charge, it's only temporary, dispelled by divine light, creepy stalker

#### THEME IMPROVEMENT

☐ **Pervasive Darkness:** When you **Change the Game** with tags from this theme, you may gain the effect improvement *Scale the effect* once without spending Juice.

## SILVER-TRIMMED TRANQUILIZER GUN

*Bridle of a Kelpie, water-dwelling spirit of Scottish legend*

In Scottish legend, the Kelpie is a spirit associated with lakes. Although its true form is that of a black horse, it often takes the form of a human to lure men and women to come near it; it then drowns them in its lake. While foolish travellers fall prey to the Kelpie, wiser folk in legend could recognize its true nature and capture it, and even employ it as a supernatural workhorse. Oftentimes the Kelpie is equipped with a bridle which either allows it to look human or allows a human to control it.

In the City, the powers of the bridle manifest in an unusually ornate silver-trimmed tranquilizer gun that possesses equally unusual qualities. While it can shoot standard tranquilizer dart ammunition, the gun can also fire phantom silver bullets that burst into writhing, tentacle-like straps and buckles, and form a softly-glowing bridle around the target. When used against Familiars, this bridle allows the bearer of the gun to control and tame the beast. When used against humans, it transforms them into horses or other riding animals.

### SILVER-TRIMMED TRANQUILIZER GUN



*Relic*

#### MYSTERY

*What untamed power can I control?*

*How can I catch them all?*

#### POWER TAGS

**tame supernatural animals**, ride an animal, control the power of the wild, perceived as non-lethal, transform people to riding beasts, dispel shapeshifting, made to harness Familiars, rifle marksmanship, auto-fire mode, steal a Familiar's powers

#### WEAKNESS TAGS

line-of-sight obstruction, slippery Familiars, fierce resistance, strange equine behavior

#### THEME IMPROVEMENT

☐ **Beast Tamer:** When you **Go Toe to Toe** to subdue a Familiar, you may choose to both *Achieve your goal* and *Block their attempt* as a single option.

☐ **Zookeeper:** When you **Change the Game** to create tags based on a Familiar, you may spend 1 Juice to *Prolong the effect* of all the Familiar's tags (instead of 1 Juice per tag).



## THUNDERBOLT SLEDGEHAMMER

*Mjolnir, Thor's trusty hammer*

Of all of the symbols in Norse mythology, Thor's Hammer (pronounced "MIOL-neer") is one of the most iconic. Thor was the indefatigable god who guarded Asgard, the celestial stronghold of the Aesir gods and goddesses. The frost giants were often trying to destroy Asgard and kill the Aesir, and it was Thor's duty to prevent them from doing so. The hammer was his primary weapon – Thor was the god of the storm and thunder and the sound of his hammer crashing down on his foes.

Capable of leveling mountains, Thor's hammer manifests in the City as a sledgehammer, often found in weather-exposed construction sites. When wielded properly, it is even known to summon lightning and other weather phenomenon. However, when handled unskillfully, it can turn on its wielder and her allies. Use with caution!

### THUNDERBOLT SLEDGEHAMMER +

*Relic*

#### MYSTERY

*When is it justified to use a weapon of mass destruction?*

*When I defend the weak, must I crush the strong?*

#### POWER TAGS

*crush my foes, devastation of property, the power of a storm, intimidating size, two-handed grip, structural weak points, giant-crusher, inspire fearlessness, smite with crackling thunderbolt, undaunted*

#### WEAKNESS TAGS

*lacks accuracy, dislikes indecisiveness, Odin's ire, intimidates allies too*

#### THEME IMPROVEMENT

☐ **Destructive:** When you **Hit With All You've Got** with tags from this theme, you can choose to *Hit them good* twice (increase the tier by two in total) but you may not choose to *Control of the collateral damage*.





# FAMILIARS

## COCKROACH OF REDEMPTION

*Talking Cricket of Pinocchio*

When you're down and out in the gutter, when every choice you've made has turned to ashes in your mouth, when you have nothing left to your name, who will you turn to? It's in these moments, when you beg the gods for mercy, that you may encounter a talking cockroach. You may think you're delusional at first and, well, maybe that's true, but if you follow the advice of this tiny and disgusting creature you may find yourself on the path to redemption. You'll start seeing that everything that happened was of your own morally-challenged doing. It won't be easy; this one won't spare you harsh words and admonishment. But if you really hit rock bottom, you know by now that the time has come to grab the bull by its horns, wrestle with you demons, and make a change. And sometimes change can be gross.

### COCKROACH OF REDEMPTION



*Familiar*

#### MYSTERY

*What does it mean to be "good"?  
How can I climb out of this gutter?  
How can I get rid of this annoying cockroach?*

#### POWER TAGS

*infallible moral compass, gross someone out, committed to my redemption, scurry into a hiding place, heal the wounds of the lost, sense tremors, cockroach swarm, superb underground explorer, safe in my pocket, my newfound conscience*

#### WEAKNESS TAGS

*guilt trip, uncontrollably attracted to trash, squishy, no one likes a goody two-shoes*

#### THEME IMPROVEMENT

☐ **Voice of Reason:** When you **Make a Hard Choice**, sacrificing something to uphold a morally-good Identity (your call), mark two Attention instead of one.

## REPTILE-SLAYING MONGOOSE

*Ichneumon, the medieval enemy of the dragon*

In medieval times, the Ichneumon was the legendary enemy of the dragon, although it excelled at slaying not only dragons but also snakes and crocodiles. To face off with its fire-breathing mortal enemy, the Ichneumon would cover itself with mud and allow it to dry in the sun until it caked over, forming an armor that would protect it from the heat of the dragon's breath as well as from the dragon's claws. To withstand its enemy's toxic fumes, it would cover its nostrils with its big tail. The Ichneumon was a fast and ferocious combatant and would deftly dodge the dragon's clawing before reaching for the serpent's throat or underbelly, tearing it out.

In the City, the Ichneumon manifested in a hungry and furry mongoose, often found living close to water in the marshy parts of the City parks. Cute to behold, this ferocious mongoose can be misleading. It is not merely frolicking in the park shrubbery – it is prowling the swamps on its constant hunt for nests of malevolent reptilians, where it will fight to the death to eradicate evil.

### REPTILE-SLAYING MONGOOSE



*Familiar*

#### MYSTERY

*Who is the most evil dragon in town?*

#### POWER TAGS

*reptilian slayer, long sharp claws, taste for dragon meat, slink and dash, filter air through its tail, acute sense of smell, fire-resistant armor of mud, empowered by the sun, mob tactics, ferociously fight evil*

#### WEAKNESS TAGS

*leaps into battle, goes crazy at the scent of reptiles, sensitive snout, now I hate snakes too*

#### THEME IMPROVEMENT

☐ **Fire Fighter:** When you **Face Danger** against fire, you may trade a 7-9 result for 10+.



## FREEZING SHOULDER PARROT

*Pamola, legendary bird spirit of the Penobscot (Native American) people*

Paloma is the legendary guardian spirit of a mountain in the American northeast woodlands (nowaday Maine) called Katahdin, a sacred place for the Penobscot Native Americans, who were forbidden to set foot upon it. According to legend, the Paloma had the body of a man, the head and antlers of a moose, and the wings of an eagle. It was the master of cold weather, commanding rainstorms, blizzards, and thunder. Like many other spirits of the land, it also controlled wild-life in the region.

In the City, Paloma is disguised as a seemingly harmless parrot. Somewhat more friendly than its Mythos, the Freezing-Shoulder Parrot likes to perch on ledges, branches, or its companion's shoulder. At the behest of its companion, this magical bird can unleash all of Paloma's chilling wrath, spewing the full force of a blizzard out of its tiny beak. Valuable as its help may be, the parrot is picky when it comes to companions: it will only help a person who shows reverence for the domain of other spirits and their sacred places.

### FREEZING SHOULDER PARROT



*Familiar*

#### MYSTERY

*Who has the rightful claim to this domain?*

#### POWER TAGS

*blow out a blizzard, strong antlers, honor local spirits, swift flight, create a cold zone, sense the domain of spirits and gods, manifest a human body, stronger in hills and woodland, provide airborne support, guardian spirit*

#### WEAKNESS TAGS

*resist walking into a spirit's domain, Polly wants a cracker, spirits of hearth and civilization, chatterbox*

#### THEME IMPROVEMENT

❑ **Chilling Blast:** When you **Change the Game** to blow cold on an area, you may gain the effect improvement *Scale the effect* once without spending Juice. When you **Hit With All You've Got** to freeze a collective, on a hit, you gain *Hit them hard or hit many of them* without having to spend a choice on it.





## KAA

*Kaa, Mowgli's snake mentor of The Jungle Book*

In Rudyard Kipling's *The Jungle Book*, the hero Mowgli befriends a great, powerful, and wise snake, more than a hundred years old – Kaa. As a legendary snake with the ability to converse with humans, the Mythos of Kaa naturally manifested itself in a City zoo boa, who imminently broke out of confinement and proceeded to lead the life of a Rift in the Industrial Zone. Unlike with many human Rifts, Kaa's mundane nature conveniently overlaps with his Mythos, so the road to becoming a Legendary Familiar was short.

More than anything, Kaa enjoys solving other people's problems, dispensing advice, and showing off his abilities. He is naturally attracted to upstarting noobs, especially awakening and Touched human Rifts who stumble across the Rift underworld for the first time and need guidance and assistance. Kaa is well-equipped for the role of "big brother", which he often adopts: he is both immensely strong and profoundly wise. Among other skills he is adept in meditation and serpentine hypnosis.

### KAA

Familiar

#### MYSTERY

*How can Kaa show his magnificence?*

#### POWER TAGS

**powerful boa constrictor**, gaping jaws, acts as a big brother, slither silently, hypnotic gaze, meditative trance, control hypnotized victims, strike from behind cover, carry me on his back, profound wisdom

#### WEAKNESS TAGS

steals the show, allies caught in hypnotic gaze, soft underbelly, takes ages to get to the point

#### THEME IMPROVEMENT

☐ **Legendary Familiar:** Increase by 1 the tier of statuses inflicted by Kaa on Sleepers and Touched Rifts (including his companion and other PCs, if relevant).

## WORLD-BEARING ANT SWARM

*World Elephant (Hindu mythology)*

This powerful colony of ants possesses the strength of the eight world elephants, who, in Hindu cosmology, bear the weight of the world on their strong and sturdy backs. Although miniscule in size compared to their mammoth Mythos, the ants are nevertheless powerful enough to move mountains, carry buildings on their backs, and work together as a team – as only ants can – to apply accurate and incredible force in order to shift, fix in place, or transport anyone or anything.

The ants are particularly attracted to residential and office buildings. They can often be found moving a multi-story apartment building or skyscraper around town, for no good reason as anyone can tell, but they can be coaxed into putting their heavy load back in its place. Befriending the ants requires their companion to provide them with meaningful work, such that it affects large masses of matter or many lives. They excel at building projects and can accelerate urban construction manifolds. Fortunately, the ant swarm can be easily contained; their legendary strength is effective for carrying, not so much for breaking out of a container. Another limitation is their height, which does not allow them to clear most obstacles, so they just smash through them with whatever they are carrying.

### WORLD-BEARING ANTS SWARM

Familiar

#### MYSTERY

*What is the ants' next project?*

*What tiny action would have the greatest implications?*

#### POWER TAGS

**immense carrying strength**, cannot be crushed, eager to work, carry enormous structures, miraculously sustain structural stability, point out structural fail points, grow the swarm, a path clear of obstacles, construction workers, bear the weight of the world

#### WEAKNESS TAGS

undertake unnecessary work, sugary leftovers, insecticide, over-engineering

#### THEME IMPROVEMENT

☐ **Relocation:** You may spend 1 Juice generated with tags from this theme to relocate an object the size of a shipping container or smaller, 2 Juice to relocate a house, 3 Juice to relocate a building, and 4 Juice to relocate a skyscraper. When you **Change the Game**, on 12+ *Dynamite!*, if you choose *Large-scale effect*, you can move a neighborhood.



## PINK-DRESSED DOLPHIN DANCER

*Encantado, shapeshifting pink Amazon River Dolphin*

In Brazilian myth, Encantados are pink Amazon river dolphins that can shapeshift into human form. These fun-loving creatures come from a utopia full of wealth and free of pain or death, yet they crave the pleasures of human societies, especially dancing and romancing. They transform into human beings at night and show up at a dubious establishment where people congregate, dance, and carouse to find love for one evening.

In the City, an Encantado manifests as a pink dolphin that frequents a nearby bay, river, or body of water. At night, it can transform into a beautiful individual in a dazzling pink suit or dress and a matching hat, which serves to hide the one part of itself the Encantado cannot change – the blowhole at the top of its skull. In all other respects, the dolphin dancer appears to be an irresistibly beguiling person that captivates the gaze of all around. Their sense of rhythm is perfect and their dance moves tantalizing and supple but they very seldom speak. Sometimes an Encantado falls in love with a human and becomes their companion; other times, an Encantado is willing to do a human's bidding after the human has discovered the dancer's true nature. As companions, Encantados serve as great spies both underwater and in the hopping nightlife venues of the City.

### PINK-DRESSED DOLPHIN DANCER +

*Familiar*

#### MYSTERY

*Where is the party?*

#### POWER TAGS

**shapeshift into a human dancer**, **tail smack**, **love for human companions**, **astoundingly fast swimmer**, **legendary dance moves**, **perfect pitch sonar**, **attract a dance partner**, **City nightlife**, **make a flashy entrance to a club**, **connoisseur of earthly pleasures**

#### WEAKNESS TAGS

**overshadowed by a dolphin**, **"my baby just loves to dance"**, **can't change their blowhole**, **prone to debauchery**

#### THEME IMPROVEMENT

☐ **Wrapped Around My Backfin:** Your dolphin companion is adept at collecting information or playing someone into your hands. Once per scene, when the dolphin has inflicted a charm status on a target, you may gain Clues or Juice against that target, equal to the tier of the status.

## FEROCIOUS ALLEY CAT

*Manticore, or "Man-Eater", Persian legendary creature*

The famous Manticore of Persian mythology was a monstrous creature with the body of a lion, the head of a man, and the tail of a scorpion. It took pleasure in eating people and to satisfy this hunger laid ambush to travellers, overcoming and devouring even an entire group all at once. With three rows of razor-sharp teeth, the Manticore could chew through anything, leaving no trace of its victims. Worst of all, its tail had deadly poisonous quills that it could shoot at its prey, killing any living creature smaller than an animal instantaneously.

In the City, the Mist does not allow for such monstrosities to walk about unveiled. The Manticore often appears as a particularly large and threatening alley cat, plagued by mange, its matted fur bristling as it prepares to lunge at any wretched soul that wanders into the alley. Amid dumpsters, cardboard boxes, and trash bags it makes a lair for itself and is often sorely mistaken for a harmless homeless person. Upon further inspection, Rifts begin to notice the true size of the beast and its deadly tail and freakish teeth slowly become visible. Taking control over the alley cat is a truly legendary feat, not to mention foolish and dangerous. Without the aid of magic, it is virtually impossible. On the flip side, having the Manticore as a riding beast or fighting at your side grants an unrivaled advantage and could prove priceless in battle against even the mightiest of foes.

### FEROCIOUS ALLEY CAT +

*Familiar*

#### MYSTERY

*Who should I eat next?*

#### POWER TAGS

**ferocious monster**, **poisonous quill-shooting tail**, **hunger for human flesh**, **swift as a deer**, **three rows of sharp teeth**, **track human scent**, **grow new tail quills**, **its lair and its surroundings**, **tamed for riding**, **dispenser of certain death**

#### WEAKNESS TAGS

**poison quill misfire**, **distracted by hunger**, **crushed tail**, **I'm getting its taste for a kill**

#### THEME IMPROVEMENT

☐ **Potent Venom:** When the Ferocious Alley Cat successfully gives a **poisoned** status (at least one tier remains after applying the target defenses, if any), increase the tier of the **poisoned** status by 2 if the target has no tags or custom moves to resist poison.