



PLAYING A GATEKEEPER

A WARNING FOR PLAYERS

This supplement contains story elements, which the MC may wish to use in your game. To avoid spoiling the mystery, check with the MC what parts of the chapter are spoiler-free before reading on.



The Gatekeepers are the shadow organization behind the Mist. They are responsible for maintaining the Mist; mainly, keeping the Sleeper population asleep and sealing off Rifts, especially those who pose an active threat to the integrity of the Mist. Reminiscent of a federal agency (and often mistaken for one), the Gatekeepers are a massive organization with hundreds of teams of every size and function, extensive funding, state-of-the-art facilities, and - most importantly - almost absolute freedom to operate in the City, as few ever remember seeing them or interacting with them.

One or more of the lead characters can become a Gatekeeper during play or even begin the game as a Gatekeeper (like the KS-Exclusive character shown below, Agent Ramirez). A Gatekeeper may have many reasons to continue working with her crew, for example:

- Operating undercover
- Assigned to collaborate with the crew to avert a greater threat to the Mist
- Attempting to recruit crew members
- Remaining attached to the crew (emotionally, socially, legally, or even magically)
- Etc.

It is important to note that some pragmatic Gatekeepers do work with Rifts, whether as expendable instruments or simply because they cannot beat them and thus try to influence them instead.

BECOMING A GATEKEEPER

When a Touched player character loses her last Mythos theme, the player may choose to become a Gatekeeper. The character then does not become a Sleeper; she continues to be able to see partially through the Mist, but her connection with her Mythos is lost (at least for now). Soon thereafter, the character is approached by a Gatekeeper recruitment agent with an offer to join the Gatekeepers. The agent displays intimate knowledge of the character's life and will leverage recent events that have caused the character to forego her Mythos while trying to recruit her. For example, if the character thinks ill of the Mythoi and their power, the Gatekeeper will offer her to help fight against them; if she has lost her powers but still wants to stay in the game, the agent will offer a way to stay relevant, etc.

If the character accepts the offer to train as a Gatekeeper, she disappears for a period of at least one downtime and returns as a low-ranking Gatekeeper agent having received Gatekeeper training (time moves differently on the other side of the Mist).

- The player adds the Mist theme card Shrouding.
- The player may choose to replace any of his existing three Logos themes with other Logos themes representing the mundane benefits of his Gatekeeper status, such as:
 - » Field Agent (Routine)
 - » Urban Warfare (Training)
 - » Standard-Issue Gear (Possessions)

MIST THEMES

Mist themes represent the character's ability to manipulate the Mist. Like Mythos and Logos themes, Mist themes have three power tags and one weakness tag in their complete form (although more tags can be added at character creation or as improvements) or one power tag and one weakness tag in their nascent form.

MIST RATING

Instead of adding to the character's Mythos or Logos ratings, Mist themes add to the character's Mist rating. The player can use his character's Mist rating instead of a Mythos rating when using the move **Look Beyond the Mist**, although the information the character garners from this move now comes from her training and ability to manipulate the Mist, not from her Mythos. A character with a Mist theme can still **Stop. Holding. Back**, creating effects that stem from her mystical Mist-shaping abilities.

DIRECTIVES & STRIKES

Every Mist theme has a Directive, phrased as an imperative order ("Find out who is undermining the Mist in the Old Quarter."). The character must abide by her Directive in the same way she must abide by her Identities. A player can invoke the move **Make a Hard Choice** by having his character take actions that are opposed to her Directive or by ignoring leads related to her Directive. In such cases, the player marks a Strike the same way he would mark Crack. The same applies when the characters sacrifices something in order to abide by her Directive: the character may gain Attention on her Mist theme.

If a character hits three Strikes, the Mist theme is replaced with a Logos theme, unless she has lost her last Mist theme (all the rules for replacing a theme apply, including Nemesis and Build-Up). If the character has lost her last Mist theme, she effectively loses her Gatekeeper status and privileges and is again at a point where she can choose whether to become a Sleeper or reawaken her Mythos. The character still retains her Logos themes related to her Gatekeeper training.

RANK

The number of Mist themes a character has affects her rank within the Gatekeepers' organization. A character with just one Gatekeeper theme (Shrouding, see below) is a low-ranking agent. Players should phrase their Directives accordingly. A low-ranking agent's Directive should usually involve a specific assignment, such as "Locate and retrieve the Tuning Fork". Characters with additional Gatekeeper themes are higher-ranking and their Directives are broader: "Establish an ongoing surveillance presence in Justin's turf".

MYTHOS & LOGOS THEMES

A character who has chosen to become a Gatekeeper must forego her Mythos completely. Therefore, a character cannot have both Mythos and Mist themes (unless the MC approves it due to special circumstances, e.g. a renegade Gatekeeper). When a character with a Mist theme loses a Logos theme, she gains an additional Mist theme instead of a Mythos theme. This represents the character's ordinary life growing less important and her work with the Gatekeepers taking a more dominant role in her life.

STANDARD THEME RULES

In all other ways, a Mist theme works similarly to Mythos and Logos themes: it can gain Attention using the regular methods, it offers the same types of improvements (choose a power tag, choose an improvement, reset Strikes, etc.) and so on.

THE SHROUDING THEME

Shrouding is the basic mystical skill taught to all Gatekeeper agents which allows them to manipulate the Mist and mend it. The Shrouding theme represents the character's basic Shrouding training. **When a character becomes a Gatekeeper, her first theme is always a Shrouding theme.**

SHROUDING THEME IMPROVEMENT

Memory wipe sigil: When you burn *memory wipe* for Power to Hit **With All You've Got**, choosing "Get them good" increases the tier of the status you cause by 2. If your move is Dynamite!, choosing "Hit them hard" increases the tier by 3. The final status you inflict (after applying your targets' defenses, if any) cannot exceed *oblivious-5*.

AGENT RAMIREZ

LOGOS-3

MIST-1



HOW TO PLAY

TAKING ACTIONS

- 1. Imagine** what your character is doing.
- 2. Choose a move.** Moves determine the outcome of your character's actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:
 - to seek answers to burning questions or gain information, you **Investigate**.
 - to talk, threaten, or seduce someone into doing something, you **Convince**.
 - to avoid a hit, endure harm, or resist an influence, you **Face Danger**.
 - to take a clear shot at someone at full power, you **Hit with All You've Got**.
 - to overcome someone or something in a struggle for control, you **Go Toe to Toe**.
 - to give you or your allies an advantage, you **Change the Game**.
 - to do something discreetly or deceptively, you **Sneak Around**.
 - to perform a feat of daring, you **Take a Risk**.
- 3. Count tags.** Tags improve or impede your action. Count the power tags which directly support your action. Subtract weakness tags which directly interfere with your action (the MC can also name them). The result is your **POWER**.

(1) For every weakness tag you use in a move, mark Attention on the theme under which it is listed. This helps you improve.
- 4. Apply statuses.** Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status Spectrum cards. If you have any statuses that directly supports your action, add the highest tier among those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.
- 5. Roll** two six-sided dice (2d6) and add your Power. If the result is:
 - 10 or more (10+) (Hit) - **It's a great success!**
 - 7-9 (Hit) - **You succeed, but with complications.**
 - 6 or less (Miss) - **You fail and the MC makes a move.**
 Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:

- Choose a new power tag
- Remove a weakness tag
- Remove one Crack or Fade
- Rephrase the theme's Identity or Mystery (within the theme)
- [In the full version:] Choose a special move from your Themebook
- [In the full version:] Gain Evolution points for more dramatic improvements

THIS CHARACTER IS AN EXCLUSIVE KICKSTARTER REWARD OF FOR THE CITY RPG BACKERS.

Defining Event

MONSTER HUNTER

ATTENTION CRACK

Identity:

"SLAY THE MONSTER. SAVE THE VICTIM. DON'T MIX THEM UP."

Nine years ago, Mateo's kid sister was brutally murdered by something from beyond the veil of the Mist: a monster. The Mist has long since covered the tracks of the killer but Mateo still remembers. And he does not forgive - not the monster, nor any of the other freaks who endanger the innocents.

POWER TAGS

Stone-cold determination
think like the monster
top physical condition

NEW POWER TAG OPTIONS

- Urban legends
- Hard to fool
- Bounty hunter word-of-mouth

WEAKNESS TAGS

Hates all things legendary

Defining Relationship

COMMUNITY OF SANTA OSCURA

ATTENTION CRACK

Identity:

"I ONLY WANT TO SEE THE PEOPLE OF SANTA OSCURA HAPPY AGAIN."

Mateo Ramirez hails from the small community of Santa Oscura, a once vibrant neighborhood in the Old Quarter, now turned redn of the past. Mateo vowed to clean up the streets of his home from the unnatural forces that ruined it.

POWER TAGS

Unwavering hospitality
Cut through alleys
Baseball player

NEW POWER TAG OPTIONS

- Rally the baseball team
- Operate under the table
- Sandra's Salon

WEAKNESS TAGS

Civilians oblivious to threats

Training

FIELD AGENT

ATTENTION CRACK

Identity:

"THE LESS THEY KNOW, THE EASIER OUR JOB IS"

When the recruitment agent slid the plush leather folder across the diner booth table, Mateo didn't even open it. He has been struggling with his own legend for years and when he finally defeated it, he knew where his path would lead him - the men in gray, the greatest monster hunters of all.

POWER TAGS

Investigate scene of paranormal activity
Tackle a hostile
Certified accountant

NEW POWER TAG OPTIONS

- Impersonation
- Hunt down a single target
- Question eyewitness

WEAKNESS TAGS

Over-worked

Shrouding

AGENT OF THE MIST

ATTENTION STRIKE

Directive:

"IDENTIFY THE SOURCE OF RECENT MONSTER ATTACKS IN THE DISTRICT. DO NOT ENGAGE IT."

Gatekeeper training was not always easy for Agent Ramirez. While he excelled in every aspect of his mundane training, he struggled with Shrouding. But his hard work and determination paid off, and he is now able to hold his own in the field, even

POWER TAGS

Memory wipe
Stronger against Sleepers
Counter supernatural attacks

NEW POWER TAG OPTIONS

- Obscure happening from Sleepers
- Form Mist barrier
- Basic Mist-mending (suppress Rift powers)

WEAKNESS TAGS

Slow learner