

DECLAN L'ESTRANGE

MYTHOS.1 LOGOS.3



HOW TO PLAY

When you take action as your character:

- 1 **DESCRIBE YOUR ACTION**
- 2 **CHOOSE A MOVE** that matches the action you are taking.

CHANGE THE GAME
Give an advantage or remove disadvantage

FACE DANGER
Avoid harm or resist a malign influence

HIT WITH ALL YOU'VE GOT
Hurt someone in the worst way you can

SNEAK AROUND
Act discretely or deceptively

CONVINCE
Get someone to do something they wouldn't

GO TOE TO TOE
Fight someone for control over something

INVESTIGATE
Get answers or gain useful information

TAKE THE RISK
Perform a feat of daring

- 3 **CHOOSE TAGS** relevant to your action:

EACH POWER = TAG **+1 POWER**

EACH WEAKNESS = TAG **-1 POWER**

+1 ATTENTION

EACH STORY = TAG **+1/-1 POWER**

- 4 **APPLY STATUSES**

HIGHEST HELPFUL STATUS **ADD TIER TO POWER**

HIGHEST IMPEDING STATUS

SUBTRACT TIER FROM POWER

- 5 **ROLL +POWER** Roll two City of Mist (or six-sided) dice and add your Power. If your total score is:

6 OR LESS >MISS
THE MC MAKES A MOVE

7 TO 9 >HIT
SUCCESS, WITH COMPLICATIONS

10 OR MORE >HIT
GREAT SUCCESS!

Look at the move description for the exact outcome.

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

☒ **CHOOSE A NEW POWER TAG** OR ☒ **UNLOCK THE THEME IMPROVEMENT**

TAG COMBOS

GLUE SOMEONE TO THE WALL

Go Toe to Toe or Hit With All You've Got
a good shot + adhesive foam ammo + gunslinging stunts
POWER 3

GET A LEAD ON ILLEGAL DEALINGS

Investigate premonitions + smuggling + business connections
POWER 3

SENSE DANGER BEFORE IT HITS

Face Danger subconscious reaction speed + premonitions
POWER 2

DREAM SOMETHING INTO EXISTENCE

Change the Game mysterious reality bending
POWER 1

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG QUICK START RULES, AVAILABLE AT CITYOFMIST.CO

Adaptation

LIVING IN A DREAM

ATTENTION FADE

Mystery:
"WHO IS GUIDING THE DREAM?"

The world around Declan changes like a dream: he can open a door at home and find himself in a marketplace or suddenly become invisible without warning.

POWER TAGS

Mysterious reality bending
Subconscious reaction speed
Premonitions

NEW POWER TAG OPTIONS

- ☐ Astral projection
- ☐ Mold physical objects
- ☐ Enter someone else's dreams

WEAKNESS TAGS

No conscious control of dreams

Occupation

DUBIOUS ANTIQUES DEALER

ATTENTION CRACK

Identity:
"THE ANCIENTS KNEW SOMETHING, AND I'M GOING TO FIND OUT WHAT."

Declan searches after ancient artifacts or texts that will explain the mysterious force that guides him. To do so, he has set up a thriving antiques dealership.

POWER TAGS

Archaeologist
Smuggling
Business connections

NEW POWER TAG OPTIONS

- ☐ History
- ☐ Hagglor
- ☐ Disabling security systems

WEAKNESS TAGS

Black market heat

Training

GUN SLINGER

ATTENTION CRACK

Identity:
"I CAN'T LET DANGER DAUNT ME ON MY SEARCH FOR THE TRUTH."

Declan's line of work has put him in some sticky situations before, so he always packs a pistol or two, with custom ammo created by a talented associate.

POWER TAGS

A good shot
Adhesive foam ammo
Gunslinging stunts

NEW POWER TAG OPTIONS

- ☐ Explosive ammo
- ☐ Cable-gun extension
- ☐ Tactical coordination

WEAKNESS TAGS

Weapon jam

Personality

BEEN AROUND

ATTENTION CRACK

Identity:
"IN THE END, I CAN ONLY RELY ON MYSELF"

Declan has learned to survive in a world of betrayal and danger. He needs others but he keeps a close look on those few he works with.

POWER TAGS

Rugged
Authoritative
Good judge of character

NEW POWER TAG OPTIONS

- ☐ Light sleeper
- ☐ Leadership
- ☐ Common sense

WEAKNESS TAGS

Distrustful