



EXCALIBUR

⚡ 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

6 OR LESS > MISS
THE MC MAKES A MOVE

7 TO 9 > HIT
SUCCESS, WITH COMPLICATIONS

10 OR MORE > HIT
GREAT SUCCESS!

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

MAKE A DAZZLING PARTY ENTRANCE

Hit With All You've Got
family 'friends' in high places + glamorous
POWER 2

EXPOSE FISHY BUSINESS

Investigate
certified accountant + contacts in every neighborhood + bullshit detector
POWER 3

CUT A DEAL

Convince
seasoned negotiator + cushy bank account + family 'friends' in high places
POWER 3

SHAPE A WEAPON AND ATTACK

Go Toe to Toe or Hit With All You've Got
transform into any weapon
POWER 1

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

Relic

THE ULTIMATE WEAPON

ATTENTION FADE

Mystery:

"DOES JUSTICE CALL FOR VIOLENCE?"

While searching for old documents in her family's mansion, Excalibur uncovered an elaborate silver bracelet that could transform into any weapon she imagined.

POWER TAGS*

*These tags refer to the bracelet, not Excalibur herself.

Can transform into any weapon
Inconspicuous in bracelet form
Indestructible

NEW POWER TAG OPTIONS

- ☐ Destructive
- ☐ Bigger explosions
- ☐ Transform into armor

WEAKNESS TAGS

Very conspicuous in weapon form

Mission

ACTIVIST FOR SOCIAL CHANGE

ATTENTION CRACK

Identity:

"I CANNOT TOLERATE INJUSTICE"

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

POWER TAGS

Seasoned negotiator
Contacts in every neighborhood
Disguise

NEW POWER TAG OPTIONS

- ☐ Street cred
- ☐ Ring of operatives
- ☐ Widely supported public figure

WEAKNESS TAGS

Unreliable allies

Defining Relationship

WEALTHY AND DYSFUNCTIONAL FAMILY

ATTENTION CRACK

Identity:

"WITHOUT MY FAMILY, I HAVE NO POWER"

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

POWER TAGS

Cushy bank account
Family 'friends' in high places
Certified accountant

NEW POWER TAG OPTIONS

- ☐ Business acumen
- ☐ Access to family assets
- ☐ Wealthier than ever before

WEAKNESS TAGS

"The old wo/man will find out..."

Personality

RICH OLD DAME

ATTENTION CRACK

Identity:

"NEVER SHOW WEAKNESS."

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

POWER TAGS

Tough as a nail
Bullshit detector
Glamorous

NEW POWER TAG OPTIONS

- ☐ Determined
- ☐ Seductive
- ☐ Emotionally impervious

WEAKNESS TAGS

Sore joints