



MYTHOS-2 LOGOS-2

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
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- 4 APPLY STATUSES**

HIGHEST HELPFUL STATUS	ADD TIER TO POWER	HIGHEST IMPEDING STATUS	SUBTRACT TIER FROM POWER
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- 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!
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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**

MOVE SOMEONE OUT OF THE WAY Take the Risk super speed + act just before it happens + good catcher POWER 3	HACK INTO A DATABASE Investigate computers + network communications + data mining POWER 3	STUDY A CRIME SCENE Investigate flashes of what was here before + perfect spatial sense POWER 2	MOCK PERSUASION ATTEMPTS Face Danger sarcastic remarks + free thinker POWER 2
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THIS CHARACTER IS A PART OF THE CITY OF MIST RPG QUICK START RULES, AVAILABLE AT CITYOFMIST.CO

Mobility

SPACE-TIME WARPING

ATTENTION FADE

Mystery:
"WHAT SHOULD I DO WITH ALL THIS POWER?"

Flicker can affect time and space around her, which appears to others as very fast motion, sometimes even as if she knows the future and acts in advance.

POWER TAGS
Super speed
Act just before it happens
Good catcher

NEW POWER TAG OPTIONS
Short-range teleportation
Put someone into a time loop
Tear the space-time apart

WEAKNESS TAGS
Space-time overload

Divination

EXPANDING SENSES

ATTENTION FADE

Mystery:
"WHAT IS THE RIOT?"

Flicker is becoming aware of more and more parts of the City, past and present, and a monumental future event after which nothing will be the same.

POWER TAGS
Flashes of what was here before
Flashes of other parts of the City
Perfect spatial sense

NEW POWER TAG OPTIONS
Flashes of tomorrow
Flashes of beyond
More than just flashes

WEAKNESS TAGS
Disturbing flashes of the coming horror

Personality

HIP-STER

ATTENTION CRACK

Identity:
"I WANT PEOPLE TO ACCEPT AND ADMIRE MY ECCENTRICITY."

Flicker is a young woman with a radical taste and a flair for the strange and the different. She prefers carving her own path in life to following the mainstream.

POWER TAGS
Sarcastic remarks
Free thinker
Fashionable carry-all bag

NEW POWER TAG OPTIONS
City nightlife
Perfect pitch
Inventor

WEAKNESS TAGS
Tries too hard

Training

MAD HACKER SKILLS

ATTENTION CRACK

Identity:
"I WANT TO BE FREE, RATHER THAN OBEY THE SYSTEM."

Flicker can manipulate computers just as well as she manipulates the space-time (no mojo here, just skill and experience).

POWER TAGS
Computers
Network communications
Data mining

NEW POWER TAG OPTIONS
Hacker connections
Government database access
Penetration software

WEAKNESS TAGS
Can be traced