



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

IGNORE BEING HIT

Face Danger
can't die - already dead +
force-field generator
POWER 2

GET IN A SNIPING POSITION

Change the Game
stealth +
alert
POWER 2

TAKE A SNIPER SHOT

Hit With All You've Got
"Ion-9" blast sniper rifle +
marksmanship
POWER 2

HUNT DOWN HER TARGET

Investigate
tracking device +
tracking +
alert
POWER 3

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

Bastion



A WALKING DEAD

ATTENTION FADE

Mystery:

"WHO WAS I BEFORE I DIED?"

Post-Mortem is a dead woman walking. More accurately, she is a body supercharged with "Ion-9", an energy that somehow allows her to think, walk, and act.

POWER TAGS

Can't die - already dead
Does not breathe
Needs no food or drink

NEW POWER TAG OPTIONS

☐ Can't feel pain
☐ Immune to toxins
☐ Immune to disease

WEAKNESS TAGS

Corpse-like appearance

Relic



HELIX LABS GADGETS

ATTENTION FADE

Mystery:

"WHO DID THIS TO ME?"

When Post-Mortem woke up in an abandoned Helix Labs facility, she found special gear laying beside her. It is powered by her own "Ion-9" energy.

POWER TAGS

"Ion-9" blast sniper rifle
Force-field generator
Tracking device

NEW POWER TAG OPTIONS

☐ Paralysing shot
☐ Structural scanner
☐ Cloaking device

WEAKNESS TAGS

Devices depend on "Ion-9"

Training



ASSASSIN

ATTENTION CRACK

Identity:

"ONCE I MARK A TARGET, THERE IS NO TURNING BACK"

As she emerged into the world, Post-Mortem discovered that she is trained in all the techniques she needs to track and take down her enemies.

POWER TAGS

Martial arts
Stealth
Marksmanship

NEW POWER TAG OPTIONS

☐ Deadly surprise
☐ Eye on the door
☐ Improvised weapons

WEAKNESS TAGS

Underworld reputation

Mission



ANGEL OF VENGEANCE

ATTENTION CRACK

Identity:

"NO SHADOW IS DEEP ENOUGH TO HIDE WHAT YOU HAVE DONE."

Post-Mortem is dedicated to hunting down wrongdoers who operate in the shadows - specifically, anyone whose methods remind her of Helix Labs.

POWER TAGS

Tracking
Interrogation
Alert

NEW POWER TAG OPTIONS

☐ Battlefield tactics
☐ Informer
☐ Safe house

WEAKNESS TAGS

Too eager