



SALAMANDER

⚡ 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

SHOOT NIMBUS WHIPS IN THE RAIN
Go Toe to Toe or Hit With All You've Got
burning nimbus whips + better in damp conditions
POWER 2

CHARM SOMEONE INTO HELPING
Convince charming + handsome + truly wants to do good
POWER 3

LOCATE A CROOK OR A WITNESS
Investigate snooping around + knows every street
POWER 2

DODGE AND SHIELD
Face Danger plasma barrier + dodge
POWER 2

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

Expression

NIMBUS OF PRIMORDIAL PLASMA

ATTENTION FADE

Mystery:

"HOW CAN FIRE AND WATER BE ONE?"

Salamander's skin can produce a nimbus of a burning substance that is neither fire nor water, but has something of both.

POWER TAGS

Burning nimbus whips
Plasma barrier
Better in damp conditions

NEW POWER TAG OPTIONS

☐ Bright flare
☐ Underwater propulsion
☐ Heat resistance

WEAKNESS TAGS

Weaker in dry conditions

Mission

UP-AND-COMING CRIME-FIGHTER

ATTENTION CRACK

Identity:

"I MUST BATTLE CRIME IN ALL ITS FORMS"

Salamander has been battling gangs and petty criminals for a while now. He can handle himself on the streets.

POWER TAGS

Brawl
Dodge
Snooping around

NEW POWER TAG OPTIONS

☐ Athletic
☐ Streetwise
☐ Crime scene investigation

WEAKNESS TAGS

Known vigilante

Personality

HEART-THROB

ATTENTION CRACK

Identity:

"I WANT TO HELP THOSE IN NEED."

Handsome, bold, and kind-hearted, Salamander has a heroic charm that few can resist.

POWER TAGS

Charming
Handsome
Truly wants to do good

NEW POWER TAG OPTIONS

☐ Brave
☐ Celebrity
☐ Incorruptible

WEAKNESS TAGS

Memorable face

Occupation

CITY WATER WORKER

ATTENTION CRACK

Identity:

"I NEED MY JOB TO SURVIVE."

In his everyday life, Salamander is a hard-working blue-collar employee of the City Water Works Department.

POWER TAGS

Knows every street
City waterways access
City official

NEW POWER TAG OPTIONS

☐ Secret underwater hideout
☐ Understands how water moves (fluid dynamics)
☐ Emergency services radio

WEAKNESS TAGS

"You have no authority here!"