SERIES CREATION

3

CREW CREATION. PG 144

The crew theme represents your shared resources, beliefs, and weaknesses.

- Choose a ready-to-play crew theme starting on page 149; or
- Create it together using the **crew themebook**, choosing 3 power tags, 1 weakness tag, and a Mystery or an Identity.

Crew Relationships define your initial number of **Help & Hurt points** with each crewmate.

- Each player writes down the names of all the other crew members.
- Go around the table, taking turns.
- On your turn, choose at random one Crew Relationship option from one of your themebooks and read it out loud.
- Choose whether to use this option and with which crewmate. If the crewmate accepts, you work out the details of your relationship.
- You gain one Help point or one Hurt point, as stated in the option you chose. Your crewmate does not gain points on your turn.
- Continue taking turns until you have enough details.

1

SERIES CONCEPT . . . . PG 46

Your characters already know each other and they work together (for whatever reason). Decide together:

? WHO ARE YOU, AS A CREW?

- Casual detectives
- Company men
- Conspiracy busters
- Dabblers in the Mist
- Survivors of an event
- A gang
- Investigative Masked Vigilantes
- Modern gods
- An order
- Professionals / Rifts-for-hire

? WHAT IS YOUR CITY OF MIST LIKE?

- True Noir (1930s), Neon Noir (80s), modern-day
- Generic comic-book city, exiting city, tapestry of realities
- Mystical Mist, realistic Mist

4

A DAY IN THE LIFE. PG 156

Play a short and casual session to tie everything together and complete missing details.

The MC starts by picking out a time of the day and asking:

? WHERE ARE YOUR CHARACTERS AND WHAT ARE THEY DOING ON THIS NORMAL DAY IN THEIR LIVES?

You all answer.

Ask and answer as many interesting questions as you can about:

- Your characters and their lives
- Your crew and what you do together
- Your City
- Any potential cases you are working on

Avoid tying loose ends.

Finally, play a few scenes to familiarize yourselves with the rules (given in Chapter 3).

2

CHARACTER CREATION . . . . PG 54

See outline the in next page >>>

City of MIST

CHARACTER CREATION

1

CREATE A CONCEPT . . . . PG 60

Choose your MYTHOS, the legend awakened within your character. It can be a person, being, item, or location from any story, mythology, legend, folklore, fairytale, literary work, urban legend, religious tale, concept, or real-world event.

Choose your LOGOS, your character's everyday persona and life. It can be any modern-day walk of life. Develop your concept by speculating about:

? WHY DID THIS MYTHOS MANIFEST THROUGH YOUR CHARACTER?

? WHAT IS YOUR CHARACTER'S SECRET PAIN?

2

CHOOSE THEMES . . . . PG 64

Your character has four themes, with at least one Mythos theme and at least one Logos themes. **Mythos themes** represent legendary powers. **Logos themes** represent mundane abilities, qualities, resources, and allies.

Choose your initial level of awareness:
- **Legendary:** 3 Mythos themes, 1 Logos theme
- **Borderliner:** 2 Mythos themes, 2 Logos themes
- **Touched:** 1 Mythos theme, 3 Logos themes

Choose Mythos themes: Adaptation (versatility), Bastion (defense), Divination (information), Expression (offense or ability to alter reality), Mobility (movement), Relic (powerful item), or Subversion (stealth or deceit).

Choose Logos themes: Defining Event (in your past), Defining Relationship, Mission, Personality, Possessions, Routine, or Training.

Use **Character Tropes** starting on page 70 for quick ideas for your themes.

3

CHOOSE THEME DETAILS . . . . PG 74

Use the **Themebooks** starting on page 82 to create each theme's tags and its Mystery or Identity.

TAGS . . . . PG 74

Tags are short and specific descriptions, usually 1-3 words long, describing a discrete quality, ability, object, resource, ally, situation, or thing in the game.

Tag questions in the themebooks help you create tags. When you answer a tag question, your answer becomes your tag. You cannot answer the same tag question twice.

POWER TAGS power your moves. They always describe something useful (ask yourself: what actions would this power tag boost?).

> **Each theme starts with 3 power tags.** You must answer the first power tag question in the Themebook. Then answer two more of your choice.

> **You can have only one broad power tag.** A broad power tag is one that would be useful in many different situations.

WEAKNESS TAGS depower your moves but earn you Attention. They always describe something limiting (ask yourself: what actions would this weakness tag impede?).

> **Each theme starts with 1 weakness tag.** You can answer any weakness tag question.

Extra tags: In one theme of your choice, you may add one additional power tag and one additional weakness tag.

MYSTERIES AND IDENTITIES . . . . PG 79

Mysteries and Identities drive your character to take action.

Every Mythos theme has a **Mystery**, a question for which your character is seeking answers.

Every Logos theme has an **Identity**, a statement in which your character strongly believes.

City of Mist

PLAYER RULES

HOW TO MAKE A MOVE . . . . PG 172

1. Describe your character's action AND name the move you are making
2. Determine your Power †
3. Roll two six-sided dice (2d6) and add the result to your Power †
4. Follow the outcome description based on your score

THE CORE MOVES

CHANGE THE GAME (page 182) to give you or your allies an advantage (generate **Juice**).

CONVINCE (page 185) to talk, threaten, or seduce someone into doing something.

FACE DANGER (page 178) to avoid a hit, endure harm, or resist an influence. (Reduce or avoid a **status**)

GO TOE TO TOE (page 188) to overcome someone or something in a struggle for control. (Give and/or take a **status**)

HIT WITH ALL YOU'VE GOT (page 190) to take a clear shot at someone with all of your power. (Give a **status**, and possibly take one)

INVESTIGATE (page 192) to seek answers to burning questions or gain information. (Generate **Clues**)

SNEAK AROUND (page 195) to do something discreetly or deceptively.

TAKE THE RISK (page 196) to perform a feat of daring.

DETERMINING POWER. . . . . .PG 175

A. **Invoke tags that directly help your action.** You gain +1 Power for each tag.
B. **Invoke tags that directly impede your action.** For each tag, you lose 1 Power. For each weakness tag, mark 1 Attention on that tag's theme.
C. **Add the tier of your highest helpful status to your Power.**
D. **Subtract the tier of your highest impeding status from your Power.**

TAG INVOCATION RULES

- **Final Call:** The MC has the final call on which tags are relevant and can be invoked.
- **No Tag Cap:** You can invoke any number of relevant tags from all of your character's themes, the crew themes, or available story tags. †
- **Reusable:** Tags can be invoked again in subsequent actions †, except for:
  » **Repeating Moves:** You cannot repeat an action using the same tags until the conditions have changed (page 178).
  » **Linked Moves:** If your move is related to your previous move, you cannot use the same tags again (page 178).
- **Power of Zero:** If your action does not require special abilities or resources, you can take it without invoking any tags (page 217).
- **Minimum One:** If a move grants a benefit based on Power, you always get at least one point of benefit, even if your Power is zero or less (page 181).
- **Using your weakness:** The MC or a PC that is the target of your move can also invoke your weakness tags (page 207).

MOVE OUTCOMES . . . . PG 177

- **MISS:** a score of 6 or less. The MC makes an MC move against you or your crew.
- **HIT:** a score of 7 or more.
  » 7-9 is a weak hit, granting benefits with complications.
  » +10 is a strong hit, granting mostly benefits.
  » If your move is *Dynamite!,* +12 is an extraordinary hit, granting special benefits.

See the move descriptions for the exact outcome of every score category.

HELPING OR INTERFERING . . . . PG 181

You can help or interfere with a crewmate's action before the player rolls the dice. Spend Juice (you may **Change the Game**) to give them a relevant status or story tag.

🔥 BURNING TAGS . . . . .PG 209

A burnt tag cannot be invoked. Burnt tags can be recovered with the **Montage** move (page 209).

Burning for a Hit: You can voluntarily burn a tag when you make a move. You gain a Power of 3 and instead of rolling the dice, treat the roll as if you rolled 7 (total unmodified score of 10). No other tags can be invoked in this roll, but statuses apply normally.

† Does not apply in some moves or when using optional rules.

City of MIST

🏷 OTHER TAGS . . . . PG 212

Story tags represent things and essential qualities important to the story. To create story tags, you spend **Juice**. Their duration may vary:

- **Temporary** story tags expire after a single invocation and cannot be burnt for a hit.
- **Ongoing** story tags last until they narratively expire or until they are burnt.
- **Permanent** story tags do not expire (and thus can be burnt and recovered).

Power Tags in Crew and Extra Themes are "crispy": they burn once you invoke them and cannot be burnt for a hit.

You can recover Crew Power Tags with the **Geek Out During Credits** move (page 202). You can recover Extra Power Tags with the **Montage** move.

⊞ STATUSES . . . . PG 218

Statuses represent conditions that are acquired or transient. A status has a **tag** and a **tier**:

- **Tier 1-4** statuses increase or decrease the Power of relevant actions.
- **Tier 5 (OUT)** statuses incapacitate you, preventing any action related to the status.
- **Tier 6 (MC)** statuses kill or permanently transform you, MC's choice.

When you give a status, your move defines the tier and you choose a tag appropriate to your action. **Statuses on Dangers (adversaries)** may affect their actions, affect your actions, or contribute to their defeat (MC's choice, see page 128 in the MC Toolkit).

When you take a status, you may **Face Danger** to reduce the status (MC's choice). Statuses of similar nature ("on the same spectrum") stack:

- A greater tier replaces a lower tier (tier-2 replaces tier-1).
- An equal tier increases the tier by 1 (tier-2 increases an existing tier-2 to tier-3)
- A smaller tier adds pips to the greater tier until the next tier is reached (tier-2 adds two pips to an existing tier-3; when 3 pips are reached, it becomes tier-4).

DURATION:

- **Most statuses are Ongoing**, lasting until they narratively expire or are removed.
- **Temporary** statuses expire after they apply to a single action.
- **Permanent** statuses do not expire.

Recovery: Statuses can be reduced or removed with **Juice** (**Change the Game** move) or with the **Montage** move.

🔍 CLUES . . . . PG 227

Clues are a game resource that can be traded for information.

- To generate Clues, you **Investigate**.
- Each Clue allows you to ask one question and get an answer or a solid lead to the answer (MC or target's choice).
- The information you receive is limited to the **method** of your investigation and the **source** of information.
- You can bank Clues, but they expire when the information they represent becomes obsolete.

⚡ JUICE . . . . PG 232

Juice points represent your ability to shape the scene. To generate Juice, you **Change the Game**. Each point of Juice allows you to:

- Create one story tag
- Burn one Power Tag or story tag
- Create a tier-1 status, and give it +1 tier for every additional point of Juice spent
- Reduce the tier of a status by 1 (if its tier is reduced to zero, it is removed)

Juice can only create effects related to the action you took to generate it (its **method**). You can bank Juice, but it expires when its method becomes obsolete.

Help & Hurt points are Juice that represents your relationships with your crewmates. You can spend them to help or interfere with your crewmates as you would with Juice. Help & Hurt points do not recover. You can gain new Help & Hurt points with the **Geek Out During Credits** move.

THE CINEMATIC MOVES . . . . PG 198

- **Voiceover Monologue (page 199):** At the beginning of each session, one player sets the mood by describing his character's thoughts and feelings.
- **Flashback (page 199):** Once per session, describe a past event and possibly make a retroactive move or gain 1 Clue or 1 Juice.
- **Montage (page 201):** Choose your character's activity during **downtime** and gain benefits accordingly.
- **Geek Out During Credits (page 202):** At the end of every session, debrief character development, crew growth, and crew relationships and gain benefits accordingly.

City of MIST

CHARACTER DEVELOPMENT

Mark Attention on a theme when:

- Anyone invokes the theme's weakness tags (one Attention per tag invoked)
- (For character themes) You choose to **give attention (Logos)** or **explore your Mythos (Mythos)** on the **Montage (Downtime)** move
- You find answers to the theme's Mystery
- You sacrifice something to hold to the theme Identity
- (For a crew theme) A player chooses so on the **Geek Out During Credits (Session End)** move

When the Attention track on one of your themes is full, reset it and choose an **improvement**:

- Choose a new power tag
- Add, remove, or rewrite a weakness tag
- Choose a theme improvement from the themebook
- Reset Fade or Crack

Season Premiere, Season Finale: When the crew has a new overarching goal, it gets a new nascent crew theme. When the crew has achieved its goal, it gets a new nascent extra theme.

MYTHOS & LOGOS MOVES

When you make these special moves, instead of adding your Power to your roll, you add:

- **Mythos rating:** the number of Mythos themes you have
- **Logos rating:** the number of Logos themes you have

Tags and statuses do not apply.

- **Stop.Holding.Back.** allows you to use your powers in a never-before-seen way or scope, but you must make a sacrifice (page 256).
- **Look Beyond the Mist** allows you to **Investigate** by communing with your Mythos (explained under the **Investigate** move, page 194).

Fade (Mythos themes) represents losing your Mythos and giving in to your everyday.

- When you forego answers to your Mystery, you mark Fade.
- When you mark 3 Fade on a theme, you replace it.

Crack (Logos themes) represents losing your identity and opening up to your Mythos.

- When you act against your Identity, you mark Crack.
- When you mark 3 Crack on a theme, you replace it.

1. **Lose the theme:** You discard the theme card. You can no longer use its tags and improvements.
2. **Gain a Nemesis**: Your gain a complication due to the loss of the theme. It may only appear starting in the next session.
3. **Gain Build-Up points** (or Help & Hurt points when you lose a crew theme):
   - » One Build-Up point for every tag in the lost theme beyond the third
   - » One Build-Up point for every theme improvement in the lost theme
4. **Transform:**
   - » If this was your last Logos theme, you become an **Avatar** (page 270).
   - » If this was your last Mythos theme, you become a **Sleeper** (page 276).
   - » Otherwise, you gain a **nascent theme** of your choice from the type opposite to the one you lost (Mythos <> Logos).

A nascent theme has only one power tag (weakness tags and Mystery/Identity as normal).

- When you first mark Attention on a nascent theme, it gains another power tag.
- When you first complete the Attention track on a nascent theme, it gains another power tag (you cannot choose another improvement). It is now a standard theme.

When you mark 5 Build Up point, reset the track and choose a Moment of Evolution from the list on your character card. You can only choose each option once.

City of MIST

RUNNING A SESSION

SESSION STRUCTURE .... MCT 65

- **Session Start:** One player makes the **Voiceover Monologue (Session Start)** move.
- **Play through scenes, downtime, and cutscenes** according to what the lead characters do, according to the case, and according to cinematic considerations.
  - » **Scene:** Follow the scene flow below.
  - » **Downtime**: All players make the **Montage (Downtime)** move.
  - » **Cutscene**: You set the mood, foreshadow, or reveal information yet unknown to the players.
- **Session end:** All players make the **Geek Out During Credits (Session End)** move.

PLAYING A SCENE................... MCT 67

- **Set the scene:** Narrate the opening shot. You can make a soft MC move.
- **Give the spotlight** to the players by asking: "What do you do?"
  - » **During player spotlight:** Listen and **intrude** when the rules require you to.
  - » **On a miss:** Make a hard MC move.
  - » **After a player move:** Narrate how the scene responds to what just happened. You can make a soft MC move.
- **When everyone is waiting:** Narrate what happens next. You can make a soft MC move.
- **After each MC move or narration:** Pass the spotlight back to the same player, forward to the next player, or generally to the group and ask again "What do you do?"
- **When the scene is exhausted:** Cut to the next scene, downtime, or cutscene.

MC MOVES

MC INTRUSIONS........................MCT 70

At any point in the game, even when a player has the spotlight, you may intrude to...

- **Translate the story into rules**, e.g., add a story tag.
- **Reveal a custom move** that has been triggered.
- **Ask for more details** about a player's action.
- **Tell a player which player move** their action triggers.
- **Intervene when a player determines Power**, e.g., invoke a weakness tag.
- **Choose, describe, and resolve the outcome of a move**, when the choice is yours or when the player foregoes an option.

THE SOFT MOVES ....MTCT 71

- Complicate Things
- Hit Them After A Fair Warning
- Optional: Activate Their Weakness Tags as Flaws

THE HARD MOVES .... MTCT 73

- Complicate Things, Bigtime
- Deny Them Something They Want
- Make Something Horrible Happen
- Turn Their Move Against Them
- Give a Status
- Reduce or Remove a Status
- Burn a Tag
- Force Them to Choose

NARRATION .... MCT 78

- Emphasize the atmosphere
- Make your characters real and human
- Keep it a mystery
- Ask provoking questions
- Stay consistent
- Make the City feel alive

ADJUSTING THE CHALLENGE LEVEL ... MCT 82

- Adjust the severity of statuses
- Adjust the range of actions affected by satuses
- Adjust how statuses are removed
- Apply the Grit Mode or Tag Cap optional rules (Player Guide, pages 176 and 207)

City of MIST

WRITING A CASE

1

CREATE THE BACKSTORY .... MCT 90

? What happened before the crew got involved in the case?

STORY SEED

? RIFT(S): WHO IS INVOLVED IN THIS CASE?

- What is the Mythos of the main Rift(s) involved?
- Who is this Rift in her everyday life in the City?
- How and when did this Rift awaken?
- How awakened is this Rift? (Awakening, Touched, Borderliner, Legendary, or Avatar)
- What drives this Rift more: her Mythos or her ordinary life?
- What does her Mythos want from her?
- What is / was her mundane motive?

? THE TRUTH: WHAT CRIME, WRONG, OR PROBLEM IS AT THE CENTER OF THE CASE?

See a list of examples on page 91.

? THEME: WHAT TYPE OF STORY WILL THIS BE?

Scope (personal, neighborhood, city, etc.), common tropes, and format (whodunit, cold case, clock is ticking)

? HOOKS: HOW DOES THE CREW GET INVOLVED?

- How does the crew hear about the case?
- At what point in the progression of events does the crew come in?

DEVELOPMENT

Think of additional major characters and further complications.

DETAILS

Your final backstory should have a **character roster**, a sufficiently detailed account of **the whole truth**, and **the timeline**.

2

CREATE THE BREADCRUMB TRAIL..... MCT 97

CREATE THE ICEBERG

The case Iceberg is made out of locations and people who lead from **the hooks** to **the truth**. It is divided into **Depths**; the greater the Depth, the closer this location or person is to the truth.

- Break down your backstory into the possible locations and/or characters.
- Place all the Hooks at Depth 0.
- Place the locations directly connected to the Hooks at Depth 1.
- For every other location ask yourself:
  » How can this location bring the crew closer to the truth?
  » What follow-up location would the clues lead to?
  » Is this follow-up location significantly closer to the truth? (If so, it should be deeper down the iceberg).
- Place all the other locations on the Iceberg based on your answers.

CREATE THE LOCATIONS

For each location, create:

- A description
- A short list of characters present there
- A list of clues: physical evidence, information gleaned from characters, observations and deductions, papertrail, or information obtained by legendary means

3

CREATE THE DANGERS.............. MCT 101

? Who or what could endanger the investigation or interfere with follow-up actions?

See also the Danger creating rules on page 131.

City of MIST

DANGER RULES

Soft and Hard Danger moves are suggestions for soft and hard MC moves you can make when using a specific Danger.

Custom Danger moves are special rules relating to a specific Danger.

- Most custom moves are **intrusions** and can trigger even during a player's spotlight.
- When a custom move is first triggered, you must reveal it to the players. (You can reveal it earlier than that, if you'd like)

Spectrums measure how much of a given type of statuses a Danger can take before it changes irrevocably (overcome or transformed). A spectrum is made of a **tag** and a **maximum tier**.

- **Maxing out:** When a Danger takes a status on a spectrum with a tier equal to the spectrum maximum, the spectrum is maxed out.
- **Defeat:** Normally, when a Danger's spectrum is maxed out, the Danger is overcome.
- **Countdown Spectrums:** When these spectrums are maxed out, a custom move is triggered (e.g. when a timebomb explodes).
- **Immunities:** Spectrums marked with "–" indicate the Danger is immune to such statuses and ignores them altogether.
- **Off-Spectrum Statuses:** A Danger can take a status even if it does not match any of its listed spectrums.

When a Danger takes a status, choose one of the following (or more, if appropriate):

- The status counts against that Danger's spectrums to promote its defeat.
- The status applies to player moves against that Danger.
- The status applies to the Danger's own moves.

- **A defensive status or tag** which applies to players' attack moves
- A move which **reduces the tier of statuses** the Danger incurs (such as a Status Filter)
- **Immunities**, spectrums on which the Danger cannot take a status
- **Active Shield** (see right column), a custom move which hits the attacker before they make an attack

- **Active Shield:** When a character attacks the Danger, the character first takes a status or faces a negative outcome.
- **Countdown Outcome:** Defines what happens when a Danger's countdown spectrum is maxed out.
- **Starting Status or Tag:** Give a Danger a status or a tag as soon as it enters the scene.
- **Status Filter:** Modify (usually reduce) statuses of a specific type received by the Danger.
- **Status Payload:** Create an additional side effect when the Danger successfully gives a status.

A collective is a single Danger representing a group of non-player characters or threats. Every collective has a **size factor** ranging from 1 to 4.

- A collective has the same spectrum and moves as a single individual, but:
  - » **For statuses taken by the entire collective:** Reduce the tier by the size factor.
  - » **For moves made by the entire collective:** Increase the effect by its size factor.
- **Target individuals:** Members of a collective can takes statuses and be overcome individually. When sufficient members of a collective are overcome, the MC reduces the collective's size factor.
- **Break apart:** You can break down a large collective into smaller collectives or individual Dangers, if the circumstances dictate so (e.g., a gang splits up).

City of MIST