



CORE MOVES

INVESTIGATE

When you use your abilities to **seek answers to burning questions**, roll+power. On a hit, you uncover as many Clues as your Power. Spend your Clues 1-to-1 to ask the MC a question about the subject of your investigation or ask another player a relevant question about their character. They must give you either a straight answer or a solid lead. On a 7-9, they can also choose 1:

- Your investigation exposes you to danger.
- The clues you get are fuzzy, incomplete, or part-true part-false
- Whoever or whatever you are asking the question(s) can ask you one question as well. You answer on the same terms.

CONVINCE

When you use your abilities **to talk, threaten, or seduce** someone into doing something, roll+power. On a hit, they choose either to take a relevant status of your choice with tier=power or:

- On a 7-9, to give in a little, but protect their own agenda.
- On a 10+, to update their agenda to include yours, at least for the time being.

FACE DANGER

When you use your abilities to **to avoid an incoming hit, endure harm, resist a malign influence, or hold it together**, the MC will name a status with its tag and tier. Roll+power. On a 10+, you fend off the effect and take no status at all. On a 7-9, you take the status, but with -1 tier. On a miss, you take the full status.

HIT WITH ALL YOU'VE GOT

When you have a clear shot and you use your abilities to **hit someone or something with all you've got**, roll+power. On a hit, you hit, inflicting a status upon your target with tier=power and a tag relevant to the abilities you used.

On a 7-9, choose 1, on a +10, choose 2:

- You take cover or secure a superior position so that they can't hit you back.
- You get them good or get many of them (+1 tier).
- There's no collateral damage, or there's loads of collateral damage.
- You hold the target's attention, if possible.

On a +10, you can also choose from the following options:

- If it's in your ability to move them, they are out of the way.
- You gain an advantage on the battlefield. You get 1 Juice (see Change the Game move).

GO TOE TO TOE

When you use your abilities to **overcome someone or something in a struggle for control**, state what your goal is. Your opponent can describe how they respond, at their option. Roll+power. On a 7-9, choose 1, on a 10+, choose 2:

- You manage to reach your goal, e.g., take something they hold
- You get them good, inflicting a status with tier=power
- You block, dodge, or counter their best attempts. If you don't choose this, they can inflict a status on you. If they are a PC, its tier=their power (based on their relevant tags and statuses, as usual).

CHANGE THE GAME

When you use your abilities **to give you or your allies an advantage**, roll+power. On a hit, you get Juice=power. Spend your Juice, 1 for 1, to gain the following effects, but they must be related to the tags you used:

- Inflict a status with tier-1 (can be chosen multiple times, the tier increases by 1 each time)
- Create/summon new objects or beings with 1 tag of your choice
- Add a new temporary tag to one character, object, or location
- Remove 1-tier from a status
- Burn one player character's tag

By default, your effect is topical (affects one target), temporary (only affects the next relevant action), and discernible. On a 10+, you get a minimum of Juice-2, and you can also use your Juice to choose:

- Scale up the effect (greater area or more targets)
- Prolong the effect (make the statuses and tags you create ongoing)
- Hide the effect
- Any other improvement you and the MC agree on

SNEAK AROUND

When you use your abilities **to do something secretly or deceptively**, roll+power. On a +10, everyone that should fall for it falls for it. On a 7-9, the MC chooses one:

- Someone unimportant noticed you, but that just made them important, right?
- You are perceived only by a secondary sense (someone picks up your scent while you're sneaking; you're seen whispering a message but the message is not heard).
- You're stuck in an uneasy and stressful position in the middle of your action. To finish it secretly or get out of there without being seen, you must Take the Risk or Face Danger, MC's call.

TAKE THE RISK

When you use your abilities **to perform a daring, risky, dangerous, or outright stupid feat**, roll+power. On a +10, you do it, somehow. On a 7-9, things get messy. The MC will offer you a hard bargain or an ugly choice.

OTHER MOVES

PHOTOMONTAGE [DOWNTIME]

Whenever you have some downtime, choose one way to spend it:

- **Give attention** to one of your Logos themes. Tell everyone at the table how you do it and mark Attention on that theme.
- **Investigate a case.** Tell everyone at the table how you do it. You gain three Clues to use as in the Investigate move, based on your investigation.
- **Explore your Mythos.** Tell everyone at the table which Mystery you explore and how you do it. You gain one Clue to use as in the Investigate move, based on your investigation. Mark Attention on that Mystery's theme.
- **Prepare for your next activity.** Tell everyone at the table how you prepare and choose one: recover all your burnt tags OR gain 3 Juice to use as in the Change the Game move (you can choose from all options).
- **Recover from your last activity.** For each ongoing status still affecting you, the MC will tell you if and how it can be removed during your downtime. The MC can also rule that you partially recover from a status or allow you to reduce it by 1-tier for each relevant tag you have.

The MC can cue into any of the photomontage events and continue them as scenes.

GO YOUR OWN WAY

When you **try to act against the Identity of your crew**, the MC will scratch out a crew power tag or, if none remain, remove one crew Attention. Roll+mythos (the number of Mythos themes you have). On a +10, you do it and it feels right; gain a relevant ongoing positive status with tier=mythos. On a 7-9, your actions cause a new problem related to your crew to surface. Together with the other players, choose a new weakness tag for the crew theme you acted against.

LOOK BEYOND THE MYST

When you **reach inside to get in touch with your Mythos**, you can feel the truth behind things without even knowing how. Play it out like the Investigate move, but roll+mythos instead. On a hit, you get Clues=mythos.

MAKE A HARD CHOICE

When you **try to act against one of your Identities or Mysteries**, mark Crack/Fade on its theme and roll+mythos for Identity or roll+logos for Mystery. On a +10, you do it and it feels right; gain a relevant ongoing positive status with tier=logos for Identity or tier=mythos for Mystery. On a 7-9, this aspect of you somehow deteriorates. Choose a new weakness tag.

If you acted for the sake of one of your other Identities/Mysteries, mark Attention on its theme.

STOP HOLDING BACK

When you **try to use your abilities in a way or scale you've never attempted before**, the MC will choose one stake and write it on a piece of paper, out of sight:

- **You're resisting.**
What you are trying to do comes into conflict with your Identity _____. Mark Crack on its theme.
- **It will burn you out.**
If you do it, mark the burn icon next to all the tags in the theme _____. They're burnt.
- **It will leave a mark.**
If you do it, take a status _____. You cannot avoid it with Face Danger.
- **It will change you forever.**
If you do it, you will lose your theme _____.

Then, roll+logos. On a 7-9, you do it and pay the price. On a +10, you can take a look at the stakes the MC wrote and then choose - do it and pay the price or hold back. On a miss, you lose control over your powers - the MC will say how.

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