CITY OF MIST

SALAMANDER

⚡ MYTHOS·1   😎 LOGOS·3

💡 HOW TO PLAY

TAKING ACTIONS

1. Imagine what your character is doing.

2. Choose a move. Moves determine the outcome of your character's actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:

- to seek answers to burning questions or gain information, you **Investigate**.
- to talk, threaten, or seduce someone into doing something, you **Convince**.
- to avoid a hit, endure harm, or resist an influence, you **Face Danger**.
- to take a clear shot at someone at full power, you **Hit with All You've Got**.
- to overcome someone or something in a struggle for control, you **Go Toe to Toe**.
- to give you or your allies an advantage, you **Change the Game**.
- to do something discreetly or deceptively, you **Sneak Around**.
- to perform a feat of daring, you **Take a Risk**.

3. Count tags. Tags improve or impede your action. Count the power tags which **directly support** your action. Subtract weakness tags which **directly interfere** with your action (the MC can also name them). The result is your **POWER**.

(!) For every weakness tag you use in a move, mark Attention on the theme under which it is listed. This helps you improve!

4. Apply statuses. Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status Spectrum cards. If you have any statuses that directly supports your action, add the highest tier among those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.

5. Roll two six-sided dice (2d6) and add your Power. If the result is:

- 10 or more (10+) (Hit) · **It's a great success!**
- 7-9 (Hit) · **You succeed, but with complications.**
- 6 or less (Miss) · **You fail and the MC makes a move.**

Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:

- Choose a new power tag
- Remove a weakness tag
- Remove one Crack or Fade
- Rephrase the theme's Identity or Mystery (within the theme)
- [In the full version:] Choose a special move from your Themebook
- [In the full version:] Gain Evolution points for more dramatic improvements

SALAMANDER

⚡ MYTHOS·1   👓 LOGOS·3

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!"