



MC PRINCIPLES & MOVES

YOUR AGENDA

- Make City of Mist feel real and unreal at the same time
- Make the player characters' lives interesting
- Be the player characters' biggest fan
- Play to find out: Be open to discovering what will happen next in the game story, agree to let the players' actions drive the story, and be willing to be surprised by the outcome.

YOUR MOVES

- Present a new obstacle or complication
 - Make them sweat for valuable information
 - Take away their chance at getting valuable information (e.g., suspect ran away)
 - Force them to **Make a Hard Choice** about their Identities or Mysteries (character or crew)
 - Throw a status at them and ask them to **Face Danger**
 - Inflict a status they can't defend from (no **Face Danger** allowed)
 - Give them what they want unexpectedly but reveal the truth of what really happened later
 - Tell them how their move goes wrong
 - Make a Danger move (Starter Set p. 64) or a custom move
- After every move, ask: "What do you do?"

YOU AS THE REFEREE

- You have the final call on whether a tag used by a player is relevant.
- When a tag supports only a certain aspect of an action, consider breaking down the action into separate moves.
- When you break down an action to several moves, consider forgoing the less dramatic move to help the game flow.
- Discuss how to interpret a tag with the players. Once it's established, hold them to that interpretation.

(see page 35 in the Starter Set, 'HOW TO DECIDE IF A TAG IS RELEVANT')

YOU AS THE NARRATOR

- Ask provoking questions
- Always describe the atmosphere (weather, lighting, sounds, textures, smells, etc.)
- Emphasize the feeling that nothing is what it seems
- Candidly give information about the character's gut feeling and intuition
- Hint at the mythical forces at play, but never expose them
- Use dramatic locations
- Ask for details on the characters' mundane lives and build on that
- Keep the suspense and tension high:
 - Cut to another parallel occurrence when the tension is highest
 - Introduce complications or move on when the tension is dropping
 - Unravel the ungraspable truth ever so slowly
- Never talk metaphysics in-play; it will break the illusion. When you play a character, do not mention terms like Myst, Mythoi, Gateway, etc. Instead describe the character's vague feelings and perceptions of such phenomena.

MC TRACKING SHEET



Real name: _____

Mystery:

"How can fire and water be one?"

Identity:

"I must battle crime in all its forms."

Identity:

"I want to help those in need."

Identity:

"I need my job to survive."

Weakness tags:

- Weaker in dry conditions
- Known vigilante
- Memorable face
- "You have no authority here!"

Statuses & Notes



Real name: _____

Mystery:

"Does justice call for violence?"

Identity:

"I cannot tolerate injustice."

Identity:

"Without my family, I have no power."

Identity:

"Never show weakness."

Weakness tags:

- Bracelet very conspicuous in weapon form
- Unreliable allies
- "The old wo/man will find out..."
- Sore joints

Statuses & Notes



Real name: _____

Mystery:

"Why did this happen to me?"

Mystery:

"How can I reverse my transformation?"

Identity:

"All I know is how to fight."

Identity:

"I'm a freak. No-one can love me."

Weakness tags:

- Struggles to restrain growth
- Monstrous
- Exposed after right hook
- Emotional

Statuses & Notes



Real name: _____

Mystery:

"Who was I before I died?"

Mystery:

"Who did this to me?"

Identity:

"Once I mark a target, there is no turning back."

Identity:

"No shadow is deep enough to hide what you have done."

Weakness tags:

- Corpse-like appearance
- Devices depend on "Ion-9"
- Underworld reputation
- Too eager

Statuses & Notes



Real name: _____

Mystery:

"Who is guiding the dream?"

Identity:

"The ancients knew something, and I'm going to find out what."

Identity:

"I can't let danger daunt me on my search for the truth."

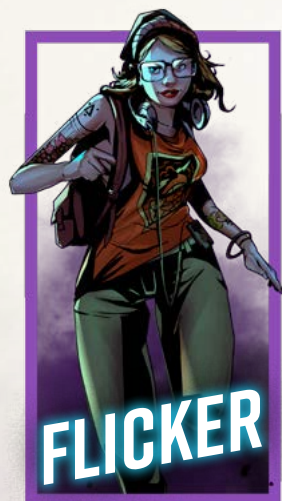
Identity:

"In the end, I can only rely on myself."

Weakness tags:

- No conscious control of dreams
- Black market heat
- Weapon jam
- Distrustful

Statuses & Notes



Real name: _____

Mystery:

"What should I do with all this power?"

Mystery:

"What is The Riot?"

Identity:

"I want people to accept and admire my eccentricity."

Identity:

"I want to be free, rather than obey the system."

Weakness tags:

- Time-space overload
- Disturbing flashes of the coming horror
- Tries too hard
- Can be traced

Statuses & Notes



Real name: _____

Mystery:

"How can I relieve the suffering of mankind?"

Mystery:

"How can I return to the realm of the Gods?"

Mystery:

"Which is better, reality or fantasy?"

Identity:

"I love Kaito more than anything else!"

Weakness tags:

- Powers do not work on gods or spirits
- Fragile
- Elaborate trickery is easier to expose
- Freezes up when sees Kaito

Statuses & Notes



Real name: _____

Mystery / Identity:

Mystery / Identity:

Mystery / Identity:

Mystery / Identity:

Weakness tags:

- _____
- _____
- _____
- _____

Statuses & Notes
