



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

YOUR MOVES

- Present an unforeseen obstacle
- Make them sweat for valuable information
- Take away their chance at getting valuable information (e.g., suspect ran away)
- Activate their weakness tags (character or crew)
- When it's least convenient, 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 move)
- 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 (see below) or a custom move

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 character's 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."

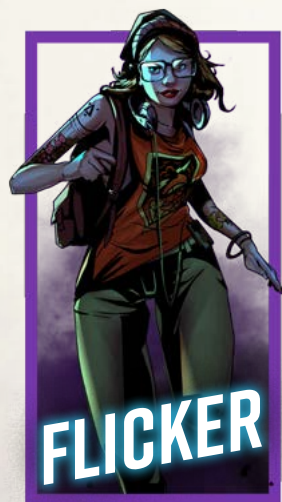
Identity:

"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
