



CITY of MIST

YELLOW PAGES

THE EXPOSITION SESSION

1. SERIES CONCEPT PG (PLAYER GUIDE)-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

2. CHARACTER CREATION PG-54

See outline in the next page >>>

3. CREW CREATION PG-144

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

- Choose a ready-to-play crew theme starting on PG-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 and/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.

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 of the PG).

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) (PG-82)
- Bastion (defense) (PG-86)
- Divination (information) (PG-90)
- Expression (offense or ability to alter reality) (PG-9)
- Mobility (movement) (PG-98)
- Relic (powerful item) (PG-10)
- Subversion (stealth or deceit) (PG-106)

Choose Logos themes:

- Defining Event (in your past) (PG-110)
- Defining Relationship (PG-114)
- Mission (PG-118)
- Personality (PG-122)
- Possessions (PG-126)
- Routine (PG-130)
- Training (PG-134)

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

3. CHOOSE THEME DETAILS PG-74

Use the **Themebooks** starting on page PG-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.

PLAYER RULES

HOW TO MAKE A MOVEPG-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 (PG-182) to give you or your allies an advantage (generate **Juice**).

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

FACE DANGER (PG-187) to avoid a hit, endure harm, or resist an influence. (Reduce or avoid a **status**)

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

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

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

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

TAKE THE RISK (PG-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.**

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

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 (PG-178).
 - » **Linked Moves:** If your move is related to your previous move, you cannot use the same tags again (PG-178).
- **Power of Zero:** If your action does not require special abilities or resources, you can take it without invoking any tags (PG-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 (PG-181).
- **Using your weakness:** The MC or a PC that is the target of your move can also invoke your weakness tags (PG-207).

MOVE OUTCOMESPG-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 (PG-201).

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.

OTHER TAGSPG-212

Story tags represent things and essential qualities important to the story, such as *a pistol*. 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 (PG-202). You can recover Extra Power Tags with the **Montage** move.

STATUSESPG-218

Statuses represent conditions that are acquired or transient, such as *tired-2*. 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 your character, preventing any action related to the status.
- **Tier 6 (MC)** statuses kill or permanently transform your character, 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 the tier is reduced to zero, the status 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

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

CHARACTER DEVELOPMENT

ATTENTION PG-244

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

CREW THEME DEVELOPMENT PG-247

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 (PG-256).
- **Look Beyond the Mist** allows you to **Investigate** by communing with your Mythos (explained under the **Investigate** move, PG-194).

DRAMATIC MOMENTS..... PG-248

MAKE A HARD CHOICE.....PG-254

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.

REPLACING A THEME.....PG-261

1. **Lose the theme:** You discard the theme card. You can no longer use its tags and improvements.
2. **Gain a Nemesis:** You 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** (PG-270).
 - » If this was your last Mythos theme, you become a **Sleeper** (PG-276).
 - » Otherwise, you gain a **nascent theme** of your choice from the type opposite to the one you lost (Mythos <> Logos).

NASCENT THEMES.....PG-265

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.

MOMENTS OF EVOLUTIONPG-267

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.

RUNNING A SESSION

SESSION STRUCTURE MCT-65

- **Session Start:** One player makes the **Voiceover Monologue (Session Start)** move.
- **Play through scenes, downtime, and cutscenes**
- **XSs** 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.

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

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 MCT-71

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

THE HARD MOVES MCT-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

ADJUSTING THE CHALLENGE LEVEL MCT-82

- Adjust the severity of statuses
- Adjust the range of actions affected by statuses
- Adjust how statuses are removed
- Apply the Grit Mode or Tag Cap optional rules (PG-176 and PG-208)



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 MCT-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 MTC-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, paper-trail, 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 MCT-131.

DANGER RULES

SPECTRUMS MCT-120

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.

EFFECTS OF STATUSES ON DANGERS MCT-128

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.

DANGER DEFENSES..... MCT-139

- 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

DANGER MOVES MCT-123

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)

COMMON CUSTOM DANGER MOVES..... MCT-136

- **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.

COLLECTIVES MCT-126

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 take 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).

STEP 1: CONCEPT

- ? **CHARACTER:** What are this Danger's abilities and resources?
- ? **RIFT:**
- What is its mythos?
 - What is its level of awareness?
 - What mythos powers does it possess?
- ? **LOCATION:** What is dangerous about this place?
- ? **ALL DANGERS:** In what ways will this Danger interact with the crew?

STEP 2: CHOOSE SPECTRUMS

- ? **DEFEAT SPECTRUMS:**
- How can this Danger be overcome?
 - What statuses can bring it to an end?
- ? **COUNTDOWN SPECTRUMS:** What dangerous transformation or end is this Danger moving toward?
- ? **IMMUNITIES:** To what is this Danger immune?

STEP 3: CHOOSE SOFT MOVES

- ? How can this Danger make life harder for the crew, without dramatic consequences (yet)?

STEP 4: CHOOSE HARD MOVES

- ? **IF THE CREW LETS IT:**
- How would this Danger influence or hurt others?
 - How would this Danger help itself or its allies?
 - How would this Danger affect the scene or the story?

STEP 5: CHOOSE CUSTOM MOVES

- ? What can this Danger do that has not been described by its other moves?
- ? What quality does this Danger possess that has not been described by its other moves?

RIFT DANGER GENERATOR (MC TOOLKIT)**CHOOSE AN EVERYDAY PERSONA (LOGOS)****CITY RESIDENTS**

City Official ★	p141
Corporate Lawyer ★★★	p142
Helpless City Resident	p142
Mob ★★	p142
Mover & Shaker ★★★★	p143
Psyche Ward Nurse ★	p143
Radical Activist ★★	p143
Reporter ★★	p144
Social Butterfly ★★	p144
Troubled Individual ★	p144
Violent Drunk ★	p144

CRIMINALS

Cat Burglar ★★	p145
Con Artist ★★	p145
Crime Lord ★★★★★	p145
Delinquent Teenagers ★	p146
Getaway Vehicle ★★	p146
Heist Team ★★★ +	p146
Hired Thugs ★★	p147
Hitman ★★★	p147
Petty Crook ★	p147
Smuggler ★★	p147
Street Gang ★★	p148

LAW ENFORCEMENT AND SECURITY

Beat Cops / Security Guards ★	p148
Detective / Investigator ★★	p148
Police Squad Car ★★	p150
Swat Team / Elite Security ★★★	p150
Security System ★★	p150

CHOOSE A MYTHOS POWER SET

Beast + ★	p152
Creature Of Darkness + ★★	p153
Demigod Or Giant + ★★	p153
Ghost Or Spirit + ★	p153
Golem Or Elemental + ★	p153
Hunter + ★	p153
Mind Controller + ★	p153

Leader + ★	p154
Nature Spirit Or God + ★	p154
Necromancer + ★★	p154
Messenger Of The Light + ★	p154
Sorcerer Or Witch + ★	p154
Swift-Footed + ★	p154

Thief + ★	p156
Trickster + ★	p156
Warrior + ★	p156
Weapon Bearer (Relic) + ★★	p156
Winged Creature + ★	p156