



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 avoid 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 your character.

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)
- Choose a special move from your Themebook
- [In the full version:] Gain Evolution points for more dramatic improvements
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THIS CHARACTER IS A PART OF THE CITY OF MIST RPG STARTER SET, AVAILABLE AT CITYOFMIST.CO/DOWNLOAD

Adaptation

RAPID CELL GROWTH

ATTENTION FADE

Mystery:

"WHY DID THIS HAPPEN TO ME?"

Mitosis is an ever-evolving ecosystem, capable of creating all kinds of new cells according to his current evolutionary need.

POWER TAGS

Huge
Can grow extra limbs
Instant muscle building

NEW POWER TAG OPTIONS

- Spore generation
- Can change his mass
- Analyze biochemical composition

WEAKNESS TAGS

Struggles to restrain growth

Bastion

SURVIVABILITY

ATTENTION FADE

Mystery:

"HOW CAN I REVERSE MY TRANSFORMATION?"

Mitosis's external appearance is deformed, combining pieces of bone, plant, and indistinct tissue - but it helps to keep him alive.

POWER TAGS

Grow bone armor
Rapid healing
Change skin texture and color

NEW POWER TAG OPTIONS

- Harden inner organs
- Weather resistance
- Grow roots

WEAKNESS TAGS

Monstrous

Training

EX-BOXER

ATTENTION CRACK

Identity:

"ALL I KNOW IS HOW TO FIGHT."

Before the crash, Mitosis was a famous boxer and an infamous playboy. He's still got all the moves.

POWER TAGS

Boxing
Mean right hook
Gambling

NEW POWER TAG OPTIONS

- Dodge
- Can take a pounding
- Staggering blow

WEAKNESS TAGS

Exposed after right hook

Defining Event

BIOCHEMICAL ACCIDENT

ATTENTION CRACK

Identity:

"I'M A FREAK. NO-ONE CAN LOVE ME."

The famed boxer was driving while intoxicated after a rowdy party when his car crashed into a truck carrying vats of volatile biochemical agent...

POWER TAGS

Ex-celebrity
Media connections
Filled with rage

NEW POWER TAG OPTIONS

- Compassionate
- Secret admirer
- Meditation

WEAKNESS TAGS

Emotional