



JOB

MYTHOS.1

LOGOS.3



HOW TO PLAY

When you take action as your character:

- 1 DESCRIBE YOUR ACTION
- 2 CHOOSE A MOVE that matches the action you are taking.

CHANGE THE GAME
Give an advantage or remove disadvantage

FACE DANGER
Avoid harm or resist a malign influence

HIT WITH ALL YOU'VE GOT
Hurt someone in the worst way you can

SNEAK AROUND
Act discretely or deceptively

CONVINCE
Get someone to do something they wouldn't

GO TOE TO TOE
Fight someone for control over something

INVESTIGATE
Get answers or gain useful information

TAKE THE RISK
Perform a feat of daring

- 3 CHOOSE TAGS relevant to your action:

EACH POWER = TAG **+1 POWER**

EACH WEAKNESS = TAG **-1 POWER** **+1 ATTENTION**

EACH STORY = TAG **+1/-1 POWER**

- 4 APPLY STATUSES

HIGHEST HELPFUL STATUS

ADD TIER TO POWER

HIGHEST IMPEDING STATUS

SUBTRACT TIER FROM POWER

- 5 ROLL+POWER Roll two City of Mist (or six-sided) dice and add your Power. If your total score is:

6 OR LESS >MISS
THE MC MAKES A MOVE

7 TO 9 >HIT
SUCCESS, WITH COMPLICATIONS

10 OR MORE >HIT
GREAT SUCCESS!

Look at the move description for the exact outcome.

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

☒ CHOOSE A NEW POWER TAG OR ☒ UNLOCK THE THEME IMPROVEMENT

TAG COMBOS

SURVIVE A BULLET

Face Danger
...but you can't take my life and soul +
endure any punishment
POWER 2

RESIST AN IMMORAL SUGGESTION

Face Danger
...but you can't take my life and soul +
righteous man +
"listen, son"
POWER 3

GET INTO A FISTFIGHT

Go Toe to Toe
nothing left to lose +
punch out their lights
POWER 2

GET SOMEONE TO CONFESS

Investigate
smell guilt a mile away +
compassionate +
have a heart-to-heart
POWER 3

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG "ALL-SEEING EYE INVESTIGATIONS" STARTER SET, AVAILABLE AT CITYOFMIST.CO

Destiny

DEVIL, DEVIL, TAKE IT ALL...

ATTENTION FADE

Mystery:

"WHAT IS THE PURPOSE TO MY SUFFERING?"

Job simply cannot die (he tried). Like his biblical Mythos, he is at the center of a bet between God and the Devil that has ruined his life but keeps his body alive and his soul untarnished.

POWER TAGS

...but you can't take my life and soul
Endure any punishment
A righteous man

NEW POWER TAG OPTIONS

☐ Know the Devil's servants
☐ Diatribe of despair
☐ Bounce back

WEAKNESS TAGS

Magnet for misfortune

THEME IMPROVEMENT

☐ Delay Fate

When you have downtime and you choose to explore the Mythos of this theme, you can choose to remove one Fade from this theme instead of receiving Attention.

Defining Event

CRASH AND BURN

ATTENTION CRACK

Identity:

"I HAVE NOTHING LEFT IN THIS WORLD."

In another life, Job was a successful and honest business and family man. But when he refused time and again to cooperate with the criminal underworld, calamity struck: his company was taken over and his family was brutally murdered.

POWER TAGS

Nothing left to lose
Devil-may-care
Punch out their lights

NEW POWER TAG OPTIONS

☐ Knucklebuster
☐ Urban survival
☐ Hard-earned respect

WEAKNESS TAGS

Panic attack

THEME IMPROVEMENT

☐ Over it

Whenever the MC or another player invokes one of this theme's weakness tags, you can say "I'm over it" and count the tag as a power tag instead. Mark Crack.

Mission

MAN ON A MISSION

ATTENTION CRACK

Identity:

"THIS COMMUNITY IS MY TICKET TO WHOEVER KILLED MY FAMILY."

A god-fearing man, Job isn't after revenge; he's after judgement. He took the cloth to make contacts in the crime-ridden community of Miller's Square, vowing to find those who shattered his world and rain God's fury on them.

POWER TAGS

The congregation
A silver cross
Smell guilt a mile away

NEW POWER TAG OPTIONS

☐ One-man Judgement Day
☐ Arsenal of firearms
☐ Bishop of Miller's Square

WEAKNESS TAGS

Temptations

THEME IMPROVEMENT

☐ Gung Ho

Tell everyone your mission's next objective and take a *gung-ho-1* status (supports actions that help you achieve that objective). When you complete the objective, remove the status and mark Crack.

Personality

FATHER FIGURE

ATTENTION CRACK

Identity:

"THESE KIDS NEED ME."

Job is a reliable and friendly middle-aged man, the kind of role model many young people in Miller's Square need. He has a knack for getting people to open up and spill their guts.

POWER TAGS

Compassionate
Have a heart-to-heart
"Listen, son..."

NEW POWER TAG OPTIONS

☐ Tough love
☐ Teamwork coach
☐ Amateur mechanic

WEAKNESS TAGS

Sees a victim in everyone

THEME IMPROVEMENT

☐ This Is My Moment

Once per session, you can impose +1 tier when you *Convince* or get +1 Juice when you *Change the Game* using tags from this theme.