



# HECATE

⚡ MYTHOS-3    🕒 LOGOS-1

## 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.
 

<b>CHANGE THE GAME</b> Give an advantage or remove a disadvantage	<b>FACE DANGER</b> Avoid harm or resist a malign influence	<b>HIT WITH ALL YOU'VE GOT</b> Hurt someone in the worst way you can	<b>SNEAK AROUND</b> Act discretely or deceptively
<b>CONVINCE</b> Get someone to do something they wouldn't	<b>GO TOE TO TOE</b> Fight someone for control over something	<b>INVESTIGATE</b> Get answers or gain useful information	<b>TAKE THE RISK</b> Perform a feat of daring
- 3 CHOOSE TAGS** relevant to your action:
 

EACH POWER = TAG	<b>+1 POWER</b>	EACH WEAKNESS = TAG	<b>-1 POWER</b>	<b>+1 ATTENTION</b>	EACH STORY TAG	<b>+1/-1 POWER</b>
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- 4 APPLY STATUSES**

HIGHEST HELPFUL STATUS	ADD TIER TO POWER	HIGHEST IMPEDING STATUS	SUBTRACT TIER FROM POWER
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- 5 ROLL+POWER** Roll two City of Mist (or six-sided) dice and add your Power. If your total score is:
 

<b>6 OR LESS &gt;MISS</b> THE MC MAKES A MOVE	<b>7 TO 9 &gt;HIT</b> SUCCESS, WITH COMPLICATIONS	<b>10 OR MORE &gt;HIT</b> GREAT SUCCESS!
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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**
- SUMMON THE DEAD TO HER AID**  
Change the Game  
Summon ghosts +  
bind ghosts  
**POWER 2**
  - SCARE THE LIVING HELL OUT OF SOMEONE**  
Hit With All You've Got  
tear one's spirit out +  
deathly howl +  
icy touch +  
incorporeal  
**POWER 4**
  - INTERVIEW A HOSTILE DEAD WITNESS**  
Investigate  
Summon ghosts +  
bind ghosts  
**POWER 2**
  - EVADE SOMEONE ON THE CITY STREETS**  
Sneak Around  
skulk in the shadows +  
urban survivalist +  
Summon ghosts  
**POWER 3**

HECATE IS A CITY OF MIST RPG CHARACTER, AVAILABLE AT CITYOFMIST.CO. ORIGINAL CONCEPT BY BRI.

**Conjuration** ⚡

## GHOST SUMMONING

ATTENTION FADE

**Mystery:**  
"HOW CAN I UNLOCK THE GATES OF DEATH?"

As goddess of thresholds, witchcraft, and necromancy, Hecate possesses the power to summon the ghosts of the dead to her aid. She can also bind them to haunt a location or person. Hauntingly still, she can temporarily tear a person's spirit out of their body. However, all this summoning business can only be done by the act of drawing blood - a dangerous and messy affair for a small child.

**POWER TAGS**

- Summon ghosts
- Bind ghosts
- Tear one's spirit out

**NEW POWER TAG OPTIONS**

- Banish ghosts
- Tear one's Mythos out
- Summon a poltergeist

**WEAKNESS TAGS**

Fresh cut for every summoning

**Familiar** ⚡

## BARGHEST

ATTENTION FADE

**Mystery:**  
"SHOULD I BRING BACK MY FAMILY, LIKE I DID WITH BARGHEST?"

Scared and alone on the City streets, Hecate used her dark magic to resurrect her dead family's Dobermann and imbue him with the powers of the ghostly hound after which he was named, Barghest. Now, wherever she goes Hecate is followed by her canine companion and friend.

**POWER TAGS**

- Deathly howl
- Foretell death
- Bite wound that never heals

**NEW POWER TAG OPTIONS**

- Iron hide
- Fiery breath
- A pack of Black Dogs

**WEAKNESS TAGS**

Overprotective

**Bastion** ⚡

## GHOSTLY FORM

ATTENTION FADE

**Mystery:**  
"WHAT HATEFUL FORCE HAS KEPT ME ALIVE AND FOR WHAT PURPOSE?"

Hecate's visage is unnerving and ghostly, her face is emaciated and her flesh appears to be decomposing. A layer of protective ectoplasm surrounds her, emitting an eerie pale blue light, and her touch is ice cold.

**POWER TAGS**

- Incorporeal
- Ectoplasmic shield
- Icy touch

**NEW POWER TAG OPTIONS**

- Deathly wail
- Possess someone's body
- Astral projection

**WEAKNESS TAGS**

Traces of ectoplasmic goo

**Mission** 🕒

## BLOODY VENDETTA

ATTENTION CRACK

**Identity:**  
"THOSE RESPONSIBLE FOR MY FAMILY'S DEATH WILL PAY."

Hecate's awakening happened at the exact moment of her death, after suffocating from heavy smoke in a house fire. Her body was not harmed by the flames that consumed her entire family and burned down her home. She now searches the City streets to find and punish the people responsible for that fire.

**POWER TAGS**

- Skulk in the shadows
- Urban survivalist
- Small pocket knife

**NEW POWER TAG OPTIONS**

- Killing comes naturally
- Brutal determination
- A gang of hateful pre-teens

**WEAKNESS TAGS**

Never feels safe

**THEME IMPROVEMENT**

- Banish Resistance

Danger effects that burn tags are reduced by one when applied to your Conjuration power tags or story tags created through them.

**THEME IMPROVEMENT**

- Friends Are There

When you Change the Game to remove negative effects from your Familiar, you get one extra point of Juice.

**THEME IMPROVEMENT**

- Redirected Hostility

When your Face Danger move is *Dynamitel*, on a 12+, if you choose to reflect the status you were given you can redirect it to any target, not just your attacker.

**THEME IMPROVEMENT**

- When Hell Freezes Over

When you sacrifice something you truly want in order to abide by your Mission's Identity, you not only mark Attention on the theme (as usual) but also remove one crack from it, if any.