



## 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

#### IGNORE BEING HIT

Face Danger  
can't die - already dead +  
force-field generator  
**POWER 2**

#### GET IN A SNIPING POSITION

Change the Game  
stealth +  
alert  
**POWER 2**

#### TAKE A SNIPER SHOT

Hit With All You've Got  
"Ion-9" blast sniper rifle +  
marksmanship  
**POWER 2**

#### HUNT DOWN HER TARGET

Investigate  
tracking device +  
tracking +  
alert  
**POWER 3**

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG QUICK START RULES, AVAILABLE AT CITYOFMIST.CO

Bastion



## A WALKING DEAD

ATTENTION FADE

Mystery:

"WHO WAS I BEFORE I DIED?"

Post-Mortem is a dead woman walking. More accurately, she is a body supercharged with "Ion-9", an energy that somehow allows her to think, walk, and act.

### POWER TAGS

Can't die - already dead  
Does not breathe  
Needs no food or drink

### NEW POWER TAG OPTIONS

Can't feel pain  
 Immune to toxins  
 Immune to disease

### WEAKNESS TAGS

Corpse-like appearance

Relic



## HELIX LABS GADGETS

ATTENTION FADE

Mystery:

"WHO DID THIS TO ME?"

When Post-Mortem woke up in an abandoned Helix Labs facility, she found special gear laying beside her. It is powered by her own "Ion-9" energy.

### POWER TAGS

"Ion-9" blast sniper rifle  
Force-field generator  
Tracking device

### NEW POWER TAG OPTIONS

Paralyzing shot  
 Structural scanner  
 Cloaking device

### WEAKNESS TAGS

Devices depend on "Ion-9"

Training



## ASSASSIN

ATTENTION CRACK

Identity:

"ONCE I MARK A TARGET, THERE IS NO TURNING BACK."

As she emerged into the world, Post-Mortem discovered that she is trained in all the techniques she needs to track and take down her enemies.

### POWER TAGS

Martial arts  
Stealth  
Marksmanship

### NEW POWER TAG OPTIONS

Deadly surprise  
 Eye on the door  
 Improvised weapons

### WEAKNESS TAGS

Underworld reputation

Mission



## ANGEL OF VENGEANCE

ATTENTION CRACK

Identity:

"NO SHADOW IS DEEP ENOUGH TO HIDE WHAT YOU HAVE DONE."

Post-Mortem is dedicated to hunting down wrongdoers who operate in the shadows - specifically, anyone whose methods remind her of Helix Labs.

### POWER TAGS

Tracking  
Interrogation  
Alert

### NEW POWER TAG OPTIONS

Battlefield tactics  
 Informer  
 Safe house

### WEAKNESS TAGS

Too eager