



SALAMANDER

⚡ 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
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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:

6 OR LESS >MISS THE MC MAKES A MOVE	7 TO 9 >HIT SUCCESS, WITH COMPLICATIONS	10 OR MORE >HIT 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

SHOOT NIMBUS WHIPS IN THE RAIN Go Toe to Toe or Hit With All You've Got burning nimbus whips + better in damp conditions POWER 2	CHARM SOMEONE INTO HELPING Convince charming + handsome + truly wants to do good POWER 3	LOCATE A CROOK OR A WITNESS Investigate snooping around + knows every street POWER 2	DODGE AND SHIELD Face Danger plasma barrier + dodge POWER 2
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THIS CHARACTER IS A PART OF THE CITY OF MIST RPG QUICK START RULES, AVAILABLE AT CITYOFMIST.CO

Expression ⚡

NIMBUS OF PRIMORDIAL PLASMA

ATTENTION FADE

Mystery: "HOW CAN FIRE AND WATER BE ONE?"

Salamander's skin can produce a nimbus of a burning substance that is neither fire nor water, but has something of both.

POWER TAGS

- Burning nimbus whips
- Plasma barrier
- Better in damp conditions

NEW POWER TAG OPTIONS

- Bright flare
- Underwater propulsion
- Heat resistance

WEAKNESS TAGS

Weaker in dry conditions

Mission 🐉

UP-AND-COMING CRIME-FIGHTER

ATTENTION CRACK

Identity: "I MUST BATTLE CRIME IN ALL ITS FORMS"

Salamander has been battling gangs and petty criminals for a while now. He can handle himself on the streets.

POWER TAGS

- Brawl
- Dodge
- Snooping around

NEW POWER TAG OPTIONS

- Athletic
- Streetwise
- Crime scene investigation

WEAKNESS TAGS

Known vigilante

Personality 🐉

HEART-THROB

ATTENTION CRACK

Identity: "I WANT TO HELP THOSE IN NEED."

Handsome, bold, and kind-hearted, Salamander has a heroic charm that few can resist.

POWER TAGS

- Charming
- Handsome
- Truly wants to do good

NEW POWER TAG OPTIONS

- Brave
- Celebrity
- Incorruptible

WEAKNESS TAGS

Memorable face

Occupation 🐉

CITY WATER WORKER

ATTENTION CRACK

Identity: "I NEED MY JOB TO SURVIVE."

In his everyday life, Salamander is a hard-working blue-collar employee of the City Water Works Department.

POWER TAGS

- Knows every street
- City waterways access
- City official

NEW POWER TAG OPTIONS

- Secret underwater hideout
- Understands how water moves (fluid dynamics)
- Emergency services radio

WEAKNESS TAGS

"You have no authority here!"