

<p>CHARACTER CARD </p> <p>CHARACTER NAME</p> <p>PLAYER</p> <p>MYTHOS</p> <p>LOGOS</p> <table border="1"><tr><td>CREW</td><td>HELP</td><td>HURT</td></tr></table> <p>STORY TAGS</p> <p>CITY of MIST</p>	CREW	HELP	HURT	<p>CHARACTER CARD </p> <p>BUILD-UP </p> <p>MOMENTS OF EVOLUTION</p> <ul style="list-style-type: none"><input type="checkbox"/> Choose another broad power tag<input type="checkbox"/> Gain an extra theme: Ally<input type="checkbox"/> Gain an extra theme: Base of Operations<input type="checkbox"/> Gain an extra theme: Ride<input type="checkbox"/> Get closure from your Nemeses<input type="checkbox"/> Go through a transformation<input type="checkbox"/> Leave the City<input type="checkbox"/> Make one Core Move permanently <i>Dynamite!</i><input type="checkbox"/> Make one Core Move permanently <i>Dynamite!</i><input type="checkbox"/> Make one Core Move permanently <i>Dynamite!</i><input type="checkbox"/> See through the Mist <p>NEMESSES</p> <p>SON OF OAK GAME STUDIO</p>	<p>TYPE  </p> <p>THEME TITLE</p> <p> ATTENTION  FADE / CRACK</p> <p>MYSTERY / IDENTITY</p> <p>POWER TAGS BURN</p> <p>WEAKNESS TAGS INVOKE</p> <p>CITY of MIST</p>	<p>CREW OR EXTRA THEME CARD  </p> <p>IMPROVEMENTS</p> <p>SON OF OAK GAME STUDIO</p>
CREW	HELP	HURT				

TYPE	TYPE	TYPE	TYPE
THEME TITLE	THEME TITLE	THEME TITLE	THEME TITLE
ATTENTION	ATTENTION	ATTENTION	ATTENTION
FADE / CRACK	FADE / CRACK	FADE / CRACK	FADE / CRACK
MYSTERY / IDENTITY	MYSTERY / IDENTITY	MYSTERY / IDENTITY	MYSTERY / IDENTITY
POWER TAGS	POWER TAGS	POWER TAGS	POWER TAGS
BURN	BURN	BURN	BURN
WEAKNESS TAGS	WEAKNESS TAGS	WEAKNESS TAGS	WEAKNESS TAGS
INVOKE	INVOKE	INVOKE	INVOKE

<p>THEME CARD</p> <p>⚡/∞</p> <p>IMPROVEMENTS</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>FLIPSIDE</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>SON OF OAK GAME STUDIO</p>	<p>THEME CARD</p> <p>⚡/∞</p> <p>IMPROVEMENTS</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>FLIPSIDE</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>SON OF OAK GAME STUDIO</p>	<p>THEME CARD</p> <p>⚡/∞</p> <p>IMPROVEMENTS</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>FLIPSIDE</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>SON OF OAK GAME STUDIO</p>	<p>THEME CARD</p> <p>⚡/∞</p> <p>IMPROVEMENTS</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>FLIPSIDE</p> <p>-----</p> <p>-----</p> <p>-----</p> <p>SON OF OAK GAME STUDIO</p>
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