CITY OF MIST

SUITS UNVEILED

THE GATEKEEPERS AND THE MIST

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CREDITS

PRONOUN USE

Where the third person is required, this book refers to characters as 'she', players as 'he', and the MC as 'she' as well. This is an arbitrary division for the sake of readability and balance in the use of pronouns; characters, players, and MCs may be of any or no gender.

CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. It does NOT contain explicit representation of sexual acts. Parental guidance is advised.

What is keeping me asleep? This should be the most burning question in the mind of every Rift. *This force which makes me forget, overlook the fantastic and the real, what is it?* Who *is behind it?* And yet, most do not ask this question.

Why? Because it is stronger than them. Because since birth they have been inhaling it, they were baptized in it. They have grown up, labored and fought, hated and loved, all while shrouded in it. It is in everything around them. They know nothing but its sweet forgetfulness, they take comfort in it.

Even Rifts such as, perhaps, yourself, who see themselves as subjugated by this force, are not so quick to rebel. There is much to lose. Subconsciously, your mind diverts its attention to the drama of your life, even your Rift life, battling giants and monsters, chasing bills and love affairs. You cling to every distraction to avoid that creaky old door that leads to the basement of your soul, attempting not to ask the question which might shake the very foundation of your life: *What is the Mist?*

Behind that mental door, the Gatekeepers operate. They are the Man, the system, the patriarchy and matriarchy. They are the covert agents of the Mist whose job is to keep you asleep. The people who dedicate their lives to maintaining the sleepy dream that is the City as we know it, to never let the blanket pulled over your head tear or fray.

Flawed as it may be, the status quo is predictable and reliable. To awaken every morning without being devoured by a fantastical monstrosity is a privilege that the Gatekeepers bestow upon millions of Sleepers every day (even if some of those citizens awaken to a lousier routine than others). This obscure organization, numbering thousands of agents and desk workers, has developed the means and the methods to keep the City relatively safe from the Mythoi. But those who know the Gatekeepers know their greatest weakness lies in the fact that they are human beings: and like all of us, they can be angry, cruel, slack, lenient, corruptible, and sometimes... simply inattentive.

This chapter will usher both the MC and players who wish to portray Gatekeepers into the world of the Gatekeepers and the Mist, help you integrate them into your series, and uncover the secrets of this hidden organization, from their inception to their present-day situation.

Life of an Agent introduces you to the hidden world of Gatekeeping, from their recruitment, their everyday life, their Mist-related "Arts", the equipment they use, and their political outlooks.

Playing a Gatekeeper Character provides the rules for playing lead characters who are Gatekeepers, including new themebooks, new moves, and new character development rules.

The Gatekeeper Organization reveals the inner workings of the City's best kept secret service: its hierarchy, its departments, its factions, and its physical assets in the City and in the "Deep Mist".

The Gatekeepers as Adversaries contains all the information you as the MC need to use the Gatekeepers in your series, from story hooks, to Gatekeeper Mist moves, to a directory of Danger profiles full of agents and units, high-profile veterans, vehicles, and security measures.

Secrets of the Mist offers different answers to the greatest question in City of Mist – What is the Mist? – along with guidance on how to introduce this ultimate mystery into your game.

A WARNING FOR PLAYERS
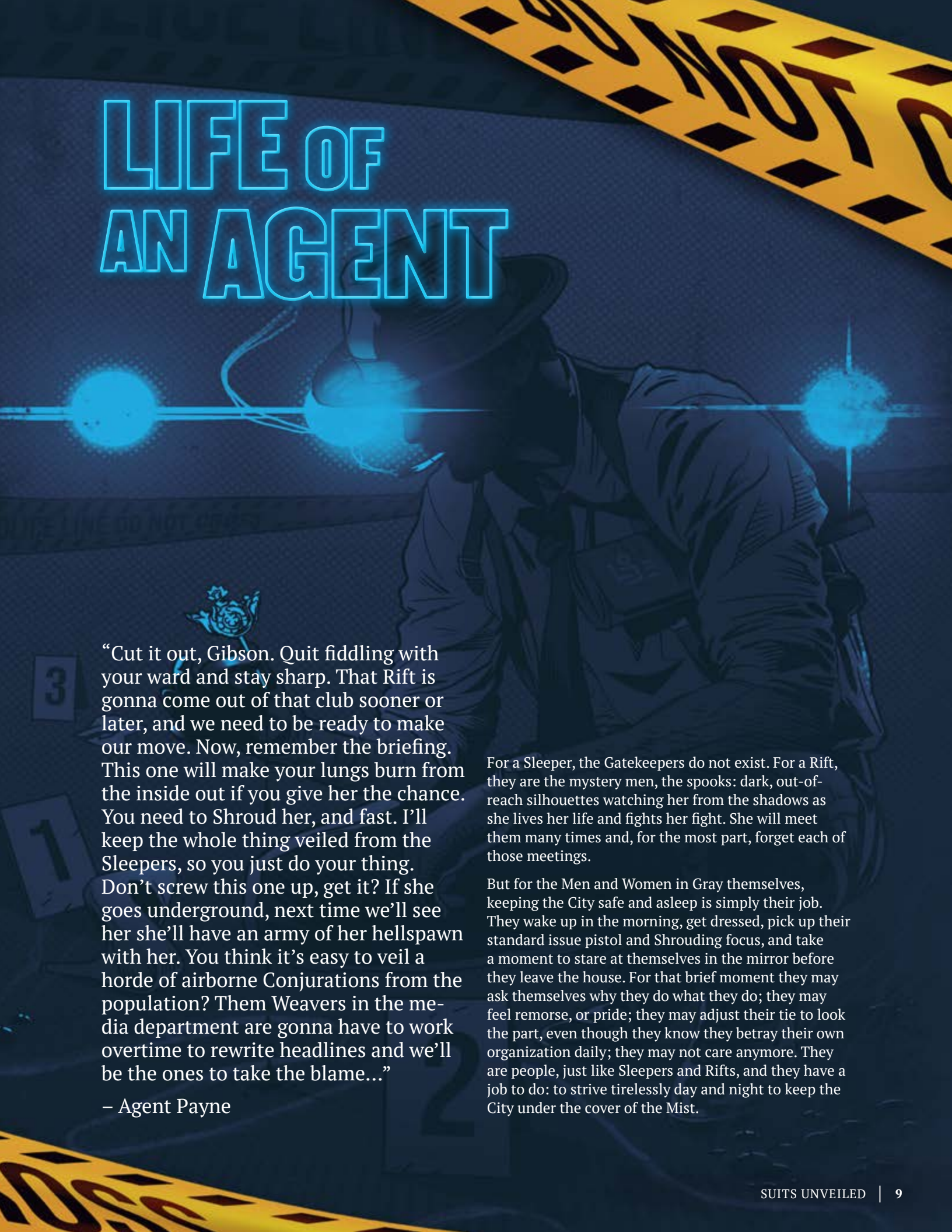
If you are a player playing a Rift or Sleeper character, this chapter contains campaign information (spoilers) that may take away from your enjoyment.

Players who portray Gatekeepers may read the first two sections in this chapter; consult the MC to see what, if any, you should read about The Gatekeeper Organization in the third section.

The remaining sections contain campaign information intended for the MC alone.

LIFE OF AN AGENT

"Cut it out, Gibson. Quit fiddling with your ward and stay sharp. That Rift is gonna come out of that club sooner or later, and we need to be ready to make our move. Now, remember the briefing. This one will make your lungs burn from the inside out if you give her the chance. You need to Shroud her, and fast. I'll keep the whole thing veiled from the Sleepers, so you just do your thing. Don't screw this one up, get it? If she goes underground, next time we'll see her she'll have an army of her hellspawn with her. You think it's easy to veil a horde of airborne Conjurations from the population? Them Weavers in the media department are gonna have to work overtime to rewrite headlines and we'll be the ones to take the blame…"

– Agent Payne

For a Sleeper, the Gatekeepers do not exist. For a Rift, they are the mystery men, the spooks: dark, out-of-reach silhouettes watching her from the shadows as she lives her life and fights her fight. She will meet them many times and, for the most part, forget each of those meetings.

But for the Men and Women in Gray themselves, keeping the City safe and asleep is simply their job. They wake up in the morning, get dressed, pick up their standard issue pistol and Shrouding focus, and take a moment to stare at themselves in the mirror before they leave the house. For that brief moment they may ask themselves why they do what they do; they may feel remorse, or pride; they may adjust their tie to look the part, even though they know they betray their own organization daily; they may not care anymore. They are people, just like Sleepers and Rifts, and they have a job to do: to strive tirelessly day and night to keep the City under the cover of the Mist.

AN INTRODUCTION TO GATEKEEPING

RECRUITMENT

Gatekeeper agents are, and always have been, awakened individuals who have forsaken their Mythos. Most Gatekeeper agents never transcend the awareness level of a Touched person: they awaken, take a peek at the world beyond, and then slam the door shut, fearing or disliking what they see in their Mythos. Others spend a brief time as Rifts, long enough to commit an atrocity or experience a trauma that sends them back to Sleep. Only very few Gatekeepers have lived as Rifts for an extended period of time before drifting apart from their Mythos; these often become the staunchest Rift-hunters or strange, distant, Gatekeepers whose reasons for wearing the Gray are their own.

Recruitment begins when the organization's agent spotters (who are tracking new Rifts regularly) identify such an individual who is **disillusioned with life as a Rift**. Before the onslaught of Mist around the former-Rift seals them shut, the Mist around them is suspended by the Gatekeepers. The Gatekeepers then let the candidate spend a few days in an existential limbo before approaching her; during this time, she is able to see Rifts but has no connection to her own Mythos. This serves to test how the candidate deals with the legendary and to build some animosity toward Rifts. The candidate is then approached by a Gatekeeper recruiter (officially titled a Case Officer, or CO).

As per Gatekeeper protocol with Sleepers, the recruiter introduces themself as a member of an unnamed government agency, most often in the business of national security. They reveal to the would-be-recruit that they too can see the legendary, that the recruit isn't going crazy, then continue to methodically profile the individual. If the individual displays the sort of emotional responses or rationale that could serve as a basis for becoming a Gatekeeper – such as fear of the legendary, hatred toward the legendary, risk-aversion, need for safety and regulation, or a survivalist mentality – they offer her a position, with an added warning that joining the ranks of the Gatekeepers will alter her life inexorably. She is free to refuse, in which case she is Shrouded so that she can never again remember what happened. If she accepts, she is formally invited to begin her training.

Within the old Gatekeeper guardia, the alleged descendents of the original Gatekeepers, some families destine their children for service as Gatekeepers. Upon reaching adulthood, and having trained for years in the mundane aspects of Gatekeeping, these individuals are ritually awakened to the world beyond the Mist without ever becoming aware of their own Mythos. This 'clean' brand of Gatekeepers, self-titled **Silver Souls**, often view themselves as superior to the Mythos-touched Gatekeepers recruited from the streets, leading an elitist movement within internal Gatekeeper politics.

Inquiring about a Gatekeeper's original Mythos is taboo within the organization, comparable to asking a comrade about war crimes they have committed. Discussing the topic is furthermore considered dangerous as it may drive a Gatekeeper to contemplate treason. For the most part, agents accept this part of their lives is behind them, they are now Gatekeepers, and that's all that matters. Despite the prohibition, an especially juicy story about an agent's life as a Rift may circulate as hushed rumors.

Most Gatekeepers have the memory of their Mythos surgically obliviated (see Shrouding, page 15), although some are allowed to keep it, if their experience with their Mythos can be of use in the research department or in their interactions with Rifts.

TRAINING

When the new recruit shows up for training, they find themself in a massive, nondescript government building, going through multiple layers of security or in an Industrial Zone safehouse, training one-on-one with their Case Officer. The format is chosen based on the type of assignment planned for the recruit. While the recruit may think she is still in the City, once she passes through the door into her training location she is in fact in a Gatekeeper facility somewhere in the Deep Mist.

Training begins with a series of physical and mental tests to evaluate the recruit's strengths, as well as basic training covering the Gatekeepers, Rifts, and the Mist. During this training, the Case Officer designates a tentative position for the recruit in the organization. Training then moves on to more specialized skills: field agents are trained in detective work and spycraft, liaisons are taught negotiation skills, Gatekeeper SWAT candidates go through rigorous physical and combat training, etc. Finally, the agent is trained in basic Shrouding (see Gatekeeper Mist-Powered Abilities, page 14).

Upon graduation, which is celebrated in a sullen ceremony with the CO and a handful of recruits (at best), the agent gets her standard issue gear, including her own Shrouding focus, and a Clearance Level of 8 (one above the lowest level, 9, which she previously held). Throughout her training, a Gatekeeper recruit might not meet more than a dozen other Gatekeepers, preventing recruits from accessing information about the organi-

zation at large. Training a rookie Gatekeeper agent may take up to a few months but in the City no more than a few days pass by. When the recruit reappears in the City, she is a fully-fledged, albeit rookie, Gatekeeper agent.

ON THE JOB

Gatekeeper work resembles a government job as it is depicted in popular fiction. As such, an agent's work life runs the gamut between repetitive-drab and exhilarating-risky.

Most days, Gatekeeper agents work their routine and follow protocol:

- Investigators track down wayward Rifts or decipher strange Mythoi activity
- Liaisons navigate the rocky terrain of Gatekeeper-Rift or Gatekeeper-Sleeper relations
- Gatekeeper Seals train in various combat scenarios
- Field agents run errand jobs or secure an uneventful operation
- Desk agents study the media and record daily activity in the City
- Veilers do redundant Shrouding on previously-exposed but now braindead Sleepers
- Mist technicians run routine check-ups and perform regular Mist maintenance jobs

Every now and then, however, an agent is called to do the real Gatekeeping work: keeping the Mist intact and the population asleep.

- An Investigator is captured by Rifts while unearthing a hive of unchecked Rift activity
- A Liaison's deal escalates into a Rift-Gatekeeper shootout or she is called to negotiate a truce in an existing conflict
- Gatekeeper Seals battle a powerful Rift, suffering trauma and casualties
- Field agents take part in an operation to snag and imprison a runaway Rift
- Desk agents have to contain a legendary incident that is blowing up on the news
- Veilers must distract an entire neighborhood around a newly-formed Enclave, while Mist technicians scramble to restore the Mist cover

PERSONAL LIFE

Once out of training, Gatekeeper agents continue their private lives normally. However, Gatekeepers are married first and foremost to their jobs, and may find it difficult to foster close relationships with Sleepers (relationships with Rifts are obviously forbidden). Their Sleeper loved ones – friends, lovers, family members – must know nothing about their vocation, for fear of

awakening, and must accept the Gatekeeper's secretive occupation as a package deal: the lies, the calls at 3 AM, the battle scars borne in silence, all of it.

As a result, some Gatekeepers lead lonely private lives, or none at all. Others seek companionship among other Gatekeepers, with whom they could share their secrets, but sharing the workplace with a romantic partner can prove complicated to say the least. The ability to share experiences with co-workers is further limited by differences in Clearance Levels and inter-unit compartmentalization.

Nevertheless, an agent may still lead a healthy private life, enjoying hobbies and pastimes, taking vacations, volunteering, etc. As a rule, the organization encourages agents to stay in touch with the Sleeper life they work so hard to protect.

JARGON AND SLANG

In their official jargon, Gatekeepers use the same terms used by the game to describe Mist- and Mythos-related phenomena. (This is in contrast to Rifts, who should never use game terms and instead use fuzzy descriptions.) They refer to themselves as 'Gatekeepers' and to the Mist as 'the Mist'; they refer to Rifts in general as 'Rifts' (or 'breaches'), and call object Rifts 'Relics', animal Rifts 'Familiars', and location-based Rifts 'Enclaves'. They refer to standalone manifestations of Mythos powers, created by Rifts, as 'Conjurations'. The legend of a particular Rift they call a 'Mythos', and so on. They also use the names of the unique abilities only they hold: Shrouding, Mending, Weaving, etc.

In their everyday conversations, Gatekeepers also have slang terms for more specific phenomena they deal with. Each unit and department develops its own vernacular. See the Gatekeeper Glossary (page 34) for some examples and ideas.

APPEARANCE

Gatekeepers usually dress as their mundane counterparts would: field agents and liaisons wear gray suits, maintenance crews wear construction gear such as helmets and fluorescent vests, and R&D wear lab coats. When undercover, Gatekeepers can appear as any kind of City resident, from a flashy playboy to a homeless person, opting for whatever appearance is most inconspicuous in the environment they operate in.

Thanks to special gear (see page 20), a Gatekeeper's face is hard to remember. Moreover, a Gatekeeper agent can easily Shroud herself to instantly change her appearance, so what others see is rarely what the agent is actually wearing.

GATEKEEPER CREED AND AGENT OUTLOOK

In the canonical City of Mist setting, the formal principles of the Gatekeepers stipulate as follows:

- Normality is a prerequisite for humanity's survival and freedom.

- Legendary phenomena threaten the life of the residents of the City, either directly by putting them in danger or indirectly by placing them under an influence they may not have chosen or cannot resist.

- The Mist is the foundation for life and freedom; without it, chaos would ensue and Mythoi would rule humanity. The Gatekeepers exist to maintain its stability.

- Rifts in the Mists breed legendary phenomena which breeds more Rifts. Therefore, regardless of their intentions and actions, their existence is a threat to humanity's survival and freedom.

While all Gatekeeper agents accept the mission statement of the Gatekeepers when they are sworn in, there is more to Gatekeeper politics than meets the eye. To the inexperienced Rift who is facing the Gatekeepers for the first time, all Gatekeepers may seem identical in their objective: to make her forget who she is.

But not all Gatekeepers do what they do for the same reasons. As with any group of human beings, the motivations, desires, and beliefs of individual Gatekeepers regarding Rifts, Mythoi, and even the Mist, vary greatly. Furthermore, in the noir genre there are no black-and-whites; morality is gray, and the Men and Women in Gray are no exception. While one Gatekeeper may be waging a holy war against Rifts, another may let a Mythos slip into existence for the right price, while a third may strike a deal with one crew of Rifts to get rid of another, not because he likes them, but because that's what it takes to survive.

You can use this list to inform your Gatekeeper PC or NPC creation, adding texture and variety to your Gatekeeper characters.

BLEEDING HEART

This rare type of Gatekeeper feels for Rifts and abhors the suffering imposed on them by the Gatekeepers organization. They see Rifts as human first and foremost, and feel compassion toward them as they do for the Sleeper population of the City. Bleeding Hearts can be vocal about their disapproval of Gatekeeper treatment of Rifts to the point of risking demotion or they can be silent types, showing their compassion through un-der-the-table actions. They may assist Rifts in trouble, even help set up underground operations to hide innocent Rifts from sealing, but Rifts would be wise to think twice before trusting them. A Bleeding Heart Gatekeeper is still a Gatekeeper and all it takes for her to betray those she feels for is one moment of renewed conviction or peer pressure to "do the right thing". Furthermore, like all activists, while there are those Bleeding Hearts who take real action to help Rifts, others are drama-seekers who take on this role mostly for the attention they then receive from other Gatekeepers.

CORRUPT

Gatekeeping is a reasonably-paid job, but it won't make you rich. Sometimes a Gatekeeper wants to make a little extra on the side. The Corrupt Gatekeeper cares less about preserving the Mist and more about personal gain. Whether by smuggling standard issue gear, selling classified Gatekeeper information to renegade Rifts, or dabbling with Rupturing and letting Mythoi into the City in return for mystical benefits, this individual circumvents moral codes and procedures and reaps the benefits. She takes great care to avoid the one thing that can bring her down: being discovered. Depending on the gravity of her offences, she could face demotion, Sleep, or even incarceration at Thorne Penitentiary (see *Don't Believe the Truth* page 31). The Corrupt agent just wants to get through her next indiscretion without any trouble, collect her reward, and live a comfortable life; the question is, how far is she willing to go to cover her tracks, and who will be paying the bill.

IDEALIST

The Idealist Gatekeeper is drinking the Gatekeeper Kool Aid, by the gallon. She believes in the official Gatekeeper creed and mission statement to a tee: that the Mist protects the City from destabilizing forces, that in the presence of Mythoi humanity cannot be free, that Rifts are a threat to everybody else in the City and to themselves. She believes in a clear-cut black-and-white reality, where Gatekeepers are the protectors of freedom and saviors of humanity and she is filled with pride at the thought of her comrades' perseverance and sacrifices. This ardent conviction drives the idealist to be the best Gatekeeper she can be and some idealists climb up quite high in the organizational ladder – until she inadvertently confronts inner- and outward-organizational politics. That's when she starts to realize that, as with everything in the City, reality is more complicated than she believed. It's only a matter of time before the Idealist discovers a truth she cannot stomach or encounters a situation that her beliefs cannot reconcile, one that will rattle her entire view of the Gatekeepers.

INQUISITOR

Inquisitors bring a zeal to their Gatekeeper work, a passion unlike any other agent has. For them, Gatekeeping is more than just a vocation – it is a holy war. Rifts are abominations that must be wiped off the streets of the City, by any means necessary. Sleepers are worth protecting only inasmuch as they cooperate with the Gatekeeper agenda; Sleepers who collaborate with Rifts are as bad as them, even if they don't understand the crimes they commit (and at any rate, they are probably on the verge of awakening, and should be taken care of with zero tolerance). Unlike the Idealist, the Inquisitor isn't trying to be "the good guy"; she has no qualms about employing brutality when it comes to handling Rifts, collateral damage be damned. Such ardor doesn't sprout in a vacuum. Many Inquisitors use their holy war as an outlet for ingrained cruelty or unresolved feelings they carry over from their Sleeper lives, often following a traumatic experience involving Rifts.

PRAGMATIST

Pragmatist Gatekeepers are practical, seasoned, and sometimes cynical individuals, who believe that the reality on the ground, rather than Gatekeeper ideals, should dictate their course of action. Pragmatists mock Idealists as unrealistic and think most Inquisitors are unhinged and dangerous. They do want to get the job done and keep the City safe, and they are well aware that the streets of the City are a complicated place and that the work of a Gatekeeper has many shades of gray.

The resources of the Mist and of the Gatekeeper organization are limited, and concessions need to be made in order to maintain the status quo. The Pragmatist isn't afraid of cutting deals with Rifts when it will save work, time, and money. She may even overlook Rifts and Rift activity that aren't especially destabilizing, more so if she can get something out of it that will be useful in tackling the bigger problems faced by the Gatekeepers.

PROTOCOL MONKEY

Protocol Monkeys do things by the book. They believe that Gatekeeper rules and regulations were made for a reason and that if everyone just followed the rules, the organizational goals will be achieved and the City would be safe for everyone. The Protocol Monkey doesn't concern herself with the motivation or policy behind Gatekeeper rules and regulations; her entire attention is given to memorizing protocol and following it exactly as written. She considers any course of action that breaks the rules as ultimately detrimental. This can make Protocol Monkeys quite irritating to work with; no one likes to be constantly reminded of their transgressions, minor and major alike. But the Protocol Monkey is willing to bear others grunting and rolling eyes at her, because she knows that without clear guidelines and definitions, the Gatekeepers would be lost. When she finds herself in an unprecedented situation where regulations are unclear she can become paralyzed with trying to understand what is the correct, protocol-adherent course of action.

REFORMER

The Reformer has strong beliefs regarding the many inherent problems she sees in the Gatekeeper's organizational structure. She believes these issues can only be addressed by a major overhaul or a complete reorganization of the Gatekeepers, and she broadcasts these opinions wherever she goes. Not seeking to undermine the core Gatekeeper precepts, she nonetheless can come across as a troublemaker, an instigator, or a heretic to other Gatekeepers as she promotes and establishes brand new regulations, protocols, and methods. In the mind of a Reformer, the Gatekeepers are themselves falling asleep and becoming rusty, not due to the Mist but due to their tired old ways of getting things done. Only a shake-up, a radical modernization of the Gatekeeper systems can help the Gatekeepers keep with the times and stay ahead of the game. While they can bring a more positive note to Rift-Gatekeeper relations, Reformers are not always progressives (few Gatekeepers are). Some of them try to bring to the table "next-stage" ideas of enforcing the reality of the Mist, from e-tagging Rifts to a City-wide Rift-detecting drone surveillance grid, and far beyond.

SLACKER

Gatekeepers who are Slackers are just trying to get by with as little effort as possible. Whether the Slacker was always lazy and miraculously managed to get through basic training or she started off strong and gradually lost steam, today she couldn't care less about the job. The Slacker doesn't want to work hard, and thanks to knowing the procedures (and how to cut corners), scoring a cushy position, or having a lenient boss, manages to get away with bare minimum. She may even prefer to take a demotion over engaging in an open fight with Rifts. Always full of excuses and using incompetency as her shield, the Slacker could probably be a great Gatekeeper if she put her heart and back into it, but motivating her is no easy task. She has lost interest or never quite had any, and for her, Gatekeeping is a job that pays the bills, nothing more.

TRADITIONALIST

There are those among the Gatekeepers who admire the great endeavors of the first Gatekeepers and some of them even hail from the original Gatekeeper bloodlines. For the Traditionalist, the old ways are the true ways, and modern applications of Gatekeeping, from new tech to jazzy organizational theories, are just noise that steers the Gatekeepers away from their past and their roots. Some Traditionalists may resist new orders or avoid modern solutions if these don't sit well with how they view the "true ways" of the Gatekeepers. While some Traditionalists are also Inquisitors, others claim that the work of the original Gatekeepers was never meant to be carried out with zeal but with reason or even with love. With so much lost in the Mist-shrouded past, it's hard to determine what exactly *were* the old Gatekeeper ways; Traditionalists therefore revere high-clearance Gatekeepers for having access to hidden ancient Gatekeeper knowledge, unless, of course, they are revealed to have opinions that clash with their view of the past.

GATEKEEPER MIST-POWERED ABILITIES

All Gatekeeper agents get mundane training, but it's their control over the Mist and their understanding of it that are their main instruments in their work to maintain it. In its root, this ability is tied to the origin of the Gatekeepers in your series, as determined by the MC (see Secrets of The Mist, page 96); on the street level, all Gatekeepers are taught the secret arts of controlling and manipulating the Mist as part of their training.

Drawing on the Mist's power, Gatekeepers abilities and technology allow them to **manipulate consciousness and mind, and especially attention and memory**. This includes the ability to distract, to mask a legendary occurrence as mundane, to induce forgetfulness, and to counter or even choke out and hide the manifestations of a Rift's powers by severing their inner connection with their Mythos.

Gatekeepers also possess the power to **shape reality within the Mist**, manipulating space and time, altering things that exist in the City (including the laws of nature), and even creating pocket dimensions. Whether the effects of this ability are tangible or illusory depends on the origin of the Mist in your series: the canonical Mist is the very fabric of reality in the City, so the Gatekeepers' reality-bending is as "real" as everything else in the City.

CLEARANCE LEVEL AND TRAINING

The Mist powers available for a Gatekeeper vary in type and capacity from agent to agent, and are limited by the agent's Clearance Level and training.

An agent's **Clearance Level** determines how much the internal system of the Mist trusts her and how far she can stretch the Mist (literally) before it resists her. While a newly-recruited field agent might be able to easily avert the attention of a Sleeper but would struggle against the Mythos powers of a Borderliner Rift, a trusted veteran agent can use the same ability to erase memories from multiple people's minds, obliviate the Borderliner Rift, or even make someone ignore any legendary events she will experience in the future.

An agent's training determines the abilities she has practiced. All agents train in **Shrouding** as part of basic training, but from there on each agent specializes in a specific field and its appropriate **Advanced Arts** to suit the needs of her position. The Advanced Arts include: **Anchoring**, **Mending**, **Perching**, **Rupturing**, and **Weaving**.

THE MIST AS A FABRIC

Unlike Rifts, who often experience the Mist from its opaque, wispy side, the Gatekeepers relate to the magical veil through the metaphor of a fabric, a metaphysical blanket which they can pull and tug at as the need arises to provide cover for the City.

They also consider the Mist to be a living thing; left to its own devices, it is capable of serving its function without guidance and even shows a degree of self-repair. However, in these trying times, the Mist is stretched too thin, making Rifts a more common occurrence and greatly impairing its capacity to deal with threats on its own. This is where Gatekeepers come in: as conscious stewards of the Gray Veil.

SHROUDING

Shrouding is the basic art of manipulating the Mist. In its most fundamental form, it allows a Gatekeeper to direct the power of the Mist toward a specific target, thickening the Mist around it and thereby increasing its effects. Shrouding is used first and foremost for **DMO**, abbreviation for **Distract, Mask, and Obliviate**: to distract Sleepers before they perceive a breach, to mask a breach as mundane, and to obliviate the memory of a breach from the minds of the City people. DMO protocol is also used to hide the work of the Gatekeepers, preventing citizens from noticing them, masking Gate-

keepers as citizens or other authorities, and erasing the memory of Gatekeepers from the citizen's minds. In the everyday agent jargon, DMO is referred to as "**veiling**".

Shrouding can also be used to counter the effects of Mythos powers, especially if they are detached from their Rifts, like magical projectiles or Conjurations (this is known as **graywashing**). It can also be used to temporarily disrupt Mythos powers by increasing the pull of a Rift's mundane self and cutting her off from her Mythos. It's most commonly used to override the sensory manifestations of Rift powers, by simply masking them as something else.

In the Gatekeeper ranks, Shrouding is contrasted with Mending by the maxim: "Shrouding covers a Rift, Mending sows it shut". In practice, these arts are one and the same, with Mending being an advanced form of Shrouding that allows for finer and more efficient manipulation of the "fabric" of the Mist.

Gatekeepers are not immune to the effects of the Mist. As awakened individuals, they are free from its most basic distracting effects and can perceive legendary phenomena. However, this freedom is granted to the extent of a Gatekeeper's Clearance Level, which determines how much of a reprieve from the Mist's effects she deserves, according to the degree of trust the organization puts in her.

In the same way Rifts display different levels of awakening (Touched, Borderliner, Legendary, Avatar), a Gatekeeper's Clearance Level determines what they can or cannot perceive or access. A Gatekeeper with a high Clearance Level can use the Mist to obfuscate information and events from his subordinates. This means that while a low-ranking field agent could see and identify a Troll Rift, she may not be able to see the Tamoanchan Enclave of Avatar Isabella Aguilar in the Old Quarter Arboretum – it's simply above her paygrade. Differently from Rifts, however, the Mist does not *creep* into the mind of a Gatekeeper. A Gatekeeper is a part of the system; the distinction of what the Mist hides or reveals to her is clear-cut and on a need-to-know basis: she either knows something or she doesn't, aware of it or not.

LONG-TERM EFFECTS OF REPEATED SHROUDING

Having been born into a life in the Mist, most City denizens can take a good deal of Shrouding – or memory wiping – before they display any side effects. This means that Sleepers who have been exposed to the legendary and were Shrouded by Gatekeepers don't behave differently after the fact; in fact, they behave more normally then ever, as if nothing unusual happened, and they perform as they always have.

However, if an individual is Shrouded over and over again due to repeated exposure (e.g., living next to a hive of Rift activity), there may be some long term side effects. The Mist can very accurately remove or edit memories, but with each repeated application of intense Mist the chances for mistakes and glitches increase. Repeatedly-Shrouded individuals may exhibit:

- Memory loss in fields unrelated to the incidents they were exposed to

- ABS, or Addled Brain Syndrome, a drop in mental performance

- SES, Stifled Existence Syndrome, which can manifest as a form or depression (loss of animation) or a compulsive need to adhere to rules and regulations, limiting the range of experiences in one's life

- Flashbacks to Shrouded incidents

In some cases, Gatekeeper doctors can treat these conditions, but recurring Shrouding may cause them to resurface.

ATHAZAGORAPHOBIA

Another common side effect of repeated Shrouding, especially with strong-willed individuals, is **Athazagoraphobia**, the fear of being forgotten or of forgetting, or in its manifestation in the City, **a subconscious fear of Gatekeepers**. People who have undergone multiple rounds of Shrouding are able to subconsciously sense the presence of Gatekeepers or any manipulation to the Mist made by Gatekeepers, and once they do, they flee the scene in panic. While they remain Shrouded, they are harder to locate. They also pose a growing concern for the Gatekeepers' psychologists, who perceive this phenomenon as the emergence of a rudimentary "Gatekeeper sense" which could eventually allow some Sleepers and Rifts to become aware of the Gatekeepers. A character who develops *Athazagoraphobia* can use it as a story tag to detect Gatekeeper activity, although she may feel compelled to run for her life when she does.

ANCHORING

Anchoring is the art of attaching the Mist to objects and people. It is the basis for the Mist-powered instruments and the technology used by the Gatekeepers. The most prevalent use of this art is embodied in the **Shrouding Foci**, either tattoos or personal items imbued with a connection to the Mist, which provide Gatekeeper agents with increased Mist firepower and durability when fighting against Rifts. Other uses include the development of Gatekeeper gear (see page 19), like the standard issue Blanket Bomb, Mist-anchored ammunition, or Mist Beacon; as well as the creation of Mist wards, runic inscriptions that increase the Mist in a specific location, such as around Gatekeeper facilities or Avatar abodes.

MENDING

Mending is the art of closing Rifts, temporarily or permanently. When a Rift appears in an individual, an animal, an object, or a place, a Shrouder can keep it under control but only a Mender can solve the problem for good. Through Mending, Gatekeepers are able to snuff out the Mythos powers of Rifts at the source, depowering the Rift and returning it to its mundane form. Other than controlling the Rift population of the City, Mending experts are used to fortify the Mist in thin places and restrict the expansion of Enclaves.

A Mender's ability to permanently close off a Rift greatly depends on her skill and Clearance Level; often it requires many Menders to achieve such a feat, especially when confronting strong Borderliners, Legendaries, or Rifts who recently attained Avatarhood. Sealing an established Avatar is a complex military operation that requires multiple contingencies and assumes casualties; current Gatekeeper Command policy avoids it for fear of having their resources stretched too thin, preferring to undermine the Avatar in other means.

Mending has a side-effect known as a **Stitch**: it leaves an area of irregularly strong Mist around the target of the Mending. This manifests as a spot of extremely restrictive or subdued behavior in a relatively more relaxed and animated surrounding, such as a gray and listless person living in an upbeat, dynamic, and loud community, or a single parking spot with multiple parking restrictions and regulations located in a free parking lot or street. Some veteran Rifts are able to identify Stitches and use this to track Gatekeeper activity.

PERCHING

Perching is the art of retrieving information from the Mist. Like a spider perching on her web and sensing vibration, practitioners of the art of Perching are able to listen to the fabric of the Mist and gain direct

knowledge of events that are taking place elsewhere in the City. Since the Mist is enmeshed with matter itself, every occurance, no matter how secretive or hidden, is accessible to the Gatekeepers through Perching, making Gatekeeper Intelligence the best in town.

Perching is perhaps the most mystical of the arts as it taps most deeply into the Gatekeeper's consciousness and many expert Perchers develop peculiar habits and strange personalities, or have them to begin with. While Perching, a Gatekeeper agent does not see or hear what she is looking for; the knowledge or memory of the occurrence simply appears in her head as her own knowledge or memory. This could bear on the stability of a Percher's psyche as she cannot differentiate the experiences she obtained through Perching from those she experiences normally in her life.

Advanced Perching is capable of providing knowledge of events in the past or future, with higher clearance needed the further one goes (whether this is truly precognition depends on the nature of the Mist in your series). Experts of this art are even able to reach into an individual's mind anywhere in the City and ride their senses as a livestream, or tap into their past memories and knowledge.

RUPTURING

Rupturing is the art of creating controlled Rifts in the Mist. Rupturing allows a practitioner to "stretch" the fabric of the Mist just enough to allow a specific Mythos effect to manifest, such as firing a lightning bolt or sprouting leathery Devil's wings from her back. The Mist then returns to its previous form, just as intact as before.

Rupturing is only possible with known and predictable Mythoi whose manifestation can be planned. For example, a Rupturer can trust that the Mythos of the eruption of Mount Vesuvius, which destroyed Pompeii, is always going to produce destructive results, especially when aimed at unwitting victims, as the citizens of Pompeii were (so, pretty much everyone in the City). She may know that the Mythos of the Devil requires doing the Devil's work to activate, so she can use it only in situations where she is doing something Devilish, like giving her comrade a legendary charm when the comrade is tricking someone into a bad deal (like the Devil). A Rupturer must know the Mythos she is summoning well enough to create the required conditions for its manifestation; otherwise, the Mythos power simply does not "flow" through the Rifts she creates. Rupturing therefore relies heavily on an extensive knowledge of Mythoi, which is preserved in Rupturing treatises and grimoires called **contracts**. Even in places in the City where Rupturing is prohibited, the Gatekeepers may keep a Rupturer at hand, purely for her knowledge of Mythoi.

While once it was an entirely forbidden art, a moderate use of Rupturing has slowly been adopted by more aggressive Gatekeepers, such as the Argent Clan faction (see page 67), becoming reluctantly tolerated with time, although it is still considered a dangerous art and its application is frowned upon by most Gatekeepers. Proponents of Rupturing consider it to be a necessary evil in the war against Rifts, one that allows Gatekeepers to wield similar firepower to their enemies.

WEAVING

Weaving is the art of creating more Mist and of shaping the Mist to create changes in material reality. In its basic form, Weaving thickens the Mist in the vicinity of the practitioner without drawing it from elsewhere, which would have burdened the Mist's integrity as a whole (unlike Shrouding, which only moves Mist around). This usage of the art is much slower and far less effective in combat situations compared to Shrouding or Mending; it could take days for one Weaver to weave enough Mist to blanket a room-sized thin place. Low-clearance Weavers are usually tasked with fortifying the Mist in general, working in Mist factories, or running Mist maintenance in very safe areas. **Mist Generators** are Weaving devices that produce "new" Mist rather than pull more Mist to a given area, as Mist Beacons do.

Weaving becomes interesting and much more useful when the practitioner studies its advanced applications. An advanced Weaver can encode information into the Mist, altering the very fabric of reality (or how reality is experienced). Initially, this could be used to make cosmetic changes to simple objects, like changing the headlines on a newspaper, corrupting a recording on a tape, or emptying the coins in a parking meter. At even more advanced levels, Weavers can relocate objects or reposition doors and walls, a very useful *Matrix*-esque tactical capacity that also serves as the basis for the Gatekeepers transportation grid. Weavers can learn to enact such changes over a great distance, making them effective as remote teams. There is no known limit to what Weaving can change, and there are legends of veteran Weavers who can edit the very Laws of Nature, temporarily reversing gravity or even time, or edit the history of a target. Advanced Weaving is also used in constructing Gatekeeper facilities in the Deep Mist, by creating pocket dimensions removed from the City proper.

As with Rupturing, although to a lesser extent, using Weaving in advanced patterns poses a danger to the stability of the Mist and is frowned upon. Unlike Rupturing, Weaving is a staple of the Gatekeeper organization, perhaps even the first Mist art that was developed.

AMBIENT MIST

With all the stretching, stitching, and weaving going on, and perhaps due to a natural drift, the thickness of the Mist varies from one location to another. Likewise, different districts in the City have varying degrees of Mist thickness, owing to past events or Gatekeeper resource management. Furthermore, the more Rifts use Mythos powers in a given area, the harder the Mist works and the thinner it wears.

Where the Mist wears thin, Rifts have greater access to their powers and Mythoi have greater access to the City. Sleepers have a higher chance of awakening, even temporarily, as do animals and objects. If the Mist is severely damaged in a specific spot, a thin place might be formed, causing strange phenomena and possibly birthing an Enclave.

Everyday fluctuations in the state of ambient Mist do not affect the abilities of Rifts and Gatekeepers. However, where ambient Mist is particularly strong or weak, you can use a *thin-Mist* or *thick-Mist* status to reflect its effects. *Mist-thickness* is a **swing spectrum**: any Mist-thinning effect reduces the tier of *thick-Mist* before it creates *thin-Mist* statuses, and vice versa.

As with all statuses, tier 1 represents a mild variation from the norm, tier 2, a minor variation; tier 3, a major variation; and so on. Only Gatekeeper strongholds in the Deep Mist can boast a *thick-Mist-5* status, while in most cases *thin-Mist-5* locations only exist out of town.

INDUCED FORGETFULNESS

Sleepers or completely depowered Rifts operating in a *thick-Mist* region take an obliviating status every time the tier of the *thick-Mist* status increases (including when it is first created). The tier of the status equals the new tier of the *thick-Mist* status. This represents Sleepers being more vulnerable to distraction and forgetfulness induced by a thicker layer of Mist.

EFFECTS ON RIFTS

Rifts operating in a *thick-Mist* region do not suffer from automatic obliviating statuses, but treat the status as an impeding status for any action involving Mythos powers. Conversely, the *thin-Mist* status can boost an action based on Mythos-powers, but only if no other Mythos is taking advantage of this thin place; while a specific Mythos "flows" through the gaps of the Mist, other Mythoi must wait in line, or attempt to overpower it.

EFFECTS ON GATEKEEPERS

Gatekeepers operating in a *thin-Mist* region treat the status as an impeding status for any action involving Gatekeeper Mist-powered abilities, including Shrouding, employing the Advanced Arts, or using Gatekeeper gear (except gear designed to increase the Mist cover, such as a Mist Beacon). However, all Gatekeepers carry a Shrouding focus for the purpose of negating such statuses (see Standard Issue Gatekeeper Gear, page 19). Mist-powered abilities are unaffected in a *thick-Mist* region as they are automatically limited by a Gatekeeper's Clearance Level. However, Gatekeepers naturally prefer to tackle Rifts in a *thick-Mist* environment to dampen their enemies' Mythos powers.

THINNING OR THICKENING THE MIST

Mist Technicians and other Gatekeepers can use Shrouding to pull more Mist to their area, Mending to fix holes in the ambient Mist, and Weaving to "create" more Mist. All of these can thicken the ambient Mist, creating *thick-Mist* statuses. Only Rupturers are taught how to thin the Mist, but smart Mist Technicians or R&D personnel can figure it out, inflicting *thin-Mist* statuses. The area affected by the status is determined normally. Rifts and Sleepers normally have no knowledge of manipulating the Mist, unless obtained by arcane methods or via interaction with the Gatekeepers. The Gatekeepers prioritize cleaning up such loose ends.

AMBIENT MIST ACROSS THE CITY

This table illustrates the potential difference in the intensity of the Mist in different parts of the City. You can use the values listed as the starting tier for statuses of *thick-mist* (listed as a positive number) or *thin-Mist* (listed as a negative number) in the region, especially in games involving teams of Gatekeepers trying to sustain the tearing Mist.

Remember that the Mist can be thinner or thicker on a specific street or block in relation to the district as a whole, and that thin places already "occupied" by a Mythos do not benefit other Rifts' powers. The MC should use this table as a guideline to enhance the cinematic flair of the game, painting some neighborhoods as "tougher" for Gatekeepers, rather than treat it as hard data.
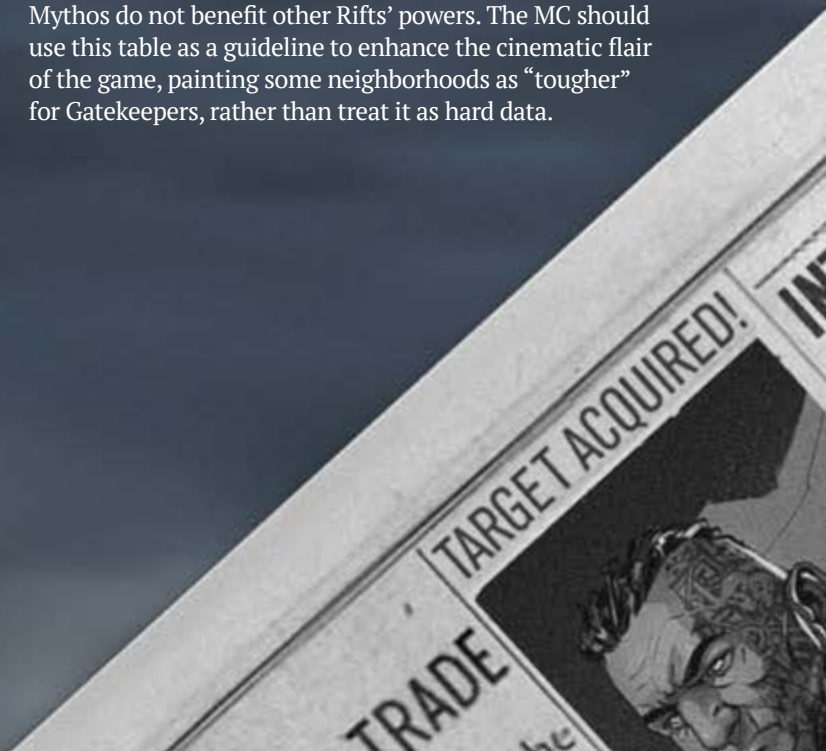
Downtown	+1
Blue-Collar Residential	0
• Miller's Square	0
• Ocean Heights	-1
• Whitecliff (during *Albion Awakens*)	-1
Old Quarter	0 or -1
Industrial Zone	-1
Suburbia	+1
• Happyville (during *Amnesia Town*)	+2
Chinatown	-1
Fortune Row	+1
Independence	+2
• Old Fort	-3
La Colonia de Sombras	0 or -1
The Sunken City	-3
Tourist Trap	+1
The Undertrash	-2
The Village	-2

STANDARD ISSUE GATEKEEPER GEAR

Gatekeeper agents often carry standard issue equipment infused with their strange Mist-tech. Like the Gatekeepers' outfits, Mist-tech gear always appears completely mundane, until it is activated.

THE "NEWSPAPER"

The "Newspaper" is an agent's personal communications and information terminal, akin to a detective's notepad or tablet device. It appears as a mundane copy of today's newspaper over which the agent is poring. However, it is, in fact, a sheaf of empty newspaper paper laced with Weaving technology. Responding to the agent's touch, words, or thoughts, the paper can display pertinent information such as the profile of a target, a map of the nearby streets, or an urgent transmission from Command. It is able to scan its immediate surroundings and provide an analysis of this data.

When viewed by anyone but the authorized user, the Newspaper appears just like the day's newspaper. To further avoid suspicion, the information presented to the agent is displayed within the newspaper's normal print layout of headlines, paragraph text, and images (which can also show a live stream). The Newspaper can also record the agent's speech or scribbles.

The Newspaper transmits its signal over the fibers of the Gray Veil and therefore mundane scanners do not detect its transmission. It cannot be tapped without Gatekeeper technology and the appropriate technical knowledge.

FEDORA ABSENTIA

All agents in the field wear a special Shrouding garment, usually a fedora hat, that indirectly hides their faces. When an onlooker that isn't authorized to remember the Gatekeeper looks at the Gatekeeper's face, they see it normally (the face is not obstructed) but have trouble registering it; no memory of the Gatekeeper's face is formed in their mind. Sleepers don't find that strange at all, while alert Rifts can realize that something is out of whack. The hat has a similar effect on recording devices such as film cameras and CCTV, which may appear as a sun flare, dust on the lens, data corruption, or an accidental photobomb.

High-power Absentia garments can withstand as many as ten thousand simultaneous gazes, but the cheap kind worn by field agents fails and flickers when more than a hundred human eyes lay upon it. Luckily for field agents, the Fedora Absentia is only their first line of Shrouding defense.

Unless removed by force, a Fedora Absentia hat does not fall off a Gatekeeper's head, not even when the agent is hanging up-side down.

SHROUDING FOCUS

A Shrouding focus is an object to which the Mist is anchored. It allows the Gatekeeper to "pull" more Mist to her, thickening the Mist around her, fortifying her defenses and her Shrouding abilities (see page 15).

The Shrouding focus is the fundamental tool of a Gatekeeper. It appears as a mundane object, usually one that is handheld, carried on the Gatekeeper's person, and is concealable: a ring, a pen, or a pair of shades. It is etched with strange markings which burn bright when the focus is activated. Without the ability to perform Shrouding or the arcane knowledge required to harness its Mist anchor, a Shrouding focus is useless; it does not pull the Mist toward itself unless activated by a skilled practitioner. A Shrouding focus' ability to shift the Mist is dependent on the Gatekeeper's Clearance Level, although a high-quality Shrouding focus is needed to handle higher-Clearance Level Shrouding. All Shrouding Foci include safety mechanisms to prevent accidental creation of Rifts by pulling too much Mist away from a given area.

Some Gatekeepers prefer to use special ink as their Shrouding focus and tattoo the mystical runes onto their skin. This form of focus is easy to conceal (to a point) and cannot be easily taken away, preventing the Gatekeeper from ever being disarmed. However, wounding the Gatekeeper's skin can interfere with the operation of the focus. Furthermore, over time the use of one's body as a Mist anchor may produce various side effects in the Gatekeeper's body, mind, and surrounding environment as their very animating force is subdued – such as rigidifying muscles, obsessive-compulsive behavior, or an aura of limitation – but agents who opt for Shrouding tattoos play down these risks.

BLANKET BOMB

A Blanket Bomb, also known as "Explosive Shrouding Ward", "Mist-grenade", or "Nighty-Night", is an explosive device used for emergency Shrouding. When activated, the charge draws a thick cover of Mist to its immediate vicinity, usually obliviating all present individuals and/or shutting down active Mythos powers (within the scope of its effect). It is used by Gatekeepers agents when their cover is blown or when in danger, often as a last resort.

Blanket Bombs appear as everyday containers such as a pillbox, a candy bar, or a pack of smokes. Unlike Shrouding foci, Blanket Bombs can be triggered without any knowledge of Shrouding and anyone tampering with them may find themselves obliviated, forgetting about the existence of the container.

SHROUDING SIDEARM

Common with field agents who come in regular contact with Rifts, the Shrouding sidearm is a Gatekeeper's second line of defense against an aggressive Rift. Most often a firearm, such as a revolver or a semi-automatic pistol, the Shrouding sidearm is a mundane weapon loaded with **Mist-anchored ammunition**. Projectiles fired from this sidearm "pull" the Mist behind them and upon impact Shroud the target, choking out active Mythos powers and limiting the manifestation of dormant powers. As with the Blanket Bomb, no Shrouding skill is required for the rounds to affect the target, and Gatekeepers have been known to arm Sleepers with such weapons in neighborhoods preyed upon by Rifts. Another subtype of this ammunition uses soft projectiles to deliver a non-lethal Shrouding blow to the target. Mist-anchored ammunition is also used in heavier or more specialized Gatekeeper weapons, such as shotguns, rifles, assault rifles, sniper rifles, machine guns, and even anti-aircraft guns and artillery. A Mending variation of ammo, **Patch ammo**, can be used to seal Mythos powers more permanently.

MIST BEACON

A Mist Beacon, or Shrouding Beacon, is a portable device used to thicken the Mist in a given area. Even while deactivated, these devices pull enough Mist around themselves to mask themselves as everyday equipment. The field crew variety of this device can easily be carried and set up by a single person. It is usually conical or oblong in shape and can appear as a surveyor's tripod, a large umbrella, a jackhammer, or a parking meter. Once activated, the beacon draws significant Mist cover to the area, limited by the user's Clearance Level. A single field crew beacon can intensify the ambient Mist in a building floor or an alley, while to provide complete cover to a building or a street, multiple beacons must be placed around it.

Larger varieties of the Mist Beacon are deployed by specialized teams either to veil a Sleeper population or to provide cover for Gatekeeper operations (e.g., while Menders and Weavers work to patch up a thin place permanently, they do so under the protection of a beacon). These can be mounted on a motorcycle sidecar, in the back of a van or a semitrailer truck, or on a helicopter-carried rig, depending on the size of the area to be Shrouded. Stationary Mist Beacons are usually mounted on towers and combine a Weaving Mist Generator to cover entire neighborhoods.

STANDARDIZED AUXILIARY WARDS

Most Gatekeeper teams can greatly benefit from having access to a wide range of abilities, but very few agents are trained in more than one or two of the Advanced Arts. In order to grant teams greater versatility, Anchoring specialists use Mist-powered technology to create objects with attached specialized effects, allowing the agent carrying them to mimic a limited, but still useful, aspect of an Advanced Art. As with Shrouding foci, these devices appear as mundane objects that briefly glow with strange glyphs when activated. The prescribed effect they generate is restricted by the user's Clearance Level. Some examples include:

- **Breach Detector (monocle or watch):** A basic Perching ward that alerts the Gatekeeper to nearby Rifts.

- **Exit Key (keychain or gloves):** A Weaving ward that transforms a normal door or opening into a portal to a nearby Gatekeeper safehouse or facility. Exit keys can be carried on a Gatekeeper's person, and they've also been installed in locks and keypads to create **Exit Doors** across town, through which Gatekeepers flee when they are overpowered.

- **Graywashing Spray (hairspray or pepper spray):** A first-aid Shrouding ward used to treat injuries or conditions caused by Mythos powers by reducing or removing their legendary effect.

- **Mist Seal (bandage or syringe):** A Mending ward used to apply a long-term seal to a Rift whose Mythos powers are temporarily Shrouded.

- **Outfit Displacer (powder box or cuffs):** A Shrouding ward which can alter a Gatekeeper's appearance instantly.

- **Rupture Device (varies):** A highly-restricted artifact of Mist-tech that allows a Gatekeeper to recreate the Mythos powers of a specific Mythos, such as freezing a room over or withering all plant life she touches. Used to counter specific Mythos powers when confronting powerful Rifts in hostile environments.

- **Wiper (replacement tooth):** Undercover or front-line agents who are in danger of being taken captive can crack this ward in their mouths and have their memories wiped clean. The Shrouding version is reversible and therefore hackable to some powerful Rifts; the Mending/Weaving version overwrites the agent's physical brain and mental patterns, permanently turning her into a Sleeper who truly knows nothing.

AGENT CAREERS

Agents are the building blocks of the Gatekeeper organization. To Rifts, they all seem like gray government officials in fedoras and suits, but behind the veil of the Mist, Gatekeepers are involved in a staggering range of activities which require different types of training, attitudes, and technology. They must be prepared for anything, because on the other side of the Veil, legendary threats lurk and await the opportunity to invade the City, from a pesky Familiar infestation to a Citywide outbreak of nightmare monstrosities.

DESK JOCKEY

Desk jockeys are the office workers who push paper for the Gatekeepers. Most desk jockeys are analysts: they gather information regarding their domain of responsibility, study it, and come back to their superiors with actionable data. A desk jockey's field of expertise could be:

- a specific set of targets, e.g., the crew, an Industrial Zone Rift gang
- Rifts statistics of a certain type of Rifts, e.g., number and distribution of Rifts with cold and winter powers
- Rifts statistics in a certain part of the City, e.g., prevalence of awakenings in Suburbia or Downtown
- a study on the shared properties of a group of Mythoi, e.g., human sacrifice tendencies in Rifts of Mesoamerican Mythoi

Desk jockeys' training is mostly mundane, but some of them dabble with Perching as an additional information channel, or with theoretical Rupturing, to help understand their subject of study (their job description does not justify actual Rupturing of any sort). Since they spend their days in the back offices of the Deep Mist, their combat capability is minimal and few of them ever see active duty on the field.

RIFT ANALYST

Training

DIRECTIVE

Only report information based on hard facts.

POWER TAGS

analyst, target profiling, Rift power categories, uncover a target's personal ties, methodical study, my liaison at Intel, computational "Newspaper", dossiers of dangerous Rifts, the longer I have the better, guesstimate target location

WEAKNESS TAGS

theory vs. reality, wimpy, office rivalry, analysis paralysis (overthinking)

THEME IMPROVEMENT

○ **Working Overtime:** Once per session, when you spend downtime profiling a Rift at your desk, you may gain the benefits of both *Work the case* (gaining 3 Clues) and *Prepare for your next activity* (gaining 3 Juice).

THEORETICAL RUPTURING

Advanced Art

DIRECTIVE

Only profile Mythoi with active Rifts, avoid drowning in theory.

POWER TAGS

Rupturing, profiling Mythoi, myths & legends, identify a Mythos' core motive, identify a Mythos' weakness, locate Rift of a specific Mythos, question agent witnesses, Rupture a house spirit, diligent, contacts in the Old Quarter

WEAKNESS TAGS

it's purely theoretical, overlooked details, not allowed to Rupture, bookish and shy

THEME IMPROVEMENT

○ **Powerful Experience:** When you've witnessed Mythos powers in person, if you choose to *Work the case* on your next **Montage (Downtime)** move, you gain 4 clues instead of 3.

INFILTRATOR

Under a guise of secrecy and cradled in the obliviating embrace of the Mist, Gatekeeper field agents work constantly undercover, pretending to be nobodies or, if they must draw attention to themselves, pretending to be someone they're not. Unfortunately, the more aware Rifts in the City become, the more challenging it is to fool them.

Stories circulate about the Men and Women in Gray, so the good ole' Fedora Absentia and a half-baked cover story just don't cut it anymore. This becomes doubly true for agents that must infiltrate Rift operations to send back intelligence reports, or when a strike on a tightly-secured Rift target can only be executed as an inside job. While Perchers give Intel an unbeatable advantage over any other intelligence agency in the City, they are expensive to train and they can't act on the field; sometimes sending someone in undercover is the most efficient way. Infiltrators are also used for assassination or sabotage jobs against high-stakes Sleeper targets that are likely to come under extreme scrutiny and therefore require perfectly traceless execution to avoid awakening the public.

Infiltrator agents are first and foremost highly-trained spies. They are adept at getting past security lines and skilled at undercover work, able to change their persona and backstory on the fly. In addition, they are backed by Veiler and Weaver teams that simply erase evidence they might leave behind and obliviate anyone trying to find them.

Top-tier infiltrators are sometimes equipped with one of only three existing **Essence-Mesh Jumpsuits**, cutting-edge Weaving full body suits that perfectly mimic the essence of a person or object, making the agent indistinguishable from that object to all but the most legendary detectives and divinators. The jumpsuits are made of pure Mist weave and can self-repair, but serious damage to the suit can render the agent temporarily exposed to detection. These suits are able to mimic a Rift, but because of the immense complexity of such a being, the Gatekeepers must first deep scan the Rift's Mythos, and therefore must have the Rift in their custody for at least a day.

INFILTRATION TECHNIQUES

Training

DIRECTIVE

You are whoever the mission needs you to be.

POWER TAGS

undercover espionage, *present a fake persona*, *override security measures*, *leave no trace*, *no one behind the mask*, *the other mole*, *explosive devices*, *the more they believe the harder they fall*, *exploit a state of chaos and upheaval*, *computer hacking*

WEAKNESS TAGS

direct confrontation, *I don't know who I am anymore*, *shadows of past missions*, *nowhere to run*

THEME IMPROVEMENT

○ **Fooled:** Choose one character whom you most wish to fool. Once per scene, when you **Sneak Around** against them, you can trade a miss result for a 7-9. You can choose a different person to fool once per session.

ESSENCE-MESH JUMPSUIT

Relic

DIRECTIVE

Never let this suit fall into Rift hands, no matter the cost.

POWER TAGS

disguise my very essence, *blend into the environment*, *made of Mist-weave fabric*, *instantly appear as anything*, *defensive visual disruption mode*, *discover people's true intentions*, *deceive Rift detectives and divinators*, *even truth can be falsified*, *self-repairing fabric*, *mimic Rift powers*

WEAKNESS TAGS

it's too hot in this thing, *extensive fabric damage*, *susceptible to focused light*, *nothing is real to me*

THEME IMPROVEMENT

○ **The Ultimate Disguise:** When your identity comes under inspection and you burn *disguise my very essence* for a hit, you get an automatic result of 9 (instead of 7) and a Power of 3, for a total unmodified score of 12. Statuses apply to both your automatic result and your Power, as usual.

INTEL PERCHER

Percher Intelligence officers gather and disseminate the recon and surveillance information feeds upon which the activities of the entire Gatekeeper organization are based on. Essentially capable of *becoming* their surveillance target by projecting their consciousness into it, they can gather information on anything that exists in the City by attuning themselves to the fibers of Mist within the target. They can become a vault door to know if it is open or what its current structural integrity is, or a Rift on the run to know her location, allies, and current emotions and thoughts.

Intel Perchers can only feel what is manifested in the Mist of the City, so they cannot "become" Mythoi nor understand their motivations or nature (Gatekeepers can **Look Behind the Mist** for that, but not via Perching, which looks into the Mist things are made of, the fabric of reality). They can access what was previously manifested in the Mist – the past – to a lesser extent, and what will be manifested or is likely to be manifested – the future – to an even lesser extent. However, one of their most useful skills is detecting the lack of Mist, indicative of a Breach (Rift). They can also sense all the physical and mental manifestations of Rift powers because these things – from magical swords to emotions of fear – exist in the Mist within the City.

Different intelligence officers specialize in different forms of Perching. Some teams stand watch over the consistency of the Mist in an entire district, building a live map of active Rifts and providing advance warning of rampant or rapidly-growing Breaches. Others teams Perch on specific high-stakes targets, directly inhibiting their minds and bodies, or monitoring them through their surroundings, such as urban wildlife (crows, cats, and rats are favorites). Perchers cannot alter the object or being they are riding, unless they work with a Weaver or have been trained also as such.

Perchers work remotely and do not need to be close to their targets unless on the very rare occasions that they somehow are being jammed (creating a barrier of no-Mist is one theoretical path, but the ensuing onslaught of Mythoi makes it impractical). They are based in compartmentalized back office sections of Intel and often lack any field training whatsoever. Due to the nature of Perching, Intel Perchers tend to be strange, quirky, or squirrly.

TARGET PERCHING

Advanced Art

DIRECTIVE

Do not take your mind off the target.

POWER TAGS

Perching, sense-riding, know my target's schedule, establish immediate surroundings, read thoughts and feelings, sense disturbances in the Mist, quiet environment, switch targets during physical contact, no attachment to identity, Arnold – the guy in the next cubicle

WEAKNESS TAGS

sensory backlash, too many minds, sanctioned targets only, peculiar and creepy

THEME IMPROVEMENT

○ **Good Memory:** Every session, you can choose to get up to three Clues on a location or person within the domain of your routine. The first Clue is free. When you take the second Clue, the MC gets to ask you a question, which you must answer truthfully. On the third Clue, you expose yourself to danger (as in the **Investigate** move).

INVESTIGATOR

Investigators are the agents who track down Rifts for the DRP using good ole' detective work, or in some cases, expose corrupt Gatekeepers for Internal Affairs using similar methods. With all due respect to Intel, even they can't track every individual Breach on the radar. Investigators are the Gatekeepers' eyes and ears on the streets of the City, following the trail of strange evidence that will lead them to a low-lying Rift operation.

As the quintessential field agents, Investigators undergo broad training that covers Rift combat engagement as well as basic public veiling, but their expertise lies in their detective skills. They talk to Sleeper witnesses to get an idea of what went down at the scene of a breach and how much veiling is needed, collect evidence and samples, rough up harmless Rifts until they snitch on their brethren, and often lead the bust operations on Rift nests.

While some of them gain an edge through Advanced Arts training, most investigators focus on honing their mundane soft skills and building up their Shrouding prowess so they can match up to their Rift suspects. Investigators have the real pulse of what is going on in the streets of the City; they know all too well that it only takes one wrong turn before you're eaten by the *Big Bad Wolf* (their slang for aggressive Rifts). If only the top management listened and gave them the manpower and resources they need, things could have been different for all those poor, oblivious Sleeper victims.

INVESTIGATIVE SHROUDING

Shrouding

DIRECTIVE
Bring in any aggressive Rifts you encounter.

POWER TAGS
investigative Shrouding, *piercing illusions*, *reveal a Rift's true form*, *roll back the Mist and see*, *cigar Shrouding focus*, *my "Newspaper"*, *Breach Detector ward*, *think like a Rift*, *"It's a necessary evil"*, *see past disturbances in the Mist*

WEAKNESS TAGS
need to work on my Mythos deflection, *fall for a beautiful Rift*, *loner*, *perp still on the scene*

THEME IMPROVEMENT
○ **Ahead of the Game:** Once per scene, you get one free Clue.

RIFT INVESTIGATOR

Routine

DIRECTIVE
Figure out who's behind the new Rift robbery wave, or you're out.

POWER TAGS
investigate Rift breaches, *government all-access pass*, *Breach Detector ward*, *piece together Sleeper testimony*, *watch my back*, *examine Mythos power residual evidence*, *use a Rift's Mythos against them*, *hard-boiled*, *usual Rift haunts*, *dedicated to my work*

WEAKNESS TAGS
bitter, *can't share information with civilians*, *orders from above*, *out of my turf*

THEME IMPROVEMENT
○ **Echoes from the Breach:** Once per scene, you get a free Clue about a Rift who has recently used their Mythos powers at your current location.

LIAISON

Liaisons are agents trained in social interaction and negotiation. They are employed in outward-facing positions by Public Awareness Control to facilitate Sleeper and Rift relations and internally throughout the Gatekeeper organization to improve interdepartmental collaboration.

Liaisons are often naturally charismatic and have a way of quickly earning others' respect, whether through humor, aggression, reason, authoritativeness, etc.; the best ones can change their stance based on what the person or people they are working would best respond to. They know how to create personal rapport immediately and glean information from body language and words left unspoken. They thrive and are most valuable in politically complex situations, where they quickly map the interested parties' agendas and leverage those to their advantage.

Of all agent types, Liaisons rely least on Mist-powered abilities; those working from the back office, especially, have hardly any need for them. Liaisons that work with Sleepers or as Rift Handlers put an emphasis on Shrouding DMO techniques so they can use distractions in pivotal moments in a conversation, mask themselves to maintain anonymity, and obliviate their assets if things go south. Rift Handlers also receive combat training comparable with that of Investigators to keep them safe in the Breach-rich work environment.

HANDLER TACTICS

Training

DIRECTIVE

Manipulate the asset, discard when done.

POWER TAGS

mediation and negotiation, *align different agendas*, *create personal rapport*, *discern personal motivations*, *adaptive demeanor*, *Rift Relations management*, *Outfit Displacer*, *trained to manipulate Rifts*, *mutually-beneficial outcome*, *undermine the organization*

WEAKNESS TAGS

done talking, *sees a manipulator in everyone*, *assets I betrayed*, *feelings for my asset*

THEME IMPROVEMENT

○ **Playing No Games:** Once per session, when you **Convince** a Rift asset, treat a 7-9 result as a 10+.

RUPTURERS

Even though technically allowed under certain conditions, Rupturing remains to this day a very much frowned-upon Art that is considered by many Gatekeepers as dangerous, if not downright corrupt. The dark art of opening Rifts in the Mist has its uses, especially for unscrupulous agents, but its risks are great.

Gatekeepers who use Rupturing come from all factions and all worldviews; it is just as likely to meet an Argent Clan Silver Soul employ it as a symbol of her self-entitled "ownership" over the Mist as it is to find a corrupt Trade Unionist (see page 67) conjure a Mythos that would help him gain ground in a salary negotiation. Rupturing also isn't associated with any specific role in the organization and may be useful – or detrimental – for any operation. For these reasons Rupturing is represented as a Agent Power Set, a custom move you can add to any Gatekeeper agent

Rupturers study Mythoi in order to understand how to exploit them; such intimate knowledge of a Mythos's manfiestation is called **a contrac**t. A Rupturer must answer the required conditions for a Mythos manifestation to occur; otherwise, the Mythos power simply does not "flow" through the Rifts she creates. A novice Rupturer may only be familiar with a single manifestation of a single Mythos; a trained Rupturer usually knows no more than three contracts, or a single contract with three manifestations. As they gain arcane knowledge, Rupturers increase their repertoire of contracts, growing the range of Mythoi and manifestations they can evoke.

MEDICAL STAFF

In this City, a dragon's breath causes third-degree burns, a Manticore's sting administers deadly venom, and giants can rip your arms out. People walk around carrying magical swords that can slice through tank armor plating, or ride black horses with fiery hooves that leave those who look at them in a catatonic shock. On top of their imaginary arsenal, Rifts, like many Sleeper criminals, walk about the City armed with mundane firearms and cold weapons. The Gatekeepers come to harm from these dangers daily, as well as from unfortunate accidents that are an inevitable part of the everyday operation of any policing force, like a crashed cruiser or friendly fire incidents (shots fired from a Shrouding sidearms may not take away an agent's abilities but they still wound and kill). Therefore, whether she's attached to a field crew trying to keep them alive or working in a quarantined hospital in the Deep Mist on curing a legendary disease, a Gatekeeper in a medical position usually has her hands full.

Medically-trained agents take different career paths depending on their background at the time of their recruitment and their final positioning. While some are already MDs when recruited, others only receive a first-aid crash course before being sent to help on the field, and some promising talents spend years in the Deep Mist studying medicine from scratch. Gatekeeper medical staff usually breeze through the practical side of Shrouding (less so if they are intended for a field role). While Graywashing can help as part of first aid, it is useful only inasmuch as the wound is still legendary to some extent, so medical trainees rely on Graywashing Spray auxiliary wards and skip that chapter in the textbooks.

Instead, they focus on the theoretical foundation needed for Weaving and then specialize in Medical Weaving, which allows them to rebuild damaged tissue, heal wounds, and fight ailments. Naturally, the more delicate and complex the damaged bodily system is, the more trained the medical agent must be to treat it: Medical Weaving for first aid is one thing, Endocrinological Medical Weaving is quite another.

In addition to curing the body, Gatekeeper Medics learn how to relieve their comrades of debilitating legendary conditions, such as hypnosis, curses and fate manipulation, psychic and spiritual degradation, transfiguration, etc.

MEDICAL WEAVING

Advanced Art

DIRECTIVE

Keep your teammates alive and untransformed by magic.

POWER TAGS

Weaving, *medical Weaving*, *medically trained*, *treat Mythos wounds*, *untangle charm spells*, *diagnose legendary injuries*, *Graywashing medkit*, *Weave a prosthetic*, *aversion to violence*, *call in patient evacuation*

WEAKNESS TAGS

struggle to remove curses, *treat under fire*, *experimental treatment*, *hates violent types*

THEME IMPROVEMENT

○ **Complete Reconstruction:** When you spend downtime treating a patient under ideal conditions, make the **Change the Game** move instead of **Montage (Downtime)**. If your move is *Dynamite!* and you roll 12+, you may spend 1 Juice to allow the rest of your batch to reduce permanent statuses, except death.

MIST TECHNICIAN

The Mist constantly wears and tears, struggling to remain taut around the burgeoning power of awakening. Add to this the endless manipulation of the Mist by Gatekeeper agents doing their work, and you get a perpetual state of deterioration which can only be mitigated, never fixed. At the end of the day, the burden of keeping the Mist intact falls to its Technicians, who labor day and night all over the City to keep the metropolitan under the blanket of the Gray Veil.

Mist Techs have a wide range of positions in the organization, from Mist Generator factory overseers, through emergency combat-trained Mending teams, to the Slacker Technician that monitors the thickness of the Mist in a specific, boring spot in Suburbia every day. They are the agents who know the Mist best (up-close-and-in-person, not like those R&D nerds) and often feel they know what is best for the Mist.

Mist Technicians spend years in the Deep Mist majoring in either Mending or Weaving, and attaining a solid grasp of both before ever going into the field. They have the know-how required to seal Rifts in the Mist, even human ones, but usually do not possess the tactical prowess to apply it nor the social skills to deal with curious Sleepers. For this reason, Mist Tech teams are usually accompanied by combat-ready units when operating in dangerous zones and by Veilers when operating in areas of high population density. A routine Mist repair job usually involves the Technician scanning the ambient Mist with her "Newspaper", cross referencing with data from Mist Beacons and Generators to establish what the issue is; she then continues to use her Shrouding Focus to Mend whatever wear and tear she found (creating a Stitch) or, if time and resources allow, Weave additional Mist for better coverage.

Mist Techs often deploy Mist Generators and Mist Beacons as part of their work; however, their use of Mist Beacons is more informed than most field units as they take care not to overload the Veil, preventing a problem forming elsewhere in the City. Despite their name, Mist Technicians do not regularly build or fix Mist tech, or Gatekeeper gear, as most of them are not Anchorers. However, their technical understanding does give them some advantage when approaching such devices.

MAINTENANCE MENDING

Advanced Art

DIRECTIVE

Respond to urgent Enclave alarms ASAP.

POWER TAGS

Mending, maintenance Mending, textile engineering, seal an awakening Rift, patch a thin place, readout of Mist integrity in the area, portable high-output Mist Beacon, slow down Enclave expansion, take time to do a job well, security detail escort

WEAKNESS TAGS

tedious and boring job, active Rift, limited by ambient Mist, I'm not pessimistic I'm realistic

THEME IMPROVEMENT

○ **Rapid Repairs:** When you **Change the Game** to repair the ambient Mist, on a hit, you gain the *Scale up the effect* improvement automatically.

MAINTENANCE ROUTE

Turf

DIRECTIVE

If anything strange and gruesome happens here, it's on you.

POWER TAGS

my maintenance route, assigned here by Command, weak spots in the Veil, rookie maintenance team, identify thin places for sealing, great take out food, outpost hidden in junkyard, shove them back where they came from, amp up the Mist in the sector, Perchers in the crows

WEAKNESS TAGS

diabolical local legends, too complacent, sewer Rifts, trouble above my paygrade

THEME IMPROVEMENT

○ **Call 1-800-MIST:** Once per session, you can have your character show up or already be at a scene anywhere in your turf where a Rift is present or forming (including cutscenes).

PAC VEILER

Public Awareness Control Veilers are the classic Men and Women in Gray: the people you won't remember seeing. They are called to the site of increased Rift or Gatekeeper activity to shelter the population from the truth, sweep for any snoopy or wayward witnesses, wipe their memory, Graywash any residual Mythos effects, and ensure normality is fully restored. When serving as PAC attachés to Rift Prevention teams, they are responsible for restricting Sleeper exposure to the unit's activity. Thanks to the Veilers, life in the City can continue as it's meant to: peacefully, obliviously, unknowingly.

Veilers specialize in Shrouding for the purpose of DMO – Distracting, Masking, and Obliviating – and therefore they have little interest in the Advanced Arts or time to develop them. Their mastery of Shrouding also extends to unique feats of **Graywashing** and they excel at quickly removing all traces of the legendary, making them look like figments of the imagination. Their famous **Graywashing barriers** serve a double defensive and obscuring role. First, they strip away the magic from anything Rifts send through the barrier, protecting those behind the barrier from magical projectiles and Conjurations. Second, they wash all sensory phenomena (sights, sounds, smells, etc.) crossing the barrier clean of the legendary, so Sleepers on the other side cannot perceive the legendary through the barrier.

GRAYWASHER SUPREME

Advanced Art

DIRECTIVE

Support your unit by containing the breach.

POWER TAGS

advanced Shrouding, *Graywashing*, *science of energy barriers*, *erect a Graywashing barrier*, *contain a large area within a barrier*, *sense Mythos residual effects*, *draw more power from ambient Mist*, *herd the breach to one place*, *my comrades are counting on me*, *Graywashing truck*

WEAKNESS TAGS

Manifestations attached to the source, *sensitive to thin ambient Mist*, *Sleepers running around*, *germophobia*

THEME IMPROVEMENT

○ **Barrier Expert:** When you **Change the Game** to erect a Graywashing barrier, on a hit, you gain the *Prolong the effect* improvement automatically. This stacks with the **Skilled Graywasher** Shrouding theme improvement.

VEILING EXPERT

Shrouding

DIRECTIVE

Obliviate all witnesses of the incident.

POWER TAGS

DMO-focused Shrouding, *insidious and creeping*, *distract Sleepers*, *Veiling a legendary incident*, *a dark gray umbrella (Shrouding Focus)*, *Blanket Bomb*, *Outfit Displacer*, *diligent*, *it's for your own safety*, *Anchoring a Graywashing barrier to my umbrella*

WEAKNESS TAGS

spread too thin, *intense Rift opposition*, *apathetic*, *open-area breach*

THEME IMPROVEMENT

○ **The Public is Blind:** When you **Change the Game** to obliviate Sleepers, on a hit, you can choose to gain the *Scale up the effect* or *Prolong the effect* improvement automatically.

R&D ANCHORER

In the highly-restricted sections of R&D, agents who specialize in the mysticism, metaphysics, and sciences of the Mist run experiments in search of scientific and technological breakthroughs. The top researchers among them are either genius, middle-aged, or both: it takes a powerful mind and a long time to train in the required two to three arts (even if for everyone else in the City it looks like only a few years have passed). Most study Anchoring, as a gateway to practical applications of the Mist, and one or two other arts in addition. A few theoreticians may study ancient schools of Weaving to gain insight into the origin of the Mist and the nature of the cosmos beyond; most of their colleagues view them as weird, and IA keeps a tight watch on them.

Many of these lab rats aren't really in touch with what's happening in the City: they sleep on the floor in their Deep Mist facilities and their thoughts are forever bent on the next step in their formula, the next enhancement to their experimental ward, or the possible practical applications of a theoretical hypothesis. As a result, their on-the-field experience is nonexistent and their manners suffer from a clear lack of human interaction. But the Gatekeeper organization isn't keeping R&D teams for the smiles; they're here to make discoveries, and when they finally do – to weaponize them and give the Gatekeepers the ultimate advantage in the war against Rifts.

ANCHORER TINKERER

Advanced Art

DIRECTIVE

Develop a device that will give the Gatekeepers a clear advantage.

POWER TAGS

Anchoring, *Mist tech engineering*, *industrial design*, *anchor the Mist to an object*, *anchor the effects of other Arts*, *analyze Mist tech devices*, *a well-equipped lab*, *make explosive Shrouding gizmos*, *find creative solutions*, *my Sleeper physics teacher*

WEAKNESS TAGS

requires manual activation, *product still in development*, *R&D test regulations*, *spew out technobabble*

THEME IMPROVEMENT

○ **Prolific Inventor:** When you **Change the Game** to create Mist tech devices, on a hit, the minimum Juice you receive is equal to your Mist rating.

SEALS

The Gatekeeper Seals are the commando unit of the Gatekeepers. They received their names thanks to their reputation and skill in sealing high-power Rifts. Trained by the best combat experts in the City and armed head to toe with anti-Mythos gear, this superb tactical team eats Rifts for breakfast, lunch, and dinner and are near enough the scariest threat a Rift could face. As an elite unit, the Seals are not used for small-time crooks and neighborhood-friendly Rifts; they deal with real threats, from rampant Borderlines (like Vector, see *V is for Going Viral*), to Legendaries, and even fledgling Avatars.

The Seals' trench coats, jackets, or vests protect them from most Mythos powers. Instead of worrying about Shrouding individuals, each Seals team usually carries at least one portable Mist beacon and Graywashing barrier projector combo device to continuously hide their activity and wipe out the memories of all around. They also carry powerful sealing wards that can keep a defeated target out of trouble in the future by taking away her powers. A squad of Seals can also combine their forces to seal defeated Rifts permanently, turning them to Sleepers.

SECURITY DETAIL

Agent work isn't always exciting or complicated. Sometimes it's just about waiting and keeping watch: patrolling the neighborhood near an open Enclave, staking out a Rift club waiting for a target to emerge, or watching over squishy Mist Technicians while they sow the Mist shut. The vast majority of low-ranking field agents man such positions daily, providing security and backup for their more qualified comrades. When the monsters come hurtling out of the dark, these field agents are the organization's first line of defense, although, unfortunately, they are often out of their league.

Most agents working security details are either fresh out of training, never evolved much beyond, or are waiting for a promotion. They all have basic combat training and basic Shrouding at their disposal. Depending on their deployment and section budget, they may or may not have adequate gear for the job.

SECURITY DETAIL AGENT

Routine

DIRECTIVE

If it has fangs, shoot it.

POWER TAGS

routine security deployment, *unlimited access to donuts*, *extra clip of Mist-anchored ammo*, *my lazy partner*, *duck behind a dumpster*, *gunfights on the streets*, *disable a Rift's most dangerous power FIRST*, *streetwise*, *Vapor – the Gatekeeper's bar*, *a decent salary*

WEAKNESS TAGS

apathetic, *do as you're told*, *veterans and big shots*, *out of my league*

THEME IMPROVEMENT

○ **Defensive Shrouding:** Once per session, when you are targeted by Mythos powers, you can make a move *before* you are affected. The MC will adjust the effect based on your action.

SWAT

Gatekeeper SWAT are deployed by local sections of the Department of Rift Prevention to accomplish specific tactical goals such as securing a position for a Mist Beacon in a hostile environment, releasing hostages, or storming a Rift hive. They are the most widely-used tactical force in the day-to-day Gatekeeping operations across the City. Almost all SWAT agents are exceptional fighters promoted from the ranks of field agents and many of them aspire to become Seals, although a competitive tension exists between the two.

Within a SWAT team, each agent fulfills a specific tactical role in addition to their role as a combatant. All SWAT agents are trained in all roles and can take over the role of a fallen comrade if necessary.

TACTICAL WEAVER (LOOMER)

The tactical applications of advanced Weaving are limitless. With a Tactical Weaver (also known as a Loomer) at hand, the Gatekeepers can turn doors into brick walls, blocking escape paths; change the weather to subdue Mythos powers that rely on heat, cold, light, or humidity; cuff the legs and hands of a fugitive Rift even as they are running away; plague a Rift with hundreds of parking fines she never deserved; and so much more. If Tactical Weavers were commonplace, Rifts wouldn't stand a chance.

Unfortunately for the Gatekeepers, the combination of academic proficiency required to study advanced Weaving and the quick reflexes needed to use this art on the field is exceptionally rare. Moreover, Tactical Weaving requires immense Weaving resources and often involves follow-up repairs to the Mist. The specialized Shrouding focus needed to enact Tactical Weaving, a handheld **Gatekeeper Loom**, is also costly to manufacture. Tactical Weavers, therefore, are to the Gatekeepers organization what combat pilots are to a country's army: hard to come by, expensive to train, expensive to equip, but nonetheless worth every penny.

Weaving works at range, but unlike Perching, the farther the Weaver the more Weaving resources are needed. Some experimental Looms allow Weaving at a great distance, reportedly from a remote outpost in the City or even from within the Deep Mist. But most Tactical Weavers still must be at least somewhat close to their target location. As a result, Tactical Weavers are considered frontline field agents and are combat trained. While officially still titled Tactical Weavers, some advanced Weavers are positioned in strategic locations such as close to the courts, the banks, the police database, etc. and can impose difficulties of the non-combat kind on uncooperative or fugitive Rifts.

TACTICAL WEAVING

Advanced Art

DIRECTIVE

Counter the target's abilities or escape attempts to reinforce our operation.

POWER TAGS

Weaving, tactical Weaving, architectural studies, block off escape path, warp space, discern spacetime manipulation, Gatekeeping Loom, make a building grab a target, the view from the rooftops, animate dumpster and streetlights

WEAKNESS TAGS

difficult to create things from scratch, open area, wary of wearing out the Mist, arrogant prick

THEME IMPROVEMENT

○ **Nowhere to Run:** Once per session you may reset a chase swing spectrum to zero, eliminating a fleeing target's or a pursuing party's advantage.

TRAINEE

Once a former Rift has been recruited into the ranks of the Gatekeepers, her entire routine is built around her training to become an agent. Some roles take longer than others to prepare for, demanding challenging theoretical studies or the honing of a particular aspect of Shrouding while others waste no time on impractical philosophizing and throw the trainee into the deep end. Sooner or later, the trainee will hit the streets or her desk and begin to practice the basics of the role she is meant for. Until she acquires enough experience, she remains under the close watch of her Case Officer, usually a specialized Rift Handler (Liaison). A trainee's knowledge of the Gatekeepers and the Mist is very limited (see page 10).

URBAN WARFARE TACTICIAN

Some Gatekeeping operations are too challenging or too wide-spread for a small unit to handle, instead requiring coordinated military execution. This is often the case when Command deems a specific Rift too dangerous to remain open and orders an all-out attack against them, whether it's a building-sized manifestation of a Barghest or an infestation of pixies in the Industrial Zone. The Urban Warfare experts are assigned with planning such operations, leading and managing their field agents not unlike a military unit.

Urban Warfare Tacticians are often field agents who moved up the ranks and specialized in large-scale operations and were later selected for further tactical training. As field agents, their training emphasized advanced Shrouding for better performance on the streets. As tacticians, they abandon Shrouding to focus on Gatekeeper tactics and war doctrine as well as unique Gatekeeper logistics. Since large-scale breaches often require sealing to avoid re-opening Rifts, many tacticians also develop a background in Mending as part of their tactics training. Once back on the field, a tactician starts by commanding a small specialized team, such as a Gatekeeper SWAT team, moving on to lead increasingly larger and more powerful units as she gains experience.

URBAN WARFARE TACTICIAN THEMES

An Urban Warfare Tactician should create a Unit Theme to represent the squad or team she has command over. For tag ideas, check the Pick-and-Play Kits under the agent type which is most prevalent in the unit under the Urban Warfare Tactician's command.

GATEKEEPER GLOSSARY

ABS (p. 108): Addled Brain Syndrome, a drop in mental capacity due to repeated obliviating.

Agent: A general term for a trained Gatekeeper with a Clearance Level of 8 or greater.

Ambient Mist (p. 110): The Mist in a given location, especially its thickness level.

Anchoring (p. 108): The advanced Gatekeeper art of binding the Mist and its effects to people, objects, and places.

Athazagoraphobia (p. 108): Fear of forgetting or being forgotten that appears in subjects of repeated obliviating, which correlates with a subconscious sensitivity to Gatekeepers' presence.

Blanket Bomb (p. 113): A standard-issue charge capable of pulling the Mist toward it in a sudden, dramatic wave. Used by agents in emergency situations.

Breach: A legendary occurrence indicative of a Rift in the Mist. Can also be used as an alternate term for the Rifts themselves.

Case Officer (p. 102): A recruiter agent who is the first and often only point of contact between the new recruit and the Gatekeeper organization.

Clearance Level (p. 107): The Gatekeepers' security ranking, a number between 9 (lowest) and 1 (highest) representing the degree to which the system of the Mist and the Gatekeeper organization trust a specific Gatekeeper.

Conjuration: Any manifestation of legendary powers independent of its Rift source.

Deep Mist, the: A pocket reality constructed by Gatekeepers within or alongside the City, where the Mist is thickest. The location of Gatekeeper Command and other top-secret Gatekeeper facilities and staging areas.

Desk agent: An agent whose work does not involve direct interaction with the City or its residents. Usually stationed in a facility in the Deep Mist.

Distracting: Using Shrouding to attract a target's attention away from a legendary occurrence, thereby preventing the target from witnessing it.

DMO (p. 107): Distract, Mask, and Obliviate, the three steps of the standard procedure used to prevent the Sleeper population from becoming aware of a legendary occurrence or Gatekeeper activity. Also known as "veiling".

DRP (p. 154): Department of Rift Prevention.

Exit Door (p. 114): Any opening in the City used by Gatekeepers to transport themselves to another such opening, whether in the City or in the Deep Mist.

Field agent: An agent operating in the City and/or engaging its residents.

Gatekeeper Command (p. 153): The top-level authority and coordination center of the Gatekeeper organization.

Gatekeeper Defense Force: The Gatekeeper military, deployed in large-scale City-wide breaches that require martial tactics.

Gatekeeper Seals: Commando unit tasked with tackling the most powerful Rifts.

Gatekeeper SWAT (Special Weapons And Tactics): Highly-trained and well-equipped special agents, deployed where additional firepower is required.

Gray Veil, The: See Mist.

Graywashing: Shrouding used to eliminate legendary manifestations of a Rift, especially those standing independently from their Rift source such as magical projectiles, Conjurations, or residual side effects.

Loomer (p. 123): Jargon for a Tactical Weaver, whose art requires a specialized Shrouding Focus shaped like a loom.

Masking: Using Shrouding to change the appearance of a legendary occurrence, so it is perceived as mundane.

Mending (p. 108): The advanced Gatekeeper art of sealing shut Rifts.

Mist, the: The field or veil of forgetfulness protecting the City from the Mythoi.

Mist-anchored ammunition (p. 113): Firearm ammunition that pulls the Mist toward it, used for combat Shrouding.

Mist Beacon (p. 113): A portable device capable of pulling large swathes of Mist to its location.

Mythos: An enemy of the Gatekeepers. A mystical force external to the City that represents a story and manifests its legendary payload in the City through Rifts.

Obliviating: Jargon for using Shrouding to wipe a subject's memory.

Perching (p. 108): The advanced Gatekeeper art of gaining direct knowledge via the Mist, used for intel gathering.

Rift: An individual, animal, object, or place linked with a rupture in the Mist that, as a result, possesses the power to manifest legendary occurences in the City.

Rupturing (p. 109): The advanced Gatekeeper art of controlled and intentional creation of Rifts. Previously forbidden, it is now tolerated but frowned upon.

SES (p. 108): Stifled Existence Syndrome, a side effect of repeated obliviating.

Shrouding (p. 107): The basic Gatekeeper art of manipulating the Mist.

Shrouding Focus (p. 112): A standard-issue object or tattoo anchoring the Mist to an agent, allowing for easier Shrouding and protecting the agent in areas with thin Mist coverage.

Shrouding Sidearm (p. 113): A standard-issue mundane sidearm loaded with Mist-anchored ammunition.

Silver Soul (p. 102): Colloquial purist term for ritually-awakened Gatekeepers who never became Touched by their Mythos (and are therefore not "tainted" by it).

Standardized Auxiliary Ward (p. 114): A standard-issue object anchored to the Mist to achieve a specific effect.

Stitch (p. 108): A side effect of Mending which manifests as an irregularly intense field of Mist, in relation to its surroundings.

Veiling: Jargon for DMO.

Weaving (p. 109): The advanced Gatekeeper art of creating "new" Mist and modifying the reality within the Mist.
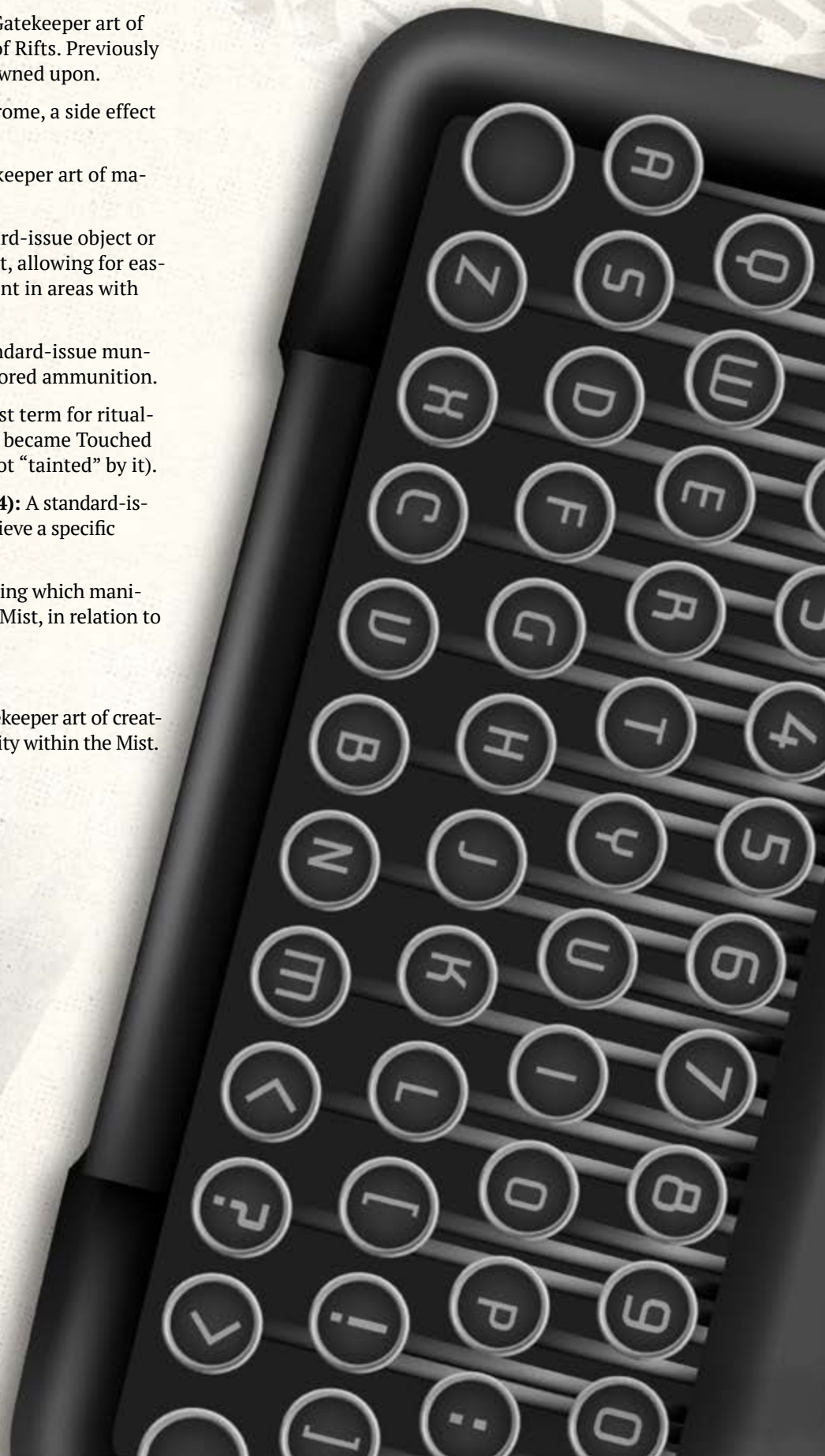
PLAYING GATEKEEPER CHARACTERS

"You Rifts are a menace to society. When your Mythos gets a hold of you, you lose sight of what's real. You start telling yourself that people who can't see what you see and who can't do what you do – y'know, Sleepers – they're somehow less than you. You don't admit it, but you get hooked on a story and then nothing else matters. I know, because I was one of you, once – but I recovered. I'm giving you one last chance to stand down."

– Agent Ramirez

A *City of Mist* game most naturally revolves around a crew of Rifts, but it can just as easily be about a group of Gatekeepers. The information in this section expands the character creation and game rules to allow players to play Gatekeepers, either as part of a group of Rifts or in a team composed solely of Gatekeepers.

GATEKEEPER SERIES CONCEPTS

When creating a series focused around a crew of Gatekeepers, the Exposition Session structure still applies (*Player's Guide*, page 43): define the series concept, create characters, create the crew, and play "A Day In The Life". The series concept is created by answering the same questions (*Player's Guide*, page 47): "Who are you as a crew?" and "What is our City of Mist like?". Here are a few suggestions for a series concept appropriate for a Gatekeeper game.

THE POLICE PROCEDURAL

Coffee – check. Squad car keys – check. Loud police radio – check. Donuts – check. You're ready for yet another day of chasing down Rifts in the streets of your precinct. Day-in and day-out, you uncover and bring in the Big Bad Wolves and the Goldilockses of your neighborhood and make sure that the unaware residents can sleep peacefully. Every day, you joke with your fellow agents about the last arrest you made, but the truth is what you see on the streets gets to you and it hits you deep and hard. Rift crime in this City is soaring, the victims list grows longer, and upstairs won't give you the budget or backing to put an end to it. Man, who needs this? Some days you ask yourself if you should change jobs. Maybe sometimes you even feel sorry for these lost souls you obliviate. But the next day you get up and do it all over again.

Series focus: prosaic Rift policing work

Characters: field agents working for a branch or precinct of the Department of Rift Prevention: low-ranking field agents (equivalent of beat cops), Investigators, Mist maintenance workers, Veiler attachés, etc.

Possible cases: investigating and solving Rift-related crimes, taking out a Rift crime lord or criminal ring, exposing corruption in the unit, overstepping boundaries to help a Gatekeeper comrade in need, becoming entangled in a relationship with Rifts and covering for it, dealing with upper management and their unrealistic quotas

WAR-TORN VETERANS

"You are the silver flash that strikes in the heart of darkness! You are the smothering fog which the enemy cannot see! You are the last line of defense against the monstrosity of legend!" You tune out the radio; it's always the same old propaganda. Hunkered down in the Industrial Zone behind a dumpster with your crew, you glance at your wrist tattoo. T minus 3 minutes and then your team and that Sumerian demon-god dance in that abandoned warehouse – and only one side gets to walk out. You've been fighting this war for so long you don't even remember who you're doing it for. Despite being buried chest-deep in a civilian population, it's so hard to see them as victims, innocents. No, these streets are crawling with monsters, and every innocent-looking kid can harbor your worst nightmare. Before you know it, it's monster-shredding time. No more feeling sorry for yourself – Go! Go! Go!

Series focus: military-style monster-hunting with gray morals

Characters: Veteran Gatekeeper Seals

Possible cases: battling every hellish and nightmarish Rift in the book, searching a civilian population for a fugitive Rift-monster, seeking redemption after inflicting horrible harm on civilians, bringing in conscientious Gatekeepers who betray their side, going off-grid to avenge a fallen comrade, mounting a hopeless attack on a Rift hive

POWER GAMES

From the opaque side of the uniform veil of the Mist, the Gatekeeper organization seems as a coherent whole. But over here, on the agents' side, it is fraught with dissention. With every day that goes by, it is becoming clearer that things cannot continue as they are, that the organization, perhaps even the Mist itself, is heading toward collapse. Traditionalists blame the modern ways, Reformers call to tear down the old structures, Trade Unionists are just trying to survive, and corruption and mismanagement is everywhere. Do you have what it takes to lead your department in these trying times? Can you survive the backstabbing at the conference room? Are you the one destined to lead the Gatekeepers into a new era, or will you be the one to bring them down?

Series focus: political power play within the Gatekeeper organization

Characters: High-ranking Gatekeepers with conflicting agendas

Possible cases: carrying out routine Gatekeeping work while keeping tabs on your policial rivals, orchestrating a sting operation against one of your rivals, coping with a city-wide cluster-mess and its political implications, fishing out the mole in your department, bringing different Gatekeeper factions under your control, meeting with powerful Rifts and Sleepers to maneuver around obstacles, reaching the top tier of Gatekeepers in a bid to lead the organization

CREATING A GATEKEEPER CHARACTER

CHARACTER CONCEPT

As with creating Rift characters, your Gatekeeper character creation process starts with putting together a concept. Similarly to Rifts, a Gatekeeper character is built around an inner conflict, but for a Gatekeeper this conflict lies between her ordinary life, represented by **Logos themes**, and her work as a Gatekeeper, represented by **Mist themes**. To create a solid Gatekeeper character concept, answer the following questions for your character:

❓ WHAT IS MY POSITION IN THE GATEKEEPER ORGANIZATION?

Establish who your character is as a Gatekeeper by deciding on her current role, rank, outlook, and affiliations.

ROLE

Your character's position as a Gatekeeper determines her abilities, gear, and administrative power and will inform your selection of Mist themes. Some of the possible roles include the following. These are also presented as Dangers for the MC, under The Gatekeepers as Adversaries (page 70).

- **Desk Jockey:** an analyst, an office worker who analyzes data
- **Infiltrator:** an undercover agent specializing in misdirection and sabotage
- **Intel Percher:** an intelligence officer capable of projecting her consciousness
- **Investigator:** a street-level detective solving Rift-related crimes
- **Liaison:** a correspondent or handler managing relations with Sleepers or Rifts
- **Medic:** a medically-trained field agent

- **Mist Technician:** a maintenance worker responsible for the integrity of the Mist
- **PAC Veiler:** a clean-up agent who ensures Sleepers won't remember a thing
- **R&D Anchorer:** an inventor specializing in Mist tech
- **Seals:** a member of the Gatekeeper's top Rift-hunting team
- **Security Detail:** an expendable field agent assigned to watch and patrol
- **SWAT:** a trained field agent specializing in tackling down mid-level Rift threats
- **Tactical Weaver (Loomer):** a Gatekeeper capable of warping reality
- **Trainee:** an unassigned agent, still in training
- **Urban Warfare Tactician:** a team leader specializing in battleground tactics

CLEARANCE LEVEL

Your character's rank in the organization is reflected by her Clearance Level, ranging between 9 to 1 (the highest). Your Clearance Level roughly corresponds to the number of Mist themes she will have. As a general guideline, the higher-up your character is in the organization, the more Mist themes your character should have:

- **Low-Ranking Agent (3 Logos, 1 Mist):** Trainees, low-ranking field agents, and newly-assigned team leaders should have a single Mist theme. They are still new to the organization and their private lives play a bigger role in their story. Their Clearance Level usually ranges between 9 and 7.

- **Middle Management or Specialists (2 Logos, 2 Mist):** Experienced team leaders, section managers, or specialized agents have moved up in the organization, either by commanding a unit or by gaining proficiency in one of the Advanced Arts. Their investment in their Gatekeeping work inevitably steals some focus from their private lives. Their Clearance Level most often ranges between 6 and 4.

- **High-Ranking Agent or Veteran (1 Logos, 3 Mist):** Only those who sacrifice almost the entirety of their private life can make the cut as Department Directors, or alternatively, veterans who have mastered multiple Advanced Arts. Their Clearance Level ranges between 3 and 1.

The above guideline is open for adaptations or exceptions. For example, your character may be a powerful veteran Gatekeeper with three Mist themes who has been demoted to Clearance Level 9, and yet nonetheless eats, breathes, and dreams Gatekeeping (1 Logos, 3 Mythos). Furthermore, some of the Mist themes you choose in the next step may not be directly related to your rank in the organization, and so you and the MC may decide that they do not affect your standing and Clearance Level.

OUTLOOK & AFFILIATIONS

What your character thinks about the Gatekeeping work and her attitude toward the organization has a big impact on her choices on the field. Define your character's stance by choosing one or more of the Agent Outlooks (page 12):

- Bleeding Heart
- Corrupt
- Idealist
- Inquisitor
- Traditionalist
- Pragmatist
- Protocol Monkey
- Reformer
- Slacker

Furthermore, your character may be affiliated with one of the factions within the Gatekeeper organization (page 66):

- The Apex Society
- The Argent Clan
- The Mac Lirs
- Stewards Of The City
- The Trade Union
- The Unity Pledge

Just as important is the mundane aspect of your character's life. Ask yourself:

❓ WHO AM I BEYOND MY WORK AS A GATEKEEPER?

Your character has a life beyond her work as a Gatekeeper. She may have ongoing commitments such as loved ones, personal aspirations, an individual style that defies the Gatekeeper all-gray mentality, or even another job. She could be holding on to remnants of her previous life, haunted by trauma, or carrying a wound or a debt. All of these things are pulling your character back to the life of an ordinary person in the City, a Sleeper (much in the same way they pull a Rift). Even as a Gatekeeper, your character is always enticed by the possibility of letting it all go, quitting the force, and simply falling into sweet forgetfulness and no longer have to worry about Mythos and Mist. She dreams of finally having the peace and the time to build something in her mundane life, something important, personal.

❓ WHAT DO I REMEMBER ABOUT MY MYTHOS?

By definition, Gatekeepers are awakened characters, even if currently their awareness is granted to them by the organization to help keep others asleep. In all likelihood, your character remembers at least something of her awakening – whether fondly or traumatically. She may be well aware of her dormant or buried Mythos, missing it, repressing it, or she simply learned to accept that it is no longer a part of her. In some rare cases, Gatekeepers choose to have those memories weaved away, but as a result they must live everyday with this choice and the blank space in their past.

Alternatively, if your character comes from a Gatekeeping family or background, she may be a Silver Soul, a Gatekeeper who was ritually awakened and then immediately sealed, before becoming aware of her Mythos. As a Silver Soul, there is a part of you you will never know, but you do not have to deal with temptation or inner conflict like those who have memories of being a Rift.

RIFTS BECOMING GATEKEEPERS

Rift Player Characters have the option of turning into Gatekeepers when they lose their connection to their Mythos. **When a Rift player character is about to Fall Asleep** (that is, when a Touched PC loses her last Mythos theme, see *Player's Guide*, page 276), **the player may choose to become a Gatekeeper instead.** The character then does not become a Sleeper; she continues to be able to see partially through the Mist, but her connection with her Mythos is lost (at least for now).

As explained under Recruitment (page 10), the character is approached soon thereafter by a Gatekeeper recruiter with an offer to join the Gatekeepers. The agent displays intimate knowledge of the character's life and will leverage recent events that have caused the character to forego her Mythos while trying to recruit her. For example, if the character thinks ill of the Mythoi and their power or even seeks revenge against the Rifts who caused her Sleep, the Gatekeeper will offer to help her fight against them; if she has lost her powers but still wants to stay in the game, the agent will offer a way to remain relevant, etc.

If the character accepts the offer to train as a Gatekeeper, she disappears for a period of at least one Downtime and returns as a low-ranking Gatekeeper agent having received Gatekeeper training (as time moves differently in the Deep Mist). The player adds the Mist theme card **Shroudin**g, creating it using the Shrouding themebook.

While some adjustment will be necessary and tensions will surely run high, a Gatekeeper may have many reasons to continue working with her old Rift crew, for example:

- operating undercover (for either side, or even as a double agent)
- being assigned to collaborate with the crew to avert a greater threat to the Mist
- attempting to recruit other crew members
- remaining attached to the crew (emotionally, socially, legally, or even magically)

The same reasons may apply to a new Gatekeeper agent PC who is joining the crew.

CHOOSING THEMES

Every Gatekeeper character is made out of four themes, that describe either her Gatekeeping abilities and resources or her ordinary, private life. Themes that describe a character's Gatekeeper aspects are called **Mist themes**. Your character's private life and its pull are represented by her **Logos themes**, as when creating Rift characters.

Choose four themes for your character as usual, combining only Logos and Mist theme types (Gatekeeper characters do not possess Mythos themes). You must have at least one Logos theme and one Mist theme.

CHOOSING LOGOS THEMES

Choose your Logos themes from the available Logos theme types: Defining Event, Defining Relationship, Mission, Personality, Possessions, Routine, Training, and Turf (see *If Dreams Could Kill*). These themes must represent things that matter to your or that define you beyond your work as a Gatekeeper.

CHOOSING MIST THEMES

Every Gatekeeper can Shroud, and therefore in most cases **your first Mist theme must be Shrouding**. The exception to this are trainees, who may still not have a good grip over Shrouding or agents for whom Shrouding is secondary and therefore does not merit the narrative power of a full theme, whether because of their training path (R&D Anchorers and Medical Weavers) or their background story (past qualifications or a history that precedes Shrouding, etc.). If you wish to start with a theme that isn't Shrouding, discuss it with the MC.

For your second and third Mist themes you may choose from:

- **Advanced Art:** Advanced Mist abilities you have obtained. You may take this theme once for each Advanced Art or combine two or more Advanced Arts in a single theme.

- **Unit:** A team, section, or department you command

Your choice of Mist themes also reflects your choice of career, between focusing on being a leader (who runs subordinate units effectively and efficiently) or a specialist (expanding your Gatekeeping abilities and skills as an individual. Leaders should have a Unit theme to represent the Gatekeepers they command, while specialists may combine any theme types, but usually master at least one Advanced Art. You can combine elements of both leadership and specialization, especially if you have three Mist themes.

You may also choose your Mist theme from the list of Logos theme types, if it describes an aspect of you as a Gatekeeper. Such themes count as Mist themes for moves that use roll+Mist. The answers you give to the power tag and weakness tag questions in these themes can refer to the legendary and supernatural, as well as to Gatekeeping abilities, skills, know-how, resources, etc.

- **Defining Event:** a major incident in your past related to Gatekeeping, possibly your awakening as a Rift or the circumstances in which it ended.

- **Defining Relationship:** a significant relationship directly related to your work, such as your boss, your comrades, your faction, etc.

- **Mission:** A personal, unofficial mission you have undertaken as a Gatekeeper, such as to change the face of the organization or find a lost Rupturing treatise

- **Personality**: Your beliefs, style, and attitude as a Gatekeeper.

- **Possessions:** Additional Gatekeeping gear you carry, including Mist tech.

- **Routine:** Your daily Gatekeeping activities, how they shaped you, and what they taught you.

- **Training:** Training you received as a Gatekeeper, or mundane training you have put to good use within the organization, such as military or medical training.

- **Turf:** Your Gatekeeping precinct or domain.

Finally, in the rare case your character possesses a Mist tech artifact of great power, you may represent it with a **Relic** theme. Like the converted Logos themes types, this themes count as a Mist theme for moves that use roll+Mist.

GATEKEEPER TROPES (ARCHETYPAL BUILDS)

BERSERKER SEAL

Shrouding
(Anti-Rift)
+
Personality
(Rage)
+
Possessions
(Mythosproof Trench Coat)

CORRUPT RUPTURER

Shrouding
(Rift control)
+
Advanced Art
(Rupturing)
+
Defining Relationship
(Black Market Clients)

CREEPY INTEL OFFICER

Advanced Art
(Perching)
+
Personality
(Creepy)
+
Unit
(My Office)

DISGRUNTLED TECHNICIAN

Shrouding
(Maintenance)
+
Defining Relationship
(Trade Unionist)
+
Advanced Art
(Mending)

FEMME FATAL INFILTRATOR

Shrouding
(Masking)
+
Training
(Seduction)
+
Relic
(Essence-Mesh Jumpsuit)

FIELD AGENT

Shrouding
(Street Shrouding)
+
Unit
(Security Detail)
+
Training
(Urban Warfare)

(IA) INVESTIGATOR

Shrouding
(Look Behind the Mist)
+
Training
(Rift/Gatekeeper Criminology)
+
Turf
(My Jurisdiction / Inspection)

NEIGHBORHOOD VEILER

Shrouding
(Graywashing)
+
Turf
(My Neighborhood)
+
Training
(Reassure the Public)

PRECINCT CAPTAIN

Shrouding
(Defensive Shrouding)
+
Unit
(My Precinct)
+
Personality
(Grouchy)

PTSD MEDIC

Defining Event
(Traumatic Rift Attack)
+
Training
(Paramedic)
+
Advanced Art
(Medical Weaving)

R&D GEEK

Advanced Art
(Anchoring)
+
Possessions
(R&D Gizmos)
+
Advanced Art
(Specialization)

TACTICAL WEAVER

Shrouding
(Combat Shrouding)
+
Advanced Art
(Tactical Weaving)
+
Possessions
(Gatekeeper Loom)

MIST THEMEBOOKS

Like Mythos and Logos themes, Mist themes have three power tags and one weakness tag in their complete form, or one power tag and one weakness tag in their nascent form. Additional tags can be added at character creation or as improvements, as usual.

For the most part, Mist themebooks are used in the same way as all other themebooks. Read about the basics of using themebooks on the *Player's Guide* (page 74).

- The concept section helps you flesh out your ideas for the theme
- Power tag questions help you create your power tags
- Weakness tag questions help you create your weakness tags
- Crew relationships ideas generate Hurt and Help point with your crew, be they Rifts or Gatekeepers
- Theme Improvements provide unique improvement options

DIRECTIVE

Each Mist theme, including Mist themes based on Mythos or Logos themebooks, has a **Directive**. A Directive is the driving motivation of a Mist theme, like Mysteries for Mythos themes and Identities for a Logos themes.

A Directive is an order or mission statement, specific or general, that is dictated to your character by her superiors in the Gatekeeper organization. A Directive does not define your character individually as her Identities do and in many ways it is the opposite of Mysteries: it is the reverse of a question, a command which leaves no room for doubt, second-guessing, or personal conviction. It must simply be obeyed. A Directive could be:

- **A specific task** related to the Gatekeeper's field of expertise, such as "Develop a Gatekeeper superweapon." or "Gather information on the Miller's Square ratcheting operation."

- **A responsibility** entrusted to the Gatekeeper, such as "Protect this outpost at all costs." or "Cleanse this Rift-infested neighborhood."

- **A jurisdiction** in which the Gatekeeper must promote the organization's agenda, such as "Improve the performance in your precinct.", "Manipulate the team of the All-Seeing Eye Investigations agency to do our work.", or "Maintain the integrity of the Mist in this block."

- **A target** the Gatekeeper must focus on, such as "Infiltrate L'Estrange's ring of Relic smugglers." or "Seal a Maw Enclave in the Undertrash." or "Flush out the mole in the Logistics division."

- **A prohibition** the character is *prone to break* yet her work as a Gatekeeper prevents her from doing so, such as "You must never speak to your (Rift) ex-wife again." or "You are banned from practicing Rupturing."

A Directive is phrased as an order and always entails a gravely serious matter, at least in the eyes of Command. It is always aligned with the Gatekeeper agenda and what is best for the Mist – at least, as interpreted by the character's superiors, with their own private agendas, faction affiliations, and orders from above.

In terms of scope, a Directive can range between a task that would take several sessions to complete to a general instruction or rule that hangs over the head of the character through her entire career; it is never a minor or easy task. Directives should become broader the more Mist themes a character has and the higher her Clearance Level is.

The MC can help players think of interesting Directives by asking them:

❓ WHAT DOES THE ORGANIZATION WANT FROM YOU IN RELATION TO THIS THEME?

Alternatively, the player may choose to ask the MC to come up with Directives for his character's themes based on series details the MC has put together.

STRIKES

During the game, acting in contradiction to your Directive earns you **Strikes** (the parallel to Fade and Crack). Just as with Fade and Crack, after earning three Strikes, your character will replace the Mist theme to which this Directive belongs. Read more about Gatekeeper moves and Character Development on page 56.

SHROUDING

CHANGE YOUR APPEARANCE · MAKE YOURSELF INCONSPICUOUS · ERASE SOMEONE'S MEMORIES · DISTRACT SOMEONE AT A CRITICAL MOMENT · DRAW MORE MIST TO YOUR SURROUNDINGS · GRAYWASH THE EFFECTS OF MYTHOS POWERS · BANISH A CONJURATION · AMPLIFY A RIFT'S PERSONAL ISSUES AND DRAMA · CHOKE OUT MYTHOS POWERS

Shrouding is the basic art of manipulating the Mist and the first art learned by any Gatekeeper agent. In its most fundamental form, it allows a Gatekeeper to direct the power of the Mist toward a specific target, thickening the Mist around it and thereby increasing the Mist's effect. Shrouding is used first and foremost for **DMO** (or "veiling"), abbreviation for **Distract, Mask, and Obliviate**: to distract Sleepers before they perceive a breach, to mask a breach as mundane, and to obliviate the memory of a breach from the minds of the City people.

Shrouding can also be used to counter the effects of Mythos powers, especially if they are detached from their Rifts like magical projectiles or Conjurations. (This is known as "graywashing".) Moreover, Shrouding can temporarily disrupt Mythos powers by increasing the pull of a Rift's mundane self and cutting her off from her Mythos. It can also effectively override the appearance of Rift powers by simply masking them as something else.

This theme represents your character's Shrouding abilities, and more importantly, her Shrouding specializations: the types of Shrouding she is particularly

trained at, depending on her role and designation as a Gatekeeper. Veilers, for example, excel at DMOing large groups of people at once, while Gatekeeper SWAT and Seals practice shutting down Mythos powers quickly or using the Mist to shield themselves from such powers. Investigators learn to momentarily pull back the Gray Veil and sneak a peek at what's beyond it while Mist Technicians use Shrouding to manipulate layers of Mist to fortify it. Like any theme, this theme doesn't encompass all your character knows about Shrouding, only the highlights you think would matter most for her story. For example, if your type of Shrouding doesn't apply to a specific action, it doesn't mean you can't perform it, only that things are more likely to get complicated.

Because the Shrouding theme is so fundamental to every Gatekeeper, it can also cover any standard issue Mist-powered gear you may be carrying as part of your basic training and position; any benefits gained from your basic training and first few assignments as a Gatekeeper; and your agent's general outlook.

CONCEPT

Think about your Gatekeeper position or how you first came to learn the secrets of the Mist. When you first started training for this job, what did your trainer teach you first? What situations did your trainer want to prepare you for? What did you learn about using the Mist in your first few weeks on the job?

Based on your background as a Gatekeeper, think about the answer to the question below:

? HOW DID YOU FIRST LEARN TO USE THE MIST?

- I received a broad training, touching on the most common applications.
- I was trained in a specific application of Mist manipulation: _____.
- I learned an esoteric, unorthodox, or experimental form of Shrouding.

Next, think of a few details about your Gatekeeping style to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT TYPE OF SHROUDING DID YOU LEARN?

generalist Shrouding, *street Shrouding*, *DMO-focused Shrouding*, *technical Shrouding*, *anti-Rift combat Shrouding*, *public Shrouding*

B HOW WOULD YOU CHARACTERIZE YOUR STYLE OF SHROUDING?

aggressive, *fine-tuned*, *wary of damaging the Mist*, *insidious and creeping*, *performative*, *defensive*

C WHAT SPECIFIC SHROUDING TRICK DID YOU FIRST LEARN?

mask myself as another, *make everyone ignore my presence*, *dispel a Mythos projectile*, *distract Sleepers*, *reveal a Rift's true form*

D WHAT IS YOUR BEST SHROUDING SKILL?

obliviating (memory wipe), *dispelling manifested Mythos powers*, *Veiling a legendary incident*, *building up ambient Mist*, *choking out a Rift's powers*, *erecting a Graywashing barrier*

E WHAT IS YOUR SHROUDING FOCUS?

tattoos along my spine, *a tattoo along my arm-shoulder-neck*, *my expensive pen*, *gold-rimmed glasses*, *a little black book*, *a dark gray umbrella*

F WHICH STANDARD ISSUE ITEM DO YOU MOST OFTEN USE? (page 19)

My "Newspaper", *Fedora Absentia*, *Blanket Bomb*, *Mist Beacon*, *Shrouding revolver*, *Shrouding machine-pistol*

G WHICH MIST TECH WARD DO YOU EMPLOY MOST? (page 22)

Outfit Displacer, *Exit Key*, *Breach Detector*, *Mist Seal*, *Graywashing Spray*, *Wiper*

H WHAT DID EXPERIENCE ON THE JOB TEACH YOU?

obliviate a Rift to her own powers, *amplify a Rift's inner conflict*, *wait for the Mist to do the job*, *doubt my senses*, *follow the trail of magic*, *think like a Rift*

I WHAT IS YOUR ATTITUDE OR FEELINGS ABOUT USING THE MIST?

Mist integrity first!, *I eat Rifts for breakfast*, *I better get something out of this*, *inquisitive*, *choose the lesser evil*, *secretly remorseful*

J WHICH ADVANCED ART SKILL HAVE YOU BEEN DABBLING WITH?

Anchoring the Mist to a nickel, *Weaving a small amount of Mist*, *Perching a combatant's next move*, *Mending a subdued Rift*, *Rupturing a gambling deity*

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A WHAT IS FLAWED IN YOUR SHROUDING TECHNIQUE?

too damn slow, *Shrouding Focus dependency*, *hindered by my emotions*, *formulaic – can't improvise*, *sensitive to lack of ambient Mist*, *limited range*

B FOR WHICH SITUATIONS DID YOUR TRAINING FAIL TO PREPARE YOU?

can't DMO to save my life, *no combat training*, *inefficient against groups*, *red tape and formalities*, *collaborating with Rifts*, *tedious investigations*

C WHAT PERSONAL TRAIT GETS IN THE WAY OF YOUR WORK?

trigger-happy, *self-serving*, *overly familiar with superiors*, *insubordinate*, *compassion for Rifts*, *scared of violence*, *easily bored by routine*

D WHAT IS MOST DANGEROUS OR CHALLENGING ABOUT YOUR WORK?

powerful Rifts, *unexpected Mist crash*, *caught red handed*, *alert civilians*, *equipment failure*, *tactical disaster*

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

DIRECTIVE

Choose a Directive for this theme: an order that your Gatekeeper superiors want you to carry out or adhere to. It could be related to your Shrouding abilities, role, rank, personal history in the organization, and so on. For example:

- (Patrolling field agent) "Under no circumstances will you abandon your watch."
- (Infiltrator) "Make Samuel Valtierra and his goons trust you."
- (Rift murders investigator) "Solve all unsolved murders in this box by next month."

You can try exploring the following options:

- A low-level task befitting your training
- A line drawn in the sand for you as a trainee that you must never cross
- A small domain for which you were made responsible

Write your Directive on your theme card.

The MC will provide opportunities for you to follow or complete your Directive. Ignoring these opportunities means you are overstepping your bounds in the Gatekeeper organization and may be demoted. Let everyone at the table know what could constitute disobeying this Directive.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Patrolling field agent) Patrolling for Rifts
- (Infiltrator) A Veiled Persona
- (Rift murders Investigator) A Look Under The Shroud

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them is a fellow Gatekeeper whose outlook overlaps with yours or a Sleeper or Rift who is cooperative with the Gatekeeping agenda. Say a few words about how you work together. Take a Help point on them.

- One of them is a dangerous Rift who has acted against the Mist or a fellow Gatekeeper whose radical views – or lack thereof – put the Mist at risk. Take a Hurt point on them.

- You once saved one of them from being revealed or from harmful Rift powers using your Shrouding. Ask them how it changed their behavior toward you. Take a Help or Hurt point on them accordingly.

- One of them is central to your Directive. Define how, and take a Help or Hurt point on them accordingly.

SHROUDING THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐ **Well-Placed Charge**
Choose a single power tag from this theme describing a non-offensive ward. When you burn it for a hit, you get an automatic result of 8 (instead of 7) and a Power of 4 (instead of 3), for a total unmodified score of 12. Statuses apply to both your automatic result and your Power, as usual.

☐ **Lay It On Thick**
Once per session, when you **Sneak Around** to veil yourself or another legendary happening, you can trade a miss result for a 7-9.

☐ **Enshrouded by the Veil**
Choose a Core Move that best represents your strongest application of Shrouding. Whenever you use it with tags from this theme, it's *Dynamite!*

☐ **Skilled Graywasher**
When you **Change the Game** to remove standalone or residual Mythos effects or to prevent Mist effects from leaving an area, on a hit, you gain the *Scale up the effect* improvement automatically.

☐ **Overstep Jurisdiction**
When you have the spotlight, you may draw more Mist to you than is allowed by regulations. Gain a batch of 3 Juice representing the increased Mist access and mark one Strike.

TYPE SHROUDING

PATROLLING FOR RIFTS

ATTENTION   STRIKES

DIRECTIVE
"UNDER NO CIRCUMSTANCES WILL YOU ABANDON YOUR WATCH."

POWER TAGS   BURN
A STREET SHROUDING
D DISPELLING MANIFESTED
   MYTHOS POWERS
F SHROUDING REVOLVER

WEAKNESS TAGS   INVOKE
B RED TAPE AND
   FORMALITIES

CITY of MIST

ADVANCED ART

ANCHORING: REPAIR, INVENT, AND CONSTRUCT MIST TECH · MENDING: TAKE AWAY MYTHOS POWERS, TURN RIFTS TO SLEEPERS, CLOSE ENCLAVES · PERCHING: DETECT RIFTS, RIDE TARGET SENSES, READ THE CITY LIKE A RADAR OR SCANNER · RUPTURING: KNOW YOUR MYTHOI, CREATE RIFTS, SUMMON AND CONTROL MYTHOI · WEAVING: CREATE MIST, ALTER THE FABRIC OF REALITY FOR HEALING, CONSTRUCTION, TACTICAL USE, MEMORY EDITING, ETC.

For a Gatekeeper, the practice of Shrouding is merely learning to walk; the Advanced Arts of the Mist offer much greater, perhaps endless, possibilities. The applications of the Mist are so many that one could never hope to command them all in one lifetime. It takes years to grasp the foundations of a single Art and decades to truly master it. This is an obstacle the Gatekeepers cannot yet circumvent, even if they can make time in the City move slower in relation to the student. Therefore, the study of the Advanced Arts is always connected to the allocation of resources and hence to a real and pressing need of the Gatekeeper organization.

There are five Advanced Arts:

- **Anchoring**, the capability to attach the Mist and its effects to objects; used mostly in Mist tech R&D and logistics.
- **Mending**, the practice of repairing the Mist, otherwise known as sealing of Rifts; used mostly for maintenance and anti-Rift warfare.
- **Perching**, the 'reading' of the Mist which grants direct knowledge of all happenings in the City; used mostly by Intel and by some investigative units.

- **Rupturing**, the once-forbidden art of creating deliberate tears in the Mist to use the powers of Mythoi; used in various roles, but only by those who dare to practice it.
- **Weaving**, the creation and manipulation of the Mist, altering the very fabric of reality; mostly used by Logistics, Medical, and for tactical purposes.

Read more about each art on page 16.

Gatekeeper agents assigned to study an Advanced Art do so as part of their training, either full- or part-time, depending on their circumstances. A Gatekeeper who practices an Advanced Art is considered a highly-trained agent in her field and is promoted accordingly, with expectations from superiors rising as well.

CONCEPT

Think about your position within the Gatekeepers and which Advanced Art would be most appropriate for you to learn. Are any of the Arts an inherent part of your job? If so, what aspect of it did you specialize in? If your duties do not require mastering an Art, why did you learn one? How does it help you in your work? Or did you study it because of your affiliation, your family, or your background?

Based on your story as a Gatekeeper, think about the answer to the question below:

? **WHICH ADVANCE ART DID YOU LEARN AND WHY?**

I learned Anchoring / Mending / Perching / Rupturing / Weaving / Other …

- … as part of the training for my role as a _____ .
- … as additional or off-hours training to complement my skill set.
- … thanks to unofficial access to ancient Gatekeeping teaching I had.

Next, think of a few details about how you use the Advanced Art you learned, to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

In the examples below: using Anchoring to build Mist tech, combat Mending, target sense-riding with Perching, practical Rupturing, logistical Weaving, an undocumented art: Veil-Dyeing.

A **WHAT ADVANCED ART DID YOU STUDY?**

Anchoring, *Mending*, *Perching*, *Rupturing*, *Weaving*, *the forgotten art of Veil-Dyeing*

B WITHIN YOUR ADVANCED ART, IN WHAT DID YOU SPECIALIZE?

Mist tech engineering, *sealing human Rifts*, *sense-riding*, *Urban deity contracts*, *logistical Weaving*, *infusing the Mist with feeling*

C WHAT THEORETICAL KNOWLEDGE IS USEFUL IN YOUR ART?

industrial design, *the fabric of the Mist*, *know my target's schedule*, *broad knowledge of Mythoi*, *structural engineering*, *dye chemistry*

D WHAT CAN YOU EASILY ACCOMPLISH WITH YOUR ART?

anchor the Mist to an object, *seal shut Touched individuals*, *establish immediate surroundings*, *summon a small Familiar*, *weave a pocket space*, *create a specific atmosphere*

E WHAT FEAT OF YOUR ART REQUIRES GREATER SKILL?

anchor the effects of other Arts, *seal a destructive Mythos power*, *read thoughts and feelings*, *summon a specific Mythos*, *weave space to create a portal*, *dye a person with a mood*

F WHAT CAN YOUR ART TELL YOU ABOUT THE MIST?

analyze Mist tech devices, *scan target's awareness level*, *sense disturbances in the Mist*, *identify Mythos within a Rift*, *detect spatial manipulation*, *read emotional "stains" on the Veil*

G WHAT RESOURCES ARE NEEDED FOR YOUR ART?

a well-equipped lab, *high-grade Shrouding Focus*, *a moment of concentration*, *ritual ingredients or offering*, *access to the Deep Mist*, *ladle-shaped Shrouding Focus*

H WHAT UNIQUE TRICK DID YOU DEVELOP USING YOUR ART?

make explosive Shrouding gizmos, *seal them with Shrouding bullets*, *switch targets when they touch*, *turn my dog into Fenrir*, *use weaving to shrink objects*, *turn a fight into a party*

I WHAT LESSON OR ATTITUDE HAVE YOUR STUDIES OF THE ART TAUGHT YOU?

find creative solutions, *strike first and hard*, *no attachment to identity*, *rules are meant to be broken*, *straight lines are meant to be bent*, *moods can be controlled*

J WHO OR WHAT CAN YOU CALL ON WHEN YOU NEED HELP WITH YOUR ART?

my Sleeper physics teacher, *my Seals squad*, *Arnold – the guy in the next cubicle*, *ancient tome of Rupturing*, *Command's logistics hotline*, *the Washerwomen*

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A WHAT IS THE GREATEST LIMIT OF YOUR ART?

requires manual activation, *leaves a discernible Stitch*, *sensory backlash*, *prone to damaging the Mist*, *time-consuming*, *immediate and fleeting*

B WHAT CONDITIONS DIMINISH THE EFFECTIVENESS OF YOUR ART?

product still in development, *Rift won't stand still*, *too many minds*, *lose control over a Rift*, *residual spatial anomaly*, *forceful personalities*

C WHO OR WHAT RESTRICTS THE USE OF YOUR ART?

R&D test regulations, *bloody Rift-loving handlers*, *sanctioned targets only*, *workplace stigma against Rupturers*, *laws of physics encoded in the Mist*, *emotionally "stained" place*

D WHAT NEGATIVE TRAIT OR BEHAVIOR DID YOU GAIN WHILE LEARNING YOU ART?

spew out technobabble, *sadistic tendencies*, *peculiar and creepy*, *unhealthy thirst for knowledge*, *obsessed with others' needs*, *emotionally unstable*

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

DIRECTIVE

Choose a Directive for this theme: an order that your Gatekeeper superiors want you to carry out or adhere to. It could be related to your Shrouding abilities, role, personal history in the organization, and so on. For example:

- (R&D Anchorer) "Develop a device that can seal Rifts remotely."
- (Intel Percher) "Find Lily Chow if it's that last thing you do."
- (Gatekeeper Seal) "Show no mercy."

You can try exploring the following options:

- A specific Mist-related challenge you were trained to overcome
- A localized but high-stakes objective of the organization entrusted to you
- A conviction instilled in you during your training

Write your Directive on your theme card.

The MC will provide opportunities for you to follow or complete your Directive. Ignoring these opportunities means you are overstepping your bounds in the Gatekeeper organization and may be demoted. Let everyone at the table know what could constitute disobeying this Directive.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (R&D Anchorer) Encapsulator of Mist
- (Intel Percher) The Shadow Inside You
- (Gatekeeper Seal) Seal 'Em All

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them was already a co-worker of yours when you started training. If they supported your studies, take a Help point them. If they mocked you or got in your way, take a Hurt point instead.

- One of them is the natural beneficiary or potential target of your Advanced Art, like a SWAT fighter who uses your Anchoring gear or a Rift you could seal. If you'll use your Advanced Art to help them, take a Help point on them. If you'd use it to hurt them, take a Hurt point instead.

- One of them envies your level of proficiency. Ask them how they express it. If they seek your help with improving, take a Help point on them. If they act out, take a Hurt point instead.

ADVANCED ART THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐☐ **Specialist**
(You may choose this improvement twice.) Choose a Mythos or Logos themebook that best represents the possibilities of your Advanced Art. Choose a theme improvement from that themebook.

☐ **Enshrouded by the Veil**
Choose a Core Move that best represents how you use your Advanced Art. Whenever you use it with tags from this theme, it's *Dynamite!*

☐ **Reverse Engineering (Anchoring)**
Once per session, after having witnessed a Mist-related ability or phenomenon, you can reverse engineer it, gaining one of the tags that the PC or Danger used to create this effect as a temporary story tag (if the Danger did not use tags, the MC will give you one). Alternatively, you can recreate any one of the tags you have reverse engineered in the past.

☐ **Flesh-Piercing Gaze (Perching)**
Once per scene, you can ignore a tag or a status that reflects the ability to hide or change one's appearance, shape, or body.

☐ **Stitch Shut (Mending)**
Once per session, you can seal a Rift Danger you have overcome, turning them into a Sleeper (Avatars excluded). Alternatively, once per session, you may try to apply a seal as an attack on another PC. You must declare this before making the move and the other PC may **Change the Game** to interrupt. For each tier you impose, the player marks one Fade on a theme of his choice.

☐ **Speak My True Name (Rupturing)**
You become an expert of Rupturing a specific Mythos or a small group of Mythoi sharing an origin. Next time you gain a Mist theme, you may use a Mythos theme to reflect it (replace its Mystery and Fade with a Directive and Strikes).

☐ **Slow Time (Weaving)**
When you make the **Montage (Downtime)** move in the Deep Mist, you may choose two benefits instead of one. If you used unsanctioned resources, mark Strike. If this was sanctioned by the Gatekeepers, the MC may give one scene until the next downtime a *thin-Mist-2 status*.

TYPE ADVANCED ART

THE SHADOW INSIDE YOU

ATTENTION ☖☖☖   STRIKES ☗☗☗

DIRECTIVE
"FIND LILY CHOW IF IT'S THAT LAST THING YOU DO."

POWER TAGS   BURN
A PERCHING   ○
B SENSE-RIDING   ○
F SENSE DISTURBANCES   ○
   IN THE MIST   ○
                                   ○
                                   ○
                                   ○

WEAKNESS TAGS   INVOKE
A SENSORY BACKLASH   ☐
                                   ☐
                                   ☐

CITY of MIST

![Icon] **MIST THEMEBOOK**

UNIT

A GROUP OF GATEKEEPERS YOU COMMAND: AN ALL-PURPOSE FIELD TEAM · A FLOOR OF DESK JOCKEYS OR PERCHERS · A SQUAD OF GATEKEEPER SEALS · A MIST MAINTENANCE CREW · A PUBLIC AWARENESS CONTROL CANVASS TEAM · A MANNED VEHICLE · A GRAYWASHER TRUCK CREW · A DEPARTMENT OF RIFT-PREVENTION PRECINCT · AN ENTIRE DEPARTMENT · A SECRET R&D PROJECT

The odds in the battle between Mist and Mythos are skewed terribly against the Gatekeepers. This is illustrated simply by the fact that no Gatekeeper holds a fraction of the power of an Avatar. The Gatekeepers' only salvation lies in their numbers and in their organization. Fortunately, unlike Rifts, who stumble in the Mist and whose powers are a mystery to them, the Gatekeepers are aware of their own strengths and limitations. They are in control, calculated, and prepared. The great operation Gatekeepers have built allows them to keep the Rifts at bay and it does so through delegation of powers and a clear chain of command.

There are many different command positions in the organization. Every team, from SWAT on the field to logistics backstage, has a leader who makes the calls and sets the tone. Team leaders must not only put in the work like their teammates, but also keep tabs on the objective and the larger agenda. These teams are supervised by senior agents, who report to heads of sections. They in turn report to the Department Directors and Deputy Directors, who answer to the Head Gatekeeper and the Gatekeeper Council. During a high-stakes operation, Gatekeeper Command often overrides this chain and assumes full control.

In each of these links in the chain of command there is a senior agent, maybe green, maybe grizzled, who has been tasked with getting her team to meet their objective and performance indexes. These leaders are essential for the smooth operation of the Gatekeeper organization; more often than not, things go south and the agents on the ground need someone to look up to and follow into battle.

A unit under a PC's command is played as a Secondary Character. The player can take actions as the unit using tags from this theme and the unit can take statuses like any other character or group in the game. To simplify, treat the unit as a single entity, unless a single member in the unit becomes important enough to earn their own place as a Secondary Character.

CONCEPT

Think about the Gatekeeper unit whose management you have been entrusted with. What is their routine job? What is their schedule? Who are their main enemies, within and without the organization? What is their relationship with you as their leader?

Based on your position as a Gatekeeper leader, think about the answer to the question below:

? WHO DO YOU COMMAND?

- A small field team
- A floor in a back office
- A precinct in the City
- An entire section or department
- A specialized project

Next, think of a few details about your Gatekeeping unit to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

In the examples below: a SWAT team, a floor of Rift analysts, Section R1 anti-smuggling unit, a downtown precinct, a Public Awareness Control clean up crew, an all-purpose specialist team.

A WHAT IS YOUR UNIT'S ROLE?

tactical Rift warfare, *provide actionable data*, *intercept Relic smuggling*, *control Rifts in my jurisdiction*, *make everyone forget this happened*, *untangle complicated situations*

B HOW MANY IN YOUR UNIT AND HOW DOES IT HELP YOUR WORK?

overpower small Rifts crews, *verified by 12 other sets of eyes*, *multiple checkpoints across the City*, *hundreds of agents on the streets*, *you only ever see three of us*, *discreet team of five*

C WHO CAN YOU MOST RELY ON IN YOUR UNIT?

Adebisi – the command van techy, *the office manager*, *crew of Patrol Boat 7*, *agents with ties to the community*, *Special Coordinator Diaz*, *Suliman – the Liaison*

D WHO ELSE IS AN ASSET TO THE TEAM?

Mya – the vanguard, *the sharpest pencils in the box*, *informants in the docks*, *my top investigators*, *Remi – the Graywasher driver*, *Donovan – the Rupturer*

E WHAT INTEL SOURCES DOES YOUR UNIT HAVE?

tactical readout of the target, *aggregated reports*, *cargo deep-scan wards*, *word on the street*, *status update from Command*, *Amelia – the mind-reading Percher*

F WHAT KIND OF EQUIPMENT DOES YOUR UNIT USE MOST OFTEN?

armed to their teeth, *cutting-edge computing*, *air and sea vehicles*, *a small fleet of gray cruisers*, *obliviation-tuned Shrouding wards*, *Stanislaw – the Anchorer's backpack*

G WHERE IS YOUR UNIT'S BASE OF OPERATIONS?

the command van, *Floor 47-b*, *Section R1 Boathouse Prime*, *Downtown Precinct*, *Terminal T-2 Rapid Deployment*, *Industrial Zone outpost apartment*

H WHAT TACTIC DOES YOUR UNIT COMMONLY EMPLOY?

smoke grenades and mirrors, *research hackathon*, *cut off escape path*, *crime scene investigation (CSI)*, *canvass area for witnesses*, *fight back-to-back*

I HOW DO YOU MANAGE THIS UNIT?

rule with an iron fist, *they all have a crush on me*, *root out corruption*, *inspiring speeches*, *an air of mystery*, *creative brainstorm*

J WHAT OR WHO IS THE WILDCARD IN YOUR UNIT?

heavy-duty weaponry, *one of them works out*, *Pirate Rift recruit*, *a call to the mayor*, *a Graywasher supertanker*, *Silvia – the all-terrain Weaver*

WEAKNESS TAG QUESTIONS

Choose one question to answer. Answer it with a single description no more than a few words long. In your answer, you should describe something that will impede your character's actions during the game. Your answer becomes a weakness tag. Write it on your theme card under WEAKNESS TAGS along with the letter of the question.

A **WHAT ISSUES PLAGUE TEAMWORK IN YOUR UNIT?**

friendly fire, *competitiveness*, *tempted by Relics*, *chip on their shoulder*, *no one takes responsibility*, *conflicting solutions*

B **WHAT LIMITS OR NEEDS TO BE IMPROVED IN YOUR UNIT'S WORK?**

vulnerable to sneaky Rifts, *lack input from the field*, *old equipment*, *treat Rifts with indignity*, *witnesses slip through the net*, *reigned back by Command*

C **WHAT DO YOUR UNIT MEMBERS COMPLAIN ABOUT MOST?**

ridiculed by Seals, *poor cafeteria offering*, *always stink of fish*, *no promotion opportunities*, *loss of identity*, *hate collaborating with other teams*

D **WHAT IS YOUR UNIT UNTRAINED OR UNPRE-PARED FOR?**

actions look bad on the media, *a bunch of wusses*, *an unstable Relic*, *Avatar-backed operations*, *mass awakening*, *insult to their huge egos*

EXTRA TAGS

If you have not done so in other themebooks, you may choose one additional power tag question and one additional weakness tag question to answer. Write both tags on your theme card as above.

DIRECTIVE

Choose a Directive for this theme: an order that your Gatekeeper superiors want you to carry out or adhere to in relation to your Unit. For example:

- (Gatekeeper SWAT) "Provide timely tactical aid to calls from the field units."
- (Rift Analysts) "Find a way to cut down awakenings by 10% or you're all fired."
- (Section R1 anti-smuggling) "Prevent the Relic of the Grail from reaching the City."

You can try exploring the following options:

- Your unit's function and mission statement.
- A specific objective set before your unit.
- A performance index your unit must meet to stay relevant.

Write your Directive on your theme card.

The MC will provide opportunities for you to follow or complete your Directive. Ignoring these opportunities means you or your unit are overstepping your bounds in the Gatekeeper organization or neglecting your work, and may be decommissioned and/or demoted. Let everyone at the table know what could constitute disobeying this Directive.

TITLE

Name your theme in a way that encapsulates its nature and style. Write its name on your theme card under TITLE. For example:

- (Gatekeeper SWAT) The Long Arm Of The Mist
- (Rift Analysts) Cracking the Rift Question
- (Section R1 anti-smuggling) Relic Hunters

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them is a member of your unit. Establish their role and your working relationship with them. Take a Help point on them.

- Your unit's work overlaps or interferes with a unit run by one of them, or encroaches on a turf or domain controlled by one of them. As a result a passionate rivalry or downright hostility has grown between your subordinates. Take a Hurt point on them.

- One of them is an asset or one of them controls a resource that your unit could really use. If you plan to foster a genuine win-win relationship with them, take a Help point. If you have other strategies in mind, take a Hurt point on them.

UNIT THEME IMPROVEMENTS

During the game, whenever you gain an improvement for this theme, you can choose one of the following:

☐ **A Numbers Game**
When taking action with your unit against a Collective, you may ignore a portion of their Size Factor equal to your Mist rating or your unit's Size Factor, whichever is smaller (the MC will establish your unit's Size Factor based on the narrative, your power tags, and **Change the Game** *Scale up the effect* improvement).

☐ **Effective Leadership**
Once per session, when you make a move to guide or command your unit, you can trade a miss result for a 7-9.

☐ **Trained for This**
Choose a Core Move that best represents your unit's tactics and specialization. Whenever you use it with tags from this theme, it's *Dynamite!*

☐ **Play by the Book**
When you spend downtime giving attention to this theme, you can choose to remove one Strike instead.

☐ **Star Talent**
One of your unit members is as talented and as reliable as they come, the best in her field. Choose one tag from this theme. It must describe an individual unit member. Any Core Move you make using this tag is *Dynamite!*

TYPE *Unit*

THE LONG ARM OF THE MIST

ATTENTION   STRIKES

DIRECTIVE
"Provide timely tactical aid to calls from the field units."

POWER TAGS   BURN

A tactical rift warfare
I rule with an iron hand
J heavy-duty weaponry

WEAKNESS TAGS   INVOKE

D actions look bad
   on the media

City of Mist

GATEKEEPER PLAYER MOVES

MIST RATING

Instead of adding to the character's Mythos or Logos ratings, Mist themes add to the character's **Mist rating**. A character's Mist rating is equal to the number of Mist themes she has.

Use your character's Mist rating when making Gatekeeper Player Moves that use roll+Mist instead of roll+Power.

SHROUDING AND MENDING MYTHOS POWERS

When you attempt to snuff out Mythos powers using Shrouding, **Change the Game** to burn tags and reduce or remove statuses. If you are fighting a Danger with no tags or statuses to burn, you may give a *Shrouded* status. By default, Shrouding effects are momentary or one-time (temporary); use *Prolong the effect* to make the effect last longer. Ongoing Shrouding effects last between a few hours and a day (until downtime) and wear off naturally if the target takes the time to reconnect with their Mythos (for PCs, by spending downtime on usual recovery; Dangers recover narratively).

When you attempt to Mend a Rift, give them a *sealed* status using any move. It must be an ongoing or permanent status (not temporary), otherwise the effects are similar to Shrouding. Likewise, a permanent Shrouding status or burnt tag should be considered a Mending effect and bear the *sealed* tag. Ongoing Mending effects may last for weeks, depending on the narrative. Unlike Shrouding effects, appropriate mystical abilities or Gatekeeper tech are required to recover from Mending statuses.

DUAL-PURPOSE AMMO

When making a Core Move such as **Go Toe to Toe** or **Hit With All You've Got** to represent firing a weapon loaded with Shrouding or Mending ammo, you may deal a status as usual, choosing between a Mist status, a physical harm status, or both. If you choose both:

- **Mist-anchored ammo (Shrouding):** You inflict a physical harm status with a tier lower by 1 and gain an amount of Juice equal to the new tier, to be immediately used for Shrouding. You may use **Change the Game** 10+ effect improvements only if you rolled 10+ on the move used to make the shot.

- **Patch ammo (Mending):** You inflict two statuses, one of physical harm and one *sealed*, both with a tier lower by 1.

AFFECTING THE AMBIENT MIST

To create *thick-Mist* statuses, **Change the Game**. You must spend Juice on the effect improvement *Scale up the effect* in order to affect an area, which increases in size the more Juice you spend on this effect improvement.

As a side-effect, Rupturing wears out the ambient Mist where it is used. Weaving can build up the ambient Mist, but when used for editing reality, it has an effect similar to Rupturing. Whenever you use Rupturing or reality-bending Weaving in the game, the MC may introduce the threat of wearing the Mist thin and, as a hard move (including automatically if you don't stop), inflict a *thin-Mist* status on the ambient Mist with a tier reflecting the degree of Mist erosion.

ESCAPE FROM MEMORY

Thanks to their Clearance Level, Gatekeeper agents have the ability to control the Mist. This is reflected in their power tags, but also as a general ability to avoid Sleepers. The higher a Gatekeeper's Clearance Level is, the easier it is for them to elude Sleepers.

ESCAPE FROM MEMORY

When you **Sneak Around** and use your Clearance Level to avoid a Sleeper, roll+Mist instead of roll+Power. The move is *Dynamite!* You may not invoke any power tags or weakness tags, but statuses relating to your Clearance Level and ambient Mist statuses modify your final score.

PULL RANK

The chain of command is clear within the Gatekeeper organization. While agents are accustomed to working under their direct superiors, they recognize a Gatekeeper bigshot when she walks into the scene. Gatekeeper PCs can use the move below to leverage their rank or experience in order to command other, lower-ranking Gatekeepers.

PULL RANK

When you **Convince** and issue an official order to a fellow Gatekeeper, you may first gain a temporary *superior-rank* status with a tier equal to the difference between your Mist ratings.

Similarly, when you **Convince** a Gatekeeper who outranks you, the MC can first give you a temporary *outranked* status with a tier equal to the difference between your Mist ratings.

For NPCs, consider their Mist rating to be 0 for a Trainee or Sleeper Staff, 1 for a low-ranking agent, 2 for middle-management or a specialist, and 3 for a high-ranking manager or a veteran.

LOOK BEHIND THE MIST

Like Rifts, who can **Look Beyond the Mist**, Gatekeepers can pull the veil of the Mist aside to take a look at the unadulterated realm of the Mythoi and at what is truly happening in the City, without the Mist's sugar-coating. For Gatekeepers this is a technical procedure, executed by using their Shrouding Focus to quite literally pull back the veil or by looking at a scene through their Newspaper.

Unlike Rifts, the information garnered by Gatekeepers **Looking Behind the Mist** focuses on the condition of the Mist (e.g., the awareness degree of a Rift) and the *effects* of the Mythos' powers rather than their *cause*. While they can look a Mythoi in the dead eye, they do not receive the same symbolic impressions that Rifts do about the nature of that Mythoi and can only grasp at straws trying to understand it using analysis and expertise. To reflect this, the MC should provide clues that are more technical and less insightful but also less biased and clearer than a Rift's vision.

LOOK BEHIND THE MIST (GATEKEEPERS)

When you pull aside the veil of the Mist by the authority given to you as a Gatekeeper, you can behold things as they truly are. Play it out like the **Investigate** move, but roll+Mist instead. On a hit, you get Clues=Mist.

STOP. HOLDING. BACK

Gatekeepers are forbidden by regulations to use the Mist carelessly, but their Clearance Level grants them this possibility nonetheless. A Gatekeeper PC may make the move **Stop. Holding. Back.** to represent an unauthorized, dramatic use of the Mist. Use the move as it is given in the *Player's Guide*, but with the following changes:

- Roll+Mist instead of roll+Logos
- Mark Strike instead of marking Fade/Crack (unless marking Crack is especially appropriate)
- When you replace a theme, replace a Mist theme (unless replacing a Logos theme is especially appropriate)
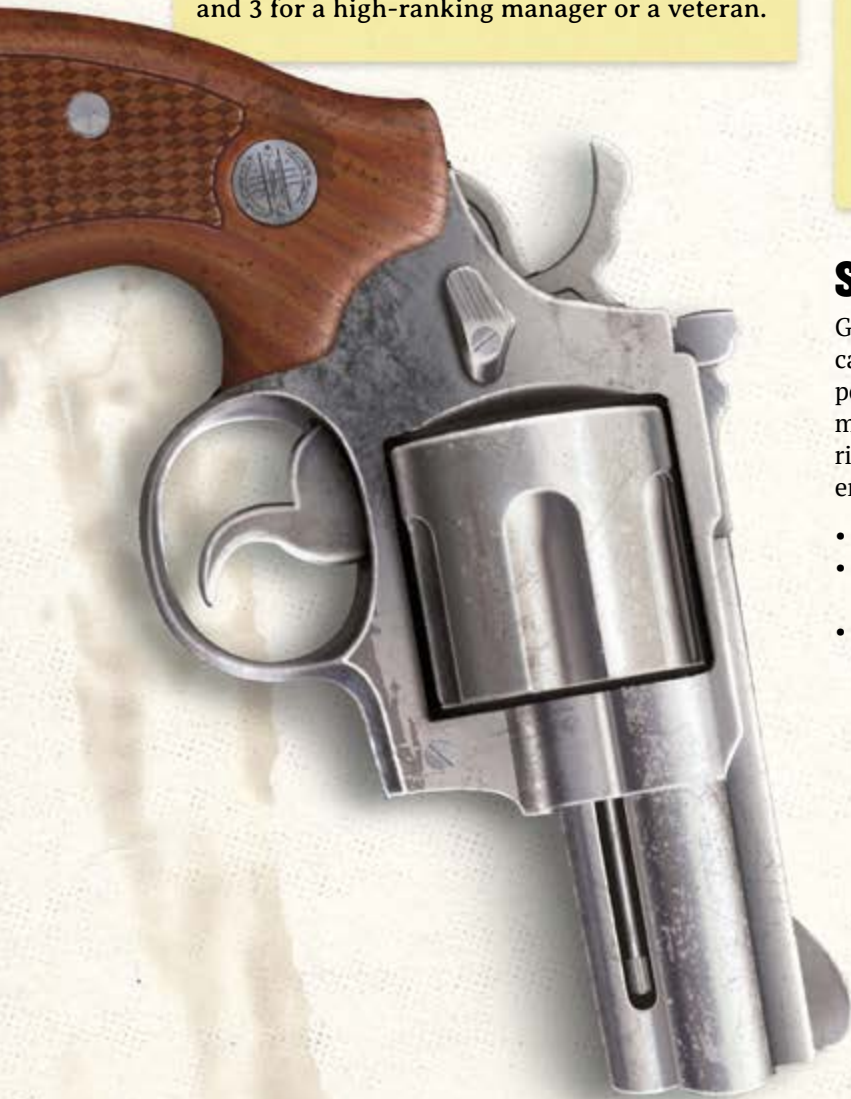
GATEKEEPER CHARACTER DEVELOPMENT

ATTENTION AND IMPROVEMENTS

Mist themes gain attention in the same ways Mythos and Logos themes do:

- Invoking weakness tags
- Spending Downtime developing the theme. This works in the same way as choosing to give attention to a Logos theme. Narratively, the character is using the time to take actions related to her life as a Gatekeeper such as training, studying, working overtime, networking, etc.
- Accomplishing the theme's Directive or making sacrifices to uphold it (see below)

Upon earning an improvement, the player may similarly choose to gain a power tag, add/remove/rewrite a weakness tag, gain a theme improvement, or resetting the Strikes on the theme.

GATEKEEPER CREW THEMES

Crew themes of crews that include Gatekeepers may have access to Gatekeeper power and weakness tags.

A crew theme of an all-Gatekeeper team has a Directive and Strikes instead of Mystery/Identity and Fade/Crack.

Mixed Rift, Sleeper, and/or Gatekeeper crews may have any of the three, depending on what brings them together: if it is a shared question, use a Mystery; if it is a shared conviction, use an Identity; and if it is their mutual work under Gatekeeper supervision, use a Directive. This may be changed when the motivation is resolved.

In all other ways, themes of crews with Gatekeepers follow the standard crew theme rules.

THREE STRIKES AND YOU'RE OUT

A Gatekeeper character loses and gains themes similarly to a Rift character, with some differences. Logos and Mist themes are replaced when the player marks three Crack or Strikes on a theme, respectively. However, while the rules for marking Crack remain the same as for Rifts, the rules for marking Strikes on Mist themes are unique to the Gatekeeper character type.

Unlike Rifts, whose conflict of Mystery and Identity is mostly internal, Gatekeepers' conflict shifts outwards: they must perform well as a Gatekeeper in the eyes of their superiors. This does not necessarily mean they must be good Gatekeepers to survive (Slacker and Corrupt Gatekeepers certainly aren't), but to keep their job they must at least *appear* to be doing their job reasonably well. Unlike the way Mysteries and Identities are handled, with the player choosing when they have crossed the line, **the decision on whether or not a Gatekeeper has adhered to her Directive is decided by other characters in the game, controlled by the MC** (or sometimes a superior PC).

The player may still affect the outcome of the PC's superiors' decisions by taking action as his character. The PC may **Investigate** to discover her superiors' opinion of her, when the next performance review will take place, or what is written in her file; she can **Change the Game** to hack the database to rewrite that file; she can **Convince** to influence her superiors or **Sneak Around** to hide things from them.

Remember to still adhere to the City of Mist principle of **Player-driven Character Development** (*Player's Guide*, page 242). The fact a player doesn't directly control his character's growth in the organization should be used to simulate the life of a Gatekeeper. The player should still have input on where his character's story arc is going and the MC (or a player playing a superior PC) must take it into account and work out the details together with the player.

PERFORMANCE REVIEW

A Performance Review is an in-game event that takes place in the life of a Gatekeeper character. It is reflected in a move, **Performance Review**, which governs Marking **Attention** and **Strikes** on a Mist theme. This move is triggered when the character undergoes a Performance Review: whether regularly, or an immediate review owing to an exceptional failure or success in following her Directive that was brought to the attention of her superiors. Remember that the Gatekeepers are everywhere and can see all; Internal Affairs Perchers are always watching suspicious agent activity. A Gatekeeper PC's only hope of her actions not being discovered is to do something so small it will slide under the radar or to actively cover up what she did.

PERFORMANCE REVIEW

When you receive credit from your superiors for successfully accomplishing a task given to you as a Directive, mark Attention on its theme. You may also mark Crack on one of your Logos themes to represent an upcoming promotion.

When you are accused by your superiors of failing to accomplish a task given to you as a Directive or crossing a line defined by a Directive, mark 1 Strike on the Directive's theme (2 Strikes if your transgression was especially severe, as chosen by your superiors).

When the Directive is resolved, or if your superiors elect to reassign you, choose an appropriate new Directive for this theme with the MC.

MAKING A HARD CHOICE

A Gatekeeper's personal Identity and what they do to uphold it is still a matter of their own choice and therefore their player's choice.

MAKE A HARD CHOICE (GATEKEEPERS)

When following your Directive demands you act or speak in a given way and you don't, if it's discovered, it will show up on your **Performance Review**.

When your Identity demands you act or speak in a given way and you don't, mark Crack on that Identity's theme.

When you sacrifice something you truly want in order to abide by your Identity, mark Attention on that Identity's theme.

REPLACING A THEME

All the rules for replacing a theme apply to Gatekeeper characters, including gaining Build-Up, a Nemesis, and a new Logos nascent theme (see *Player's Guide*, starting on page 261). Gatekeeper Characters can achieve Moments of Evolution by losing and gaining themes.

DEMOTION

After a character marks three Strikes on a Mist theme, if she still has another Mist theme(s) remaining, the Mist theme is replaced with a nascent Logos theme. This most often represents a significant loss of favor in the eyes of the organization, followed by a restriction of the agent's authority and privileges. In the empty space left behind by the character's shrinking Gatekeeping worklife, her personal life and individuality grow, represented by the nascent Logos theme.

GETTING FIRED AND FALLING ASLEEP

If a character marks three Strikes on her last Mist theme, she loses that theme but does not replace it, remaining with three Logos themes. This represents the end of the character's Gatekeeping career (for the time being) and loss of all her privileges and Mist-related abilities. At the earliest possible opportunity and without prior warning, the character is obliviated, her memory is scrubbed clean (*memory-wipe-6*), and she is incarcerated in the most secure mass prison imaginable: life in the City as a Sleeper. Even if the character somehow avoids the forced memory wipe, her loss of Clearance Level means that, within a short period of time, the Mist obliviates all memory of what she saw and did as a Gatekeeper.

The character may continue her life as a Sleeper or reawaken as a Rift; follow the standard rules for Falling Asleep (*Player's Guide*, page 276) but the character may also reawaken as a Touched or Bornerliner character, retaining some or all of her current Logos themes. The character cannot become a Gatekeeper again until her standing with the Gatekeepers changes dramatically enough that they seek to recruit her again, for example, when there is a job only she can do or if she awakens and uses her powers to aid the Gatekeeper cause.

PERSONAL BUSINESS AND PROMOTION

When a Gatekeeper character marks three Crack on a Logos theme, the outcome is determined by the narrative.

If the character isn't ready for a promotion and has not performed well on her Directives (as indicated by recent activations of the **Performance Review** move), the Logos theme is replaced with a different nascent Logos theme. The matter is ignored by the Gatekeeper organization and is deemed as the character's **personal business**, such as the loss of a loved one.

If the character is ready for a promotion and has performed well (especially if she sacrificed her Logos theme for her work as a Gatekeeper), she is **promoted**. She loses her Logos theme and:

- If the lost Logos theme isn't her last, it is replaced with a nascent Mist theme. This represents a new position and rank, higher Clearance Level, access to greater resources or Advanced Arts training. It also implies the character's duties are greater, as reflected in her new theme's Directive.

- If the lost Logos theme was her last, she becomes a **Bigwig**.

PROMOTIONS AND UNITS

Gatekeeper characters who already have a Unit Mist theme at the time of their promotion (whether they gain a new Mist theme or become a Bigwig) may choose to:

- leave their Unit theme as it is and continue to command the same unit;
- rewrite the theme to represent a new, action-ready unit (see Go Through a Transformation, *Player's Guide*, page 268); or
- replace the theme with a new nascent Unit theme, representing a new management position that they are slowly learning to know. In this case, they collect Build-Up, gain a Nemesis, etc.

If the promotion earns the character a new Mist theme, these changes take effect in addition to the new Mist theme.

BECOMING A BIGWIG

A character who becomes a Bigwig is promoted to one of highest positions in the Gatekeeper organization. She may be a Department Director, a member of the Gatekeeping Council, head of Gatekeeper Command, or the Head Gatekeeper herself. The character is given a Clearance Level of 1 and access to any and all Gatekeeping resources.

PRIME DIRECTIVE

Upon becoming a Bigwig, the character sets her own **Prime Directive**. The Prime Directive is a tangible goal that the Gatekeeper organization must achieve to maintain the status quo. It usually involves securing the status quo in light of a threat to the Mist such as sealing a destabilizing Avatar or drastically reaffirming the weakening control over public awareness levels. It is usually not a long term, overarching goal, but an achievement or victory that the organization needs desperately and soon. The player and the MC can discuss what this goal may be, although as a Bigwig the character has the power to determine her own Prime Directive.

In light of the greater task at hand, the character ignores the three Directives on her Mist themes henceforth, and is judged solely by her performance in achieving her Prime Directive. If you ever successfully achieve your Prime Directive, you may replace it with another – there are always new threats to the Mist.

PLAYING A BIGWIG

Playing a Bigwig follows the rules of Playing an Avatar (*Player's Guide*, page 272), adjusted to apply to her Mist themes. For example, a Bigwig may immediately recover any burnt tags on her three Mist themes.

A Bigwig can also mobilize the entire Gatekeeper organization. When she is actively leading an operation, the Bigwig uses any units she deploys as Secondary Characters, making Player Moves on their behalf. When she assigns a task to a unit without actively leading the operation, the outcome is in the hands of the MC: the MC may resolve the action narratively, if no other PC is involved, or create the appropriate Dangers, especially if the action targets another PC.

Conversely, the MC presents threats to the Bigwig that befit her position: when she uses her resources irresponsibly she faces short-staffed units and under-budgeted sections, when she launches an open attack on Rifts, they retaliate or the streets burn with the fires of war, creating more work for the Veilers, etc.

TERMINATION

Your Bigwig status may end in one of the following ways:

- **Your Choice:** You may step down from your role as a Bigwig at any point.

- **Harming the Mist or its agenda:** When the organization comes to believe (truthfully or not) that you have taken an action that clearly goes against everything the Gatekeepers stand for, e.g., cause mass awakening or destroy the Mist in a district of the City

- **Failing to achieve your Prime Directive:** When the Gatekeeper Council measures your performance as part of a Performance Review and you have failed or are unable to successfully accomplish your Prime Directive

- **Losing a Theme:** Most likely due to unchecked use of the Mist with **Stop. Holding. Back**

- **Other Appropriate Reason:** As defined by the MC, such as you are supplanted by a rising star in the organization or betrayed by the Council. Your crewmates or non-player characters can try to discover how to achieve this (using **Investigate**) and attempt to terminate your Bigwig status, but this should require a great deal of effort on their part.

When your Bigwig status ends, you may choose one of the following:

- Your character transcends the Mist or is swallowed by it, never to be seen again. She leaves the story permanently.

- Your character is demoted to the lowest Gatekeeper job her superiors could think of (she may also be partly obliviated). She returns, now or later, as a new Low-Ranking Agent character (three full Logos themes and one Mist theme, which may be nascent). You create your character as a brand new character, retaining none of her previous themes, crew relationships, Build-Up points, or Moments of Evolution. This represents your character's meteoric fall from grace or her rebirth as an individual.

- Your character is ejected out of the Gatekeeper organization. See Getting Fired and Falling Asleep (page 60).

THE GATEKEEPER ORGANIZATION

"The thing is, Head Gatekeeper, we simply don't have the resources – not the manpower, not the firepower, not the Mist – to tackle this Avatar head on. If we try this, the bodycount in the Department of Rift Prevention section near Ocean Heights will soar (which, with this particular Avatar, is a problem in and of itself), Public Awareness Control will have to close off the City east of Whitecliff, Maintenance and Logistics will deplete their reserves within a week, and from there the path to a Riot-class event is short.

No, the solution here must be cunning diplomacy, using Rifts against Rifts, and I doubt there's anyone on the Council who would disagree."

– Director Hughes

THE GATEKEEPER HIERARCHY

TOP-LEVEL INSTITUTES

Gatekeeper Command is the top-level authority that oversees all real-time tactical Gatekeeping activities and issues directives that translate strategic policy into tangible actions on the field. It aggregates information from all sources and orchestrates all Gatekeeper operations in the City. Gatekeepers below the rank of a Department Director are rarely aware of the internal politics within Gatekeeper Command and simply treat it as a distant authority that issues the orders and instructions they must follow.

The Head Gatekeeper is the de facto commander of Gatekeeper day-to-day operations and the Gatekeeper with the most executive power. While she has Clearance Level 1 (the highest), she isn't the only one with this Clearance Level and isn't necessarily the most powerful of the Gatekeepers. She does, however, have the best real-time picture of the state of affairs in the City, from the perspective of the Mist and the Gatekeepers, and the most executive power to mobilize the organization's various resources. All Department Directors report to her.

The Gatekeeper Council (Clearance Levels 1-2) serves as a board of directors for the Gatekeepers. It elects and monitors the Head Gatekeeper and takes part in strategic decision-making. It is composed mostly of Department Directors, although it may also include politically- or mystically-powerful Gatekeeper elders.

THE OPERATION ON THE GROUND

Department Directors (Clearance Levels 1-3) are the most powerful Gatekeepers who handle day-to-day operations. Such individuals operate way over the heads of most Sleepers and Rifts. Each major activity undertaken by the organization has its own department (see below for a list of notable departments). Department staff usually number thousands.

Middle Management (Clearance Levels 4-6) consists of experienced Gatekeeper leaders who manage more specialized sections within the responsibilities of a department. A mid-level manager could manage the local Gatekeeping precinct, a large team conducting research in a specific field or lead an elite military unit such as the Gatekeeper Seals. Mid-level managers usually manage teams of hundreds.

Team Leaders (Clearance Levels 6-7) command teams of no more than two dozen Gatekeepers in their field. They may be experienced Gatekeepers or relatively new recruits who show promise and are given command over a small team.

Veterans (Clearance Levels 3-6) are exceptional agents who produce great value to the system but who aren't fit for a management role or aren't interested in one. Depending on their Clearance Level, veterans and crews of veterans are given greater operational freedoms and usually answer to superiors much higher in the chain of command than other agents on the field. Veteran crews are a precious resource and as such are moved around the City often, serving as special support where less skilled agents fail to get the job done.

Desk and Field Agents (Clearance Levels 5-8) comprise the majority of the Gatekeeper workforce and handle the vast majority of tasks. From Mist Technicians through Liaisons to Gatekeeper Troops, these low-ranking agents vary greatly in their function across the organization.

Recruits (Clearance Level 9) are the soon-to-be agents, in the process of going through evaluation and basic training. They know enough to realize that the Gatekeepers deal with the legendary, but not much more than that.

Sleeper Personnel (Clearance Level None) are staff members who do not need to know about Gatekeeper operations to do their jobs: mailroom workers, sanitation workers, private contractors, mundane repair teams, cafeteria workers, and such. Sleepers working for the Gatekeepers believe they are working for a government agency. They are kept under a heavy blanket of Mist and a close watch, as the Gatekeepers are well aware that they are a security vulnerability. Sleeper staff working on Gatekeeper facilities in the Deep Mist have no idea that they are not in the City; they believe they are in the same building they entered when they came to work that morning.

DEPARTMENTS & ACTIVITIES

DEPARTMENT OF RIFT PREVENTION

The DRP, or Department of Rift Prevention, is the largest department of all the Gatekeeper operations. It performs the core of the emergency Gatekeeper work, while other departments provide support or handle less urgent aspects of the Gatekeeper responsibilities.

The Gatekeepers assigned as field agents to the DRP are the classic Men and Women in Gray. Their job is to locate and seal Rifts within their jurisdiction, but this seemingly straightforward job of **Rift-hunting** actually involves hundreds of field crews across town with dozens of different designations and skill sets. In a typical scenario, Investigators are first deployed to identify and analyze Rift activity and to track down the Rift responsible. A crew of field officers is then sent to seal the Rift, or if additional firepower is needed, Gatekeeper SWAT is deployed.

DRP has numerous subordinate sections. Some sections cover a specific district or jurisdiction, like the **Old Quarter RP**, **Downtown RP**, or the **Airborne RP**. Other sections provide solutions for specific Rifts, such as the highly-trained and powerful **Gatekeeper Seals**, the anti-Relic smuggling **Section R1**, or the **Gatekeeper Defense Force**, a military branch the size of an entire department called upon in times of conflict with Avatar-grade or City-wide threats.

HUMAN RESOURCES

HR is the department responsible for recruiting and training new Gatekeepers and for keeping the currently-employed Gatekeepers happy and healthy. As currently the entire organization is overworked, HR personnel often clash with Command over the agents' work conditions and well-being. These complaints are quickly overruled and all HR can do is try to control the damage and use its resources to bring the agents some relief. HR runs regular health and stability evaluation along with Internal Affairs and Medical.

INTELLIGENCE

Intel provides real-time reconnaissance and intelligence reports to Gatekeeper Command and the DRP. Most of the information is gathered by teams of Perchers who tap into the vibrations of the Mist to achieve direct knowledge of threats to its integrity. Intel is often the first to identify unusual Rift activity; its top Perchers focus on detecting major breaches ahead of time, which is how the Gatekeepers always seem to show up at the scene fully prepared for the task. Under the cover of the Deep Mist, Intel also maintains darker facilities, where abducted Rifts are interrogated until they betray their underground Rift rings.

INTERNAL AFFAIRS

IA fights corruption within the Gatekeeper organization. It employs investigators who search for illegal Gatekeeper activity and undercover agents who infiltrate suspected corrupt Gatekeeper crews. Every Gatekeeper who values her job or freedom fears IA and this fear sometimes leads good agents to deny IA their cooperation. Worse still, the results of IA's cases are top-secret, and so most agents never even learn what happens to the agents IA charges and removes from duty, or even if they were truly guilty.

LOGISTICS

Logistics is responsible for constructing and maintaining the facilities and supply chains used by the Gatekeeper organization. They acquire or construct buildings in the City and convert them into Gatekeeper facilities, warehouses, garages, and safehouses. They mass produce and customize vehicles and equipment developed by R&D and deploy them to locations across town. They plan and maintain the transportation grid of Exit Doors that allow Gatekeepers to appear out of nowhere and disappear just as fast. Advanced Logistics Weavers are tasked with the creation of pocket-dimensions in the Deep Mist where they build and maintain top-secret Gatekeeper facilities, including the impregnable fortress of Gatekeeper Command.

MAINTENANCE

The Maintenance Department is tasked with the preservation of the mystical integrity of the Mist. It operates the Mist factories that rejuvenate the Gray Veil as a whole, nd fields specialized maintenance teams that repair the Mist in thin places and curb and even reverse the expansion of Enclaves. Since they're trained in only basic combat techniques, Maintenance teams often work under the combined protection of Veilers from PAC and field agents from Rift Prevention.

MEDICAL

The Medical Division of the Gatekeepers operates hospitals and field clinics and employs medical crews that treat Gatekeepers (and sometimes civilians) injured during action or Touched by Mythos powers. Gatekeeper Medics specialize in countering the adverse effects of Rift powers, be they curses of misfortune, rotting diseases, or magical blindness, and they offer some of the best mundane medical service available in the City. Medical also trains DRP field agents with first aid.

PUBLIC AWARENESS CONTROL

The Gatekeepers' Public Awareness Control Department is the second largest department in the organization, employing almost as many agents as Rift Prevention. Its primary duty is to keep the Sleeper public asleep and unaware of the legendary and in that sense its work overlaps somewhat with the DRP's. However, Public Awareness Control focuses on using the Mist for **public DMO (or public veiling)**: distracting, masking, and when all else fails, obliviating.

Public Awareness Control monitors mundane emergency services and receives information from Intel about legendary occurrences in public, sometimes in advance. They then deploy Veiler teams to keep the wool over the population's heads, with various strategies: from good ole' fashioned Shrouding memory wipes and Mist Beacons to sophisticated sabotage and false evidence planting. PAC is often ridiculed by

agents of the DRP, who refer to them as 'cleanup' or 'sanitation'; still, regulations demand that DRP teams acting in public include a PAC Veiler.

RIFT & SLEEPER RELATIONS

PAC also operates two lesser-known public relations sections that specialize in **Rift Relations** and **Sleeper Relations**.

On the Rift front, Rift Relations Liaisons negotiate deals with reasonable Rifts to reduce their impact on the Mist, saving a lot of resources for Rift Prevention (but, as some would say, only delaying the problem). While only high-Clearance Level agents are aware of this, Rift Relations has a close working relationship with Avatar Monte Wolfe (see *Don't Believe the Truth*, page 66), who often assists the department's distraction efforts, and with Avatar DA Barbara King (*Don't Believe the Truth,* page 26), whose ground forces help tackle criminal Rifts, reducing some of the Gatekeepers' workload. While logistically only a section of PAC, Rift Relations has its own director who answers directly to the head Gatekeeper and who is also an observer member in the Avatar council of the Truth (see Richard Hughes, page 89).

On the Sleeper front, Sleeper Relations is responsible for controlling the Sleeper media as well as coordinating joint operations with the police, the army, emergency services, etc. The majority of advanced Weavers work here, rewriting headlines, publications, and even legal evidence.

RESEARCH & DEVELOPMENT

R&D is the science division of the Gatekeepers. It comprises many different and compartmentalized sections and projects, each working on their own secret research. The most well-known section is Armory, where Anchorers work to provide field agents with new Mist-powered devices to give them an edge on the streets. R&D funds a lot of research into such deep questions such as "What causes awakening?", "What is consciousness made of?", "Where does the Mist come from?", etc. While these topics may seem purely academic to field agents, Gatekeeper Command hopes that they will lead to a breakthrough in the studies of the Mist, one that will allow the Gatekeepers to land the final blow in the war against Rifts and Mythoi. Some Bleeding Hearts fear there is no length R&D won't go to and seek to blow the lid on rumored experiments conducted on Rifts. Indeed, many of the secret projects in R&D are attempting to develop a permanent solution to the legends that plague the City.

AUTONOMOUS AND ROGUE CELLS

Throughout the history of the Gatekeepers, there arose the need to create smaller, independent cells who could operate outside of the restrictions and politics of the larger organization. These autonomous cells became microcosms of the larger organization, with their own Maintenance, R&D, Logistics, and other departments (sometimes consisting of only a handful of staff members), as well as additional departments not included in the mother organization to serve their specific function. Operating independently, they could deliver results where the organization's hands were tied or where opinions were conflicted, or be deployed where the Gatekeepers found it hard to act with their massive yet sluggish operation. At other times, a powerful separatist Gatekeeper faction was given autonomy and jurisdiction over a given area or field to avoid internal strife. Some autonomous cells remain loyal and report to Gatekeeper Command at the Director level; others have gone rogue, claiming their jurisdiction as their own and threatening any mainstream Gatekeeper who may attempt to interfere with their work. One such autonomous cell is **Ward 9**, a Traditionalist faction of the oldest Gatekeepers, in control of the neighborhood of Independence.

POLITICAL FACTIONS

Officially, there is only one hierarchy in the Gatekeeper organization. However, within such a large body, political groups and movements naturally form around shared ideals. While lacking any formal power, these factions can influence their members and even require their cooperation, adding another dimension to any Gatekeeper's decision-making process. While a superior may command an agent to do one thing, his personal outlook may demand he act otherwise, while his faction members might even expect him to act a third way.

THE APEX SOCIETY

The Apex Society aspires to solve the problems of the Mist once and for all. Leading the line in Mist experimentation and in organizational theory, they hope to completely transform the way Gatekeeping works and,

within a few decades, construct a stable and Rift-free society. The Society publishes a monthly bulletin to educate agents on the latest Mist tech and leadership models from R&D and HR. Some Apex followers have grand discussions about the future of Gatekeeping, while others labor diligently to achieve scientific breakthrough or sketch out the next operating model for the organization. All members are encouraged to climb the ranks of the organization so that some day they'll be able to drive the change from within the system. Reformers are naturally attracted to this faction, although some Inquisitors also hang their hopes on the Society's discoveries.

THE ARGENT CLAN

The Argent Clan is a collection of families hailing from original Gatekeeper bloodlines as well as their less pedigreed lackeys. Predominantly made up of Traditionalists and Inquisitors, the clan advocates a Holy War against all Rifts, including the most powerful of Avatars, in a semi-religious, almost cultish fashion. The Argent Clan is growing more and more alarmed by the increasing foothold Rifts gain in the City and the growing leniency displayed by the Gatekeepers. For its members, Rifts are abominations to be eradicated. With their leaders holding positions high up in the Gatekeeper hierarchy, clan members need not fear the prosecution their enemies do; they proudly wear a silver brooch or badge depicting a stick of yarn, the symbol of the first Weavers who helped create the Mist.

THE MAC LIRS

There are those among the Gatekeepers who have questions, burning questions, about the origin of the Mist, its true nature, and the universe beyond the edge of the City. They have always existed within the organization and had to learn how to keep their identity secret to avoid having their freedoms limited by Command. This secret society of Gatekeepers is furtively collecting and sharing information about the mystical truths beyond the Gray Veil. Some of its Corrupt or Pragmatist members even go as far as trading in such information with Rifts. The secret group is named after one of the Mist's ancient epithets, Mac Lir's Cloak.

STEWARDS OF THE CITY

The movement of "Stewards of The City" sees the Gatekeepers as the City's stewards and caretakers. The most empathetic to the Sleeper citizens of the City, this group of Idealists and some Bleeding Hearts strives to ensure the safety and well-being of the City and its residents. Unlike other factions, the SOTC sees Rift-

hood as a condition that needs to be healed and controlled rather than an identity, recognizing that Rifts are still a part of the population that the Gatekeepers are sworn to protect, even if they can be misguided or even destructive. Followers of the movement also fight to protect the City's environment from unnecessary Weaving; they equate the environment with the Mist itself and advocate against excessive tampering.

THE TRADE UNION

Someone needs to fight for the rights of Gatekeeper agents and staff, and so far, it has not been HR. The Gatekeeper's Trade Union is a relatively new initiative within the traditionally governmental-style organization that reveals just how overworked the agents are and just how much Command has lost touch with its people on the ground. The Trade Union endeavors to secure better working conditions for field and desk Gatekeeper agents and for other employees by leveraging their shared power. Its strength lies in the threat of strikes, which could spell a catastrophe for the Mist; so far, the Union has only enacted a work-to-rule strike (aka "Italian strike") where the participants drag their feet in the performance of their duties. Some Gatekeepers (especially Idealists and Inquisitors) find it unethical to abandon their duties to embetter their work conditions. Others, especially those who are in fact overworked, see it as a last resort, a way to alert the top hats about their working conditions. Corrupt and Slacker Gatekeepers are naturally inclined to support the Union, while Bleeding Hearts, Reformers, and Traditionalists align with it only when it serves their ideology.

THE UNITY PLEDGE

Amidst rising dissent among Gatekeepers, ascribed to the recent emergence of some of the other factions, one Gatekeeper made a public yet anonymous pledge (within the organization) to avoid any activity that is not within the bounds of his job description and the Gatekeeper regulations, or in other words: to stick to doing his job and avoid promoting any political agenda that could potentially conflict with his work. This reflected the sentiments of many field agents who feared the organization would lose focus due to internal strife and inspired a wave of similar pledges all over the organization. Those who made the Unity pledge, as it is now called, are Gatekeeper purists who shut down any attempt to promote agendas other than "do your job", using the word "political" as a pejorative. Among their ranks are many Protocol Monkeys, Idealists, Pragmatists, and even Slackers, who just want to keep things simple.

TYPICAL GATEKEEPER LOCATIONS

SAFEHOUSE

While the Gatekeeper organization maintains barracks in the Deep Mist, most agents live in normal housing in the City. Such apartments are scattered all over town, ranging from dingy to deluxe, with some of them standing empty in case a compromised agent needs a place to stay. A Gatekeeper's apartment is fortified with heavy Mist, pulled in by a portable Mist Beacon, to distract snoopy neighbors. It is equipped with basic security measures, mostly mundane but also with a few Mist-powered features, and rigged with Blanket Bombs that ensure no one leaves with any of the agent's gear. The rig can be triggered from the agent's Newspaper. Beyond the Beacon, the Bombs, and the agent's possessions, safehouses usually don't contain much items of interest.

OUTPOST

Gatekeepers usually set up temporary or long-term working environments in the field, as part of some ongoing operation. An outpost could serve as an observation point, a surveillance setup, a base for undercover activity, a handler's meeting room, a metrics station for an experiment, a launchpad for an offensive, etc. Outposts vary greatly in size and function and can support the work of three to thirty agents.

An outpost is usually protected by multiple Mist Beacons (and if it's big enough, a Mist Generator), boasts an improved Perching security system, and is manned and guarded 24/7. All outposts have at least one Exit Door installed. While mostly set up in abandoned or procured buildings, outposts may have Advanced Weaving extensions that allow them to contain more than they normally would, especially if their function requires heavy machinery.

SECTION HEADQUARTERS

A section HQ serves as a base of operations for the Gatekeepers' field activities in a specific neighborhood (the Gatekeeper parallel of a police precinct or fire brigade station) or for a specific function, such as the Section R1, Seals, etc. Section HQs are operated by the Department of Rift Prevention, Logistics, Maintenance, and Public Awareness Control.

Most section HQs exist in the Deep Mist and use Exit Doors to deploy agents, although some have 'front rooms' in the City. A typical section HQ contains a bar-racks, an armory, a canteen, training rooms, workshops, vehicle bays, a command center, interrogation rooms, meeting rooms, a few offices, an infirmary, a Mist Generators room (responsible for keeping the Mist-conjured building standing and hospitable), and any other feature required for its operation. For example, the anti-smuggling Section R1 HQ is fitted with a massive boathouse and hangars with an Exit Door that leads to an airstrip.

Security in section HQs is tight. All Exit Doors from the City into HQs lead to airlocks equipped with state-of-the-art Perching wards for breach and Sleeper detection. Movement within the complex is restricted by Clearance Level (locks and devices require Shrouding to unlock) and security officers (and possibly drones or disembodied Perchers) continuously patrol the fluorescent- or gaslight-lit corridors. Connection points between the HQ and other locations in the Deep Mist are also restricted. If a section HQ is compromised, Gatekeeper Command can obliviate anyone in it or snuff the building out of existence, along with everyone in it.

BACK OFFICE

Some sections don't need City access to operate and therefore require less stringent security and less firepower at their workplace. Back office is to desk agents what a section HQ is for field agents: it houses the office workers of a specific section or department. There are back offices for Intel Perchers, for R&D researchers, and for IA investigators. For the most part, a back office appears as the interior of an office building.

Security consists of Shrouding-restricted door and data access, standard security systems, occasional Perching scans, and a relatively small but capable security detail, with the SWAT or Seals only an Exit Door away. Reaching a back office from the City could prove difficult without an authorized Gatekeeper to show you the way through the transport grid. Nonetheless, a successful heist could be worth the hassle as back offices are treasure troves of information about the Gatekeepers. Still, as with any location in the Deep Mist, Command can decide to obliviate or wipe the back office out of existence should they decide it is compromised.

TRANSPORT BAY

While Exit Doors can be configured to connect to different locations, Gatekeeper security protocols force Logistics to create doors that can only lead to one other location or a predefined set of locations of a similar security clearance (although rumors of master keys do exist). This creates the need to switch doors in order to travel between points in the City and the Deep Mist.

Transport bays are corridors, rooms, hallways, and hangars fitted with multiple Exit Doors, where traveling agents can switch doors on their way to their destination. These spaces also serve as staging platforms prior to a coordinated attack or a maintenance operation.

The largest transport bay, T1, is a giant hangar lined with tiers of catwalks, stairs, elevators, and slide poles and equipped with gargantuan Exit Doors through which even Gatekeeper Defense Force transport planes can be mobilized. Every day, thousands of Gatekeeper agents travel through this space to their work, making it also the location of casual inter-sectional socialization and exchange (a favorite soapbox spot for the Trade Unionists).

GATEKEEPER COMMAND

In a Deep Mist dimension constantly under the pressure of intense Mist, there lies the fortress of Gatekeeper Command. No one knows exactly what this building contains, or where it exists. The stories say it is a black, box-shaped fortress, covered in ancient sigils, resting in a wasteland of gray sand, its windows overlooking the Age of Wonder (see page 102) through a force field of sheer, impenetrable Mist. While this might be true, it could also be that Command is a completely mundane,

albeit heavily-fortified, headquarters building. It is unknown whether the Head Gatekeeper, the Department Directors, or the elders live here or even meet here; this deep in the Mist each room could be its own pocket dimension. What can be established for certain is that all the information broadcasted over the fibers of the Gray Veil concentrates at this point; all the orders issued by Command also emanate from here. The few officials who travel here have their very souls scanned for disloyalties before they enter, and all their memories of this place erased except the information pertinent to their work. Beyond that, what one could expect to find when they enter this castle of control is a complete mystery.

The nature of Command depends greatly on the origin of the Mist in your series. Command could be where the ultimate truth is revealed, or it could be a decoy. It can be a beautiful seaside resort where you forget the world, the core of a Mist-powered artificial intelligence, or the Lovecraftian source point of the twisted Mist.

THE GATEKEEPERS AS ADVERSARIES

"Calling all units, calling all units. Breach is an Asian woman in her early twenties, 5 foot 3, wearing a black leather jacket and denim pants, matching the description of Lily Chow. Subject is approaching Fortune Row via the south highway riding a stolen motorcycle. Subject is accompanied by a 15-foot-tall Conjuration matching the description of Iron Hans, considered charmed and dangerous. Proceed with maximum caution. Orders are shoot to kill or Shroud to seal. Watch your backs out there, over."

GATEKEEPER STORY SEEDS

The Gatekeepers can be used in many different ways, depending on how deep the crew ventures into the organization and its operations. From mystery men watching the crew's actions from afar, to a Rift's worst nightmare, to a morally-gray organization the PCs sometimes fight against and sometimes reluctantly assist, the Gatekeepers are a complex and conflicted adversary which can feature in your series for many seasons before finally revealing all their cards.

Here are a few story seeds for cases involving Gatekeepers.

FIRST ENCOUNTERS

- **Murder Cover Up:** While investigating a serial killer Rift on a ramapge, the crew starts noticing evidence disappearing, while witnesses forget critical details and even go back on their statements. There are vague reports about government agents visiting the neighborhood, but if the crew follows them, they may end up oblivious themselves.

- **Fight Fire With Fire:** A crew member is approached by a shady government agency who seems to be aware of her powers and offered a job where her particular skill set is needed. Once the job is done, the agent tries to wipe out her memory, or worse.

- **I Spy:** Someone close to the PCs, perhaps a member of the supporting cast, is actually a Gatekeeper monitoring them. When the crew starts noticing this person spying on them and dig deeper, she turns out to be someone entirely different than they thought.

THE CREW AS TARGETS

- **Destabilizing Elements:** During a clash with other Rifts or after someone **Stops. Holding. Back**, the powers unleashed by the crew destabilize the integrity of the Mist in the area. While they are still collecting themselves, the PCs are beset by a Gatekeeper task force bent on sealing them for good. Can they escape with their memory intact?

- **Clamped:** A new Gatekeeper initiative sets out to dampen Rift powers using special wards rather than seal the Rift. All Rifts known to the Gatekeepers are assailed in the night by Gatekeeper infiltrators, and attached with a depowering ward in the shape of an irremovable ring, earring, bracelet, or necklace. The crew must now find a way to restore their powers, as they lose touch with their Mythos with every passing minute.

- **Day In The Life:** On a strangely hazy, bright day, random individuals in the PCs' lives are trying to glean information from them about their crew and its members, as well as any other Rifts they have encountered in the past. The shrewd PCs finally understand that they are being cased but when their Mythos powers fail and the very environment starts working against them, they discover they have been interrogated in a hidden Gatekeeper facility.

UNCOVERING INNER WORKINGS

- **Burst Seam:** The crew are present at the site of a major Rift in the Mist, which is soon thereafter exploited by a nightmarish many-tentacled Mythos trying to invade the City. The Rift is caused by the mistake of a rookie Mist Technician, who dropped his Mist Beacon into the Rift and is now caught in the fray along with innocent bystanders. The Gatekeepers cavalry can't make it to ground zero unless the Mist Beacon is activated, forcing the crew and the technician to venture into the monster's Enclave together, and giving the crew a golden opportunity to learn about the way the Mist works.

- **The Informant:** A rogue agent offers to sell Gatekeeper secrets to the crew, if they promise to use it in the way he instructs them. His intel checks out, pointing the crew to multiple Gatekeeper field operations, but

the informer's requests begin to take on a dark streak, such as eliminating a specific field agent. Is this mysterious contact out to help Rifts, to rid himself of rivals in his department, or to set a trap for the crew?

- **Field Trippin':** A careless mistake by an agent or an unexpected Mythos manifestation allows the crew to overpower a small Gatekeeper field team and take their place. For a short few hours, as long as they can fake it, the disguised crew can venture as deep as they dare (and as their persona's Clearance Level would allow) into the backstage of Gatekeeping in the City. Will they know when to pull out or will they be caught unprepared in the heart of the Deep Mist, only to wake up without any memory of it all the next day?

EXPOSING THE GATEKEEPERS

- **The DeMistifier:** Having investigated the Gatekeepers' magic and tech, a Rift scientist develops a device that could potentially interfere with Shrouding. To test it, and blow the lid on the Gatekeepers, he enlists the crew to use their powers in public and cause a sensation. Initially the device works, and Sleepers by the hundreds seem to become aware of the legendary; but when the full weight of the Gatekeepers comes crashing down on the crew's plan, Weaving it all out of existence, the PCs begin to understand what they are up against.

- **Good Night, Citizens:** The crew acquires evidence of the existence of a Gatekeepers R&D project aimed at introducing a Sleep-enhancing agent into the drinking water, the air, or mass media – permanently stopping Rift awakenings while further robbing from the citizens a sense of meaning. While scrambling to find an antidote or a way to counter this vile new invention, the crew is hunted down by Gatekeeper Seals and Weaved into dead ends over and over again, as part of the Gatekeepers' desperate attempt to stop the evidence from going public.

- **The Great Minds Heist:** A charismatic Rift politician announces her intentions to go public about the Gatekeepers and expose them as an unsanctioned agency operating in the City. To do so, she seeks backing and protection from powerful Rifts such as the crew. In the days leading up to the press conference, the crew must do all in their power to prevent the Gatekeepers from obliviating their leader, assassinating her, or Weaving her words out of the newspapears. This requires the crew to infiltrate Gatekeeper facilities and counter-sabotage their operation.

FIGHTING BACK THE MIST

- **Attack On The Water Tower:** The crew identifies the neighborhood's water tower as its main Mist-generating tower. They plan to bring down this device and free the local population of its influence, but this impregnable target is watched over day and night by a team of Gatekeeper Seals. The crew must choose between recruiting a Rift team that could overpower the Gatekeepers and a more elegant heist, or perhaps, a combination of both.

- **Rift Police:** A high-ranking Pragmatist Gatekeeper official approaches the crew with a truce offer: if Rifts can become self-regulating, the intensity of the Mist could be reduced. The official wants the crew to spearhead the new Rift+Gatekeeper agency, which will test this collaboration in a controlled, carefully-selected neighborhood. If the experiment succeeds, would it spell the beginning of a new era in Rift-Gatekeeper relations?

- **The Backdoor:** Through mystical research or a daring heist, the crew obtains a method of giving Rifts a Clearance Level within the Mist, greatly enhancing their powers and ridding them of the constant need to fight off distraction. More and more Rifts get wind of this and attempt to secure the secret for themselves, unleashing uncontrolled powers upon the City and making the crew's life a living hell, figuratively or literally. Will the crew turn in their prized knowledge to the Gatekeepers, giving up their privileges to secure a safer City for their fellow citizens?

GATEKEEPERS ABILITIES IN PLAY

SHROUDING: DISTRACT, MASK, OBLIVIATE

When the PCs are about to witness something the Gatekeepers don't want them to see, be it an important legendary occurrence or Gatekeeper activity, they will be subjected to the standard tactic of DMO: Distract, Mask, Obliviate.

DISTRACTION

Distraction should be played mostly narratively and by employing the PCs' **Identities** to lure them away from the situation the Mist or the Gatekeepers are veiling. Make the soft move **Complicate Things** to introduce the distraction. Depending on the urgency of the Mist, you can make this soft move as an intrusion, or even up-grade it to the hard move **Complicate Things Bigtime** or **Force Them to Choose**. The distraction can be:

- A thought, a feeling, or a desire pulling the PC away from the scene, especially one resonating with the PC's Defining Event, Personality or Training theme

- A mundane yet dramatic and disruptive happening, such as a burst pipe, a car crash, or a fist fight on the street

- A call from an NPC, ideally someone related to the PC's Identity, such as a furious boss (Routine), a disappointed loved one (Defining Relationship), someone in need or who has information for the PC (Mission), or someone who is about to take away the PC's belongings (Possessions)

If you would like to attach a status to the distraction, you can use statuses such as *distracted-1*, *scattered-2*, or *can't-focus-3*. Distraction statuses are usually temporary and narratively short-lived; PCs can **Face Danger** with tags related to focus, motivations, and discipline.

MASKING

Masking should be played entirely narratively by describing what the PCs can sense; avoid using statuses as they will reveal the presence of a masking, defeating the purpose. Unless the PCs **Investigate**, assume that they perceive only the Shrouding effect that masks the person, item, place, or event (except Gatekeeper PCs, see below).

When the PCs **Investigate**, give answers based on their method: if the method cannot penetrate Gatekeeper Shrouding, answer based on what is visible to the PC, without revealing what's behind the masking.

- Most mundane abilities cannot sense through Shrouding effects, certainly not when employed by a Sleeper. Some astute Rift detectives may be able to infer that something is not as it seems, even if they cannot pierce the masking.

- Mythos abilities, as well as **Looking Beyond the Mist** and specialized anti-Gatekeeper abilities can uncover Shrouding by **Investigating** and asking the right questions.

- Gatekeeper characters always see through masking based on their Clearance Level. At your option, this could be limited by unit compartmentalization, i.e., an agent may not see through the masking of a unit whose work she's not privy to, even if her Clearance Level would allow it.

A Shrouder can change her appearance as a soft move and give herself or a situation an *inconspicuous* or a *nothing-to-see-here* status, making it hard to locate or identify her by **Investigating**.

> ## OPTIONAL RULE: FIGHT TO STAY AWAKE
>
> Since the Gatekeepers' Mist-based powers are designed to subdue Mythos powers, being awakened in and of itself gives no special protection against them. A PC can **Face Danger** against distraction and obliviating statuses only with specific tags, either Mythos or Logos, that would help the character resist the Mist, such as *eidetic memory* or *resistance to forgetting curses*.
>
> This optional rule changes this assumption, allowing a Rift to resist the Mist by the very nature of her awakened state. Similarly to the **Investigate** move variant, **Look Beyond the Mist**, the move **Face Danger** now also receives a Mythos-powered variant, **Fight to Stay Awake**. When affected by a Mist-related status, the PC can **Fight to Stay Awake** and use the number of her Mythos themes, without any tags or statuses, as her Power (roll+Mythos): 1 for Touched, 2 for Borderliners, and 3 for Legendaries and Avatars. The usage and outcome of this move are identical to **Face Danger**.
>
> Note that this version of the move makes the Mist and the Gatekeepers much less formidable for Rift lead characters. As a midway solution, which still gives any Rift a chance to avoid Mist powers, you may rule that a Rift may always **Fight to Stay Awake**, even if she has no relevant tags, but that she always rolls with Power of zero instead of roll+Mythos.

OBLIVIATING AND MEMORY LOSS

Obliviating is used as a last resort, where distraction and masking failed. When obliviated, Rift and Sleeper characters (and in some cases even Gatekeeper characters) receive memory loss statuses such as *vague-details-1, memory-lapse-2, memory-loss-3, amnesia-4, oblivious-5*. As usual, PCs cannot **Face Danger** against memory loss statuses unless they have specific tags that allow them to do so.

Memory loss statuses are **compelling** and a player whose character is obliviated should roleplay her accordingly, setting aside any information he possesses that the character forgot. A character who is suffering from memory loss is less likely to take actions based on the memories which were partially obliviated, because of confusion and lack of clarity; any such action treats the status as impeding. If the character is *oblivious-5*, she remembers nothing of the obliviated events and cannot take any actions based on or motivated by the lost memories. This also applies to **Investigation** attempts based on knowledge that was forgotten.

Obliviation usually does not affect long-term memory; however, if used aggressively or repeatedly, the MC may burn power tags to represent the temporary loss of knowledge or even feelings. Obliviation statuses should be capped at tier 5 and do not stack to tier-6, unless a specialized attempt is made to strike the character with permanent memory loss, identity loss, loss of knowledge or skills, etc.

RECOVERING FROM OBLIVIATION

Obliviation statuses do not fade with time and spending Downtime will not reduce such statuses unless the affected character is treated by someone who is capable of removing Shrouding effects.

If someone who remembers the events recounts them to the obliviated character, it is as good as hearsay; the character may or may not believe that she is missing memories, even if she trusts the person sharing them with her. Convincing a character that the events happened or proving it to her (e.g., with photos) does not automatically restore her memories, although you may represent this with a status or story tag to counterbalance the obliviation status.

Any action to restore a character's memories by removing the status treats the status as impeding, due to the powerful effects of the Mist. Only abilities that specifically remove the effects of the Mist or an attempt made with ideal conditions and tools (e.g., a suitable Gatekeeper lab) can ignore this effect.

SHROUDING & MENDING MYTHOS POWERS

Shrouding can be used to dispel active Mythos power and to temporarily block their manifestation. Shrouding Hard moves and Danger moves may have the following effects:

- Burn Mythos power tags and story tags
- Reduce statuses that represent Mythos powers such as *blessed-3*
- When applied to Dangers with no such tags or statuses, inflict a *Shrouded* status, which narratively expires within a few hours

Rift PCs may recreate any burnt story tags and statuses using **Change the Game**. They can also recover burnt power tags normally during downtime. Dangers recover from Shrouding statuses within a few hours to a day. You may use Shrouded statuses on PC for simplicity, in which case they can be recovered during downtime by spending time on recovery (reconnecting with one's Mythos).

Mending can be used to "seal" a Rift, limiting her powers for a longer period of time. Mending Hard moves and Danger moves inflict *sealed* status which takes weeks, months, or longer to recover narratively. A partial seal chokes out a Rift's Mythos powers, while a tier-5 seal prevents her from activating them at all. Actively trying to remove the status, whether with **Change the Game** or during a **Montage (Downtime)** requires the arcane or mystic knowledge to do so, Gatekeepers' Abilities, or Gatekeeper tech.

DEPOWERED RIFTS

A PC Rift is considered fully depowered when all her Mythos power tags are burnt (short-term) or when she takes *sealed-5 (long-term)*. An NPC Rift is depowered when she takes *Shrouded-5* (short-term) or *sealed-5* (long-term). Some effects of the Mist, like the obliviating effects of Ambient Mist (page 18) affect only fully-depowered Rifts.

SEALING RIFTS

Powerful Mending can potentially inflict a *sealed-6* status on a Rift, permanently turning them into a Sleeper if they are a Danger (unless otherwise noted). A PC who takes *sealed-6* replaces a Mythos theme and then reduces the status to *sealed-5*; if she reaches *sealed-6* again she replaces her next Mythos theme, and so on, until she becomes a Sleeper. A sealed PC may not choose to reawaken at the end of her Sleep period until her seal was removed.

PERCHING

Since the reach of Perchers is ubiquitous, any time a player rolls a 7-9 on an **Investigate** move and you as the MC choose to ask a question, you can assume the Gatekeepers know the answer.

AGENT DANGER MOVES

BASIC AGENT DANGER MOVES

All agent Dangers may have the following moves as required by the narrative, representing their basic training and equipment:

- **Shrouding Focus:** The agent ignores 1, 2, or 3 tiers of ambient *thin-Mist* statuses (depending on their Clearance Level and the quality of the focus). If the agent loses her Shrouding Focus or if it is damaged, reduce the effects of her Shrouding by 1.

- **Explosive Shrouding Ward:** Once per scene, as an intrusion, everyone around the Gatekeepers takes *oblivious-5*. At their option, the Gatekeepers may flee the scene.

- **Creepy Feeling:** Whenever you try to **Investigate** to learn more about [insert the Gatekeeper's masked persona], you get a strange feeling that they are *mysterious-2*, *impenetrable-2*, or *boring-2*. This status cannot exceed tier 4.

- **Fedora Absentia:** When an agent's Fedora Absentia is under strain, give it a *watched-by-many:4* spectrum (increase this maximum for high-ranking agents). When the spectrum maxes out, the Fedora Absentia fails, exposing the agent's face. To add statuses to this spectrum, a PC must be able to rally, summon, or create many individual gazes of conscious beings (most commonly, humans).

- Leave the scene unseen, exploiting a moment of distraction or a sudden visibility obstruction such as fog, steam, stopped subway, etc. (**Deny Them Something They Want**)

A mid- or high-ranking Gatekeeper agent accompanied by a personal security detail should also have the **Bodyguards** move:

- **Bodyguards:** When the Gatekeeper takes a status from which her bodyguards can protect her, the bodyguards take the status instead.

AGENT DANGER PROFILES

ACTING AS A UNIT

All Agent Danger profiles below represent a single agent. To represent a unit or squad of the same agent type, such as a small Security Detail or a floor of Desk Jockeys, give it a size factor (see Collectives, *MC Toolkit*, page 126).

- The apprehension of a petty criminal Rift could be executed by an Investigator with a small (size factor 1) Security Detail

- A PAC Public Response Team (PAC Veilers, size factor 3) could be deployed to set up a Graywashing barrier around a plaza that is the site of a dark ritual and wipe the memories of the witnesses

- A Maintenance Enclave-Mending Team numbering a dozen Mist Technicians (size factor 2) could be sent to close a thin place identified by another team

- An entire floor of Perchers (size factor 4) could be combing the whole City for a single high-stakes target

DESK JOCKEY ★★

A Desk Jockey assigned to a target studies them over time and in depth. They identify personal relationships, map out motivations, and construct a tactical profile of the risk, allowing them to bolster and sometimes even order the work of other Gatekeeper units.

HURT OR SUBDUE 1 / THROW OFF 3

- **Working Overtime:** At the end of each downtime period, the MC may give the crew *predictable-1* or ask a PC a question, as in the 7-9 option of **Investigate**.
- **Subject of Study:** When you **Investigate**, on a 7-9, if the MC chooses to ask you a counter question, the MC may ask two questions.

- Divert surveillance and intel resources to the target (*predictable-1*)
- Deploy Gatekeeper teams based on information she gathered (Create a new Gatekeeper Danger)
- Provide Gatekeeper teams with valuable information on a target, such as abilities, weaknesses, limitations, negotiation leverage (such as Mysteries or Identities), or tactics (burn up to two tags, give a tier-2 advantage status, or **Complicate Things, Bigtime**)
- In a conflict, take *cover-2* or fire a Shrouding sidearm (*grazed-1* and burn one Mythos tag)

- Give the target the feeling their actions are being recorded and analyzed

DISEMBODIED INTEL PERCHER ★★★

Perchers can only be detected with Mythos powers that can detect disembodied consciousness, such as spirits or ghosts. Otherwise, the Percher simply reports on her target without the target's knowledge, informing the actions of other Gatekeepers. Once a Percher is detected, you can use this Danger profile to represent her as an adversary.

It's impossible for the target of a Percher to hide from or deceive the Percher with false appearances, as Perchers know the very essence of what they are Perching. The *surveilled* status represents all the Percher knows and reports to other Gatekeepers. Only the ability to alter one's very essence can circumvent this status.

HURT OR SUBDUE – / SENSORY OVERLOAD 3 / BANISH 3

- **Under Surveillance:** When the Disembodied Intel Percher is first detected, give her current target *surveilled-5*. The Percher can perceive through the target's senses and know its physical and mental makeup and location.
- **Cognitive Backlash:** When the target of a Disembodied Intel Percher takes a harmful physical or emotional status, give the Percher a *sensory-overload* status with the same tier.
- **Disembodied:** When you **Investigate** to locate a Disembodied Intel Percher that isn't riding a human target, give the Percher *hidden-3*.
- **Reinforced Mental Techniques:** When the Disembodied Intel Percher takes a status of psychic or social nature, reduce its tier by 2.

- Deploy Gatekeeper teams based on information she gathered (Create a new Gatekeeper Danger)
- Lock on to a new target (*surveilled-3*; if only one Percher is present, she must leave her previous target, removing its *surveilled* statuses)

- Give the target a strange eerie feeling of being watched

FIELD TECHNICIAN ★★

HURT OR SUBDUE 2 / SCARE 2

- Wave their Shrouding Focus in the air, repairing the ambient Mist (*thick-mist-1*)
- Deploy a portable Mist Beacon (create Danger: Mist Beacon, page 83)
- Shroud an Enclave's Mythos powers, preparing them for sealing (burn up to two Mythos tags)
- Mend a depowered Rift, applying a long-term seal (*sealed-2*)
- Restore a malfunctioned piece of Mist tech to working order (recreate one tag)
- Throw a punch at someone (*ouch-1*) or shock them with a Shrouding taser (*disoriented-1* and burn one Mythos tag)

- Ponderously gaze in her "newspaper" as she holds it in front of a Mist anomaly
- Tinker with a water tower or a cable box, but not as a water or cable tech would
- Warn about the Mist rapidly tearing in a location or person

INFILTRATOR ★★★★

HURT OR SUBDUE 3 / CATCH 5 / GAIN ACCESS X

- **Ghost In The Wind:** Whenever you gain Clues regarding the identity, whereabouts, or handiwork of an Infiltrator, you first take *oblivious-5* (you may **Face Danger**, if you can). Reduce the number of Clues and the tier of the status, 1 for 1. Keep any remaining Clues or status tiers.
- **Optional: Essence-Mesh Jumpsuit (+⊠):** The Infiltrator is enveloped in the essence of something or someone else. Spending Clues to reveal the nature of the Infiltrator yields answers as if she were truly that person or thing. Only a *Dynamite!* 12+ roll may reveal a flaw in her cover.
- **Deep Undercover:** Set the *gain-access* spectrum maximum based on the difficulty of the Infiltrator's mission. At the end of every Downtime, if the Infiltrator has been working to gain access to her target, give her *closer-1* on the *gain-access* spectrum.
- **Mission Accomplished:** When *gain-access* maxes out, the Infiltrator kills or kidnaps someone vital,

successfully sabotages a system, or has complete intel on an operation or on the crew (**Complicate Things, Bigtime** or **Make Something Horrible Happen**). The MC may reflect this by changing the tag of the *gain-access* status, keeping its tier (including if it's tier-6), and then giving it to the target.

- Free herself of restraints (remove up to 3 tiers) or circumvent security systems (*override-4*)
- Hide in the shadows or disappear in a crowd (give herself *hidden-4*)
- Shroud someone to make them forget her (*vague-memories-3*) or to shut down their Mythos powers (burn up to two tags)
- Manipulate someone's feelings (*friendly-3*, *attracted-3*, *angry-3*, etc.)
- Strike someone or shoot them with a hidden weapon (*severely-wounded-4*)

- Stir a unexplained fear of impending disaster
- Reveal herself for just a moment, and disappear again

INVESTIGATOR ★★★

HURT OR SUBDUE 4 / LOCATE 3 / CORRUPT 5

- **Investigative Work:** When you overcome or escape the Investigator, or when she first becomes aware of you (in a scene or cutscene) take *followed-1* on the *locate* spectrum. At the end of every downtime thereafter, unless you spend the downtime covering your tracks, take *followed-1*. When *locate* maxes out, the Investigator finds you (again).
- **Not My First Rodeo:** When the Investigator enters the scene, give her *alert-3* and *ready-for-anything-3*. The MC can renew these statuses as a hard move.
- **Powers of Deduction:** When the Investigator surveys the scene for the first time or as a hard move, the MC will ask you one question. You must reply with a straight answer or a solid lead. The Investigator knows your answer, even if your character didn't speak it.
- **Defensive Shrouding:** Once per scene, the Investigator can use her Shrouding hard move as an intrusion.

- Dish out an intense barrage of Shrouding (*amnesia-4*, *memory-loss-3* if targeting small group, or burn up to 3 Mythos tags) or fire a Shrouding sidearm (*flesh-wound-2* and burn up to 2 Mythos tags)
- Expose a hidden target, using deduction, experience, or a Breach Detector ward (remove up to 3 obscuring status tiers or tags)

- Step up to the scene, blowing cigarette smoke and glancing around pensively

MEDIC ★★

HURT OR SUBDUE 3 / FORCE TO RESUPPLY 4

- **Not My First Rodeo:** When the Medic enters the scene, give her *alert-1* and *ready-for-anything-1*. The MC can renew these statuses as a hard move.
- **Body Armor:** When the Medic takes a physical harm status, reduce its tier by 1 if it is mundane or by 2 if it is Mythos-powered.

- Give first aid to a wounded comrade (give herself *restock-1* and remove up to 2 tiers of hurt or magical condition statuses, 3 if the wound retains some legendary quality)

- Inject a patient with a high-power stimulant (give herself *restock-1*; the patient ignores debilitating physical harm and magical condition statuses up to tier 3 and takes a temporary *stimulated-2*)
- Defend herself with Shrouding (*vague-memories-3* or burn one Mythos tag)
- Call for extraction, vanishing along with her patient(s) (**Deny Them Something They Want**)
- Beg an aggressor not to harm an incapacitated agent (*hesitant-2*)

- Rush over to a wounded Gatekeeper and begin treating her

PAC VEILER ★★★

HURT OR SUBDUE 3 / DMO THE SCENE X

- **Not My First Rodeo:** When the PAC Veiler enters the scene, give her *alert-1* and *ready-for-anything-1*. The MC can renew these statuses as a hard move.
- **Nothing to See Here:** Set the *DMO-the-scene* spectrum maximum based on the difficulty of the PAC Veiler's task. When *DMO-the-scene* maxes out, everyone at the scene takes *oblivious-5* and all Mythos powers not actively sustained shut down (burn tags as necessary).
- **Graywasher:** Increase the effects of the PAC Veiler's Shrouding moves by one when targeting Conjurations or any ongoing Mythos power detached from its Rift.
- **Defensive Shrouding:** Once per scene, the PAC Veiler can use her Shrouding hard move as an intrusion.

- Reassure everyone at the scene (*calm-3* or remove up to 3 tiers of emotional statuses)
- Distract-Mask-Obliviate witnesses at the scene, as per protocol (*amnesia-4*, or *DMO-1* for the entire scene)
- Shroud to protect herself from Mythos powers (burn up to two Mythos tags)
- Deploy a portable Mist Beacon (create Danger: Mist Beacon, page 83)
- Set up a Graywashing barrier (once per scene, create a new Danger: **Graywashing Barrier**; for each point of size factor a PAC Veiler team has, it can increase the barrier's size factor or *penetrate* spectrum maximum by 1)

- Step into a scene affected by a Rift as if nothing is out of the ordinary
- Talk to witnesses casually (just before obliviating them)

R&D GADGETEER ★★★★

HURT OR SUBDUE 1 / MALFUNCTION 3

- **Cute Deranged Lab Rat:** When the R&D Gadgeteer takes a social status, if it's aggressive or domineering reduce its tier by one, if it's friendly, increase its tier by one.
- **Look What You've Done:** When *hurt-or-subdue* maxes out, *malfunction* maxes out too.
- **It's Not Supposed To Do That:** When *malfunction* maxes out, the MC chooses one of the following side effects:
  » **Clearance Override:** Everyone nearby, including the R&D Gadgeteer and any Gatekeepers, take *oblivious-5*.
  » **Faultline Rift:** Along a mile-long line, whose center is the R&D Gadgeteer, the ambient Mist is nullified. Mythoi rush in like a flood (**Complicate Things, Bigtime**).
  » **Perching Accident:** Two consciousnesses in the vicinity of the R&D Gadgeteer swap bodies (temporarily, but they don't know it), taking *swapped-body-5*.
  » **Weaving Accident:** The R&D Gadgeteer or someone or something nearby changes its essence (temporarily, but no one knows it), taking *transformed-5*, e.g., the Gadgeteer becomes incredibly charismatic or her swivel chair becomes conscious and grows a mouth.

- Test her most recent invention on someone or something nearby (giving herself *glitch-1* on the *malfunction* spectrum):
  » **The Unweaver:** Erase a physical body from existence (*disembodied-5*).
  » **Portable Portal:** As an intrusion, redirect a physical or energy attack, transferring its effect to another target.
  » **Shrouding Spiders:** Unleash a swarm of spiders (*hurt-or-subdue:1*, size factor 3) whose bite Shrouds Mythos powers (as a soft move, burn one Mythos tag; every time you use this soft move, increase the number of burnt tags by one. The R&D Gadgeteer takes *glitch-1* only once per target.)
  » **Mist Analyzer** (take *malfunctioned-3* instead of *glitch-1*)**:** Give R&D Gadgeteer the temporary tag *Mist Analyzer*. Anyone who holds the tag can burn it to answer any single question about the nature of the Mist.
  » **Conjuration Collar:** Create a new Rift or Conjuration Danger. The R&D Gadgeteer controls it until the collar malfunctions.
- Squeal anxiously as her gadget is going out of control (*glitch-1*)

- Tinker with an oversized and strange gadget, preparing to operate it
- Look worried as her gadget shows signs of instability

RIFT HANDLER ★★★

HURT OR SUBDUE 4 / UNMASK 6

- **Read the Sitch:** When the Rift Handler enters the scene, give her a status that would best serve her socially such as *seductive-2*, *impressive-2*, *woman-with-the-plan-2*, *here-to-help-2*, *stern-2*, etc.
- **Seasoned Negotiator:** When you **Convince** the Rift Handler, reduce the tier of the status you give by two. When the Rift Handler makes you a good offer and you refuse, you are **Taking the Risk**.
- **Good Judge of Character:** As a soft move, one player whose character is present reads out his Identities and Mysteries. The MC chooses one which the Rift Handler then knows or senses.
- **Not My First Rodeo:** When the Rift Handler enters the scene, give her *alert-2* and *ready-for-anything-2*. The MC can renew these statuses as a hard move.
- **Defensive Shrouding:** Once per scene, the Rift Handler can use her Shrouding hard move as an intrusion.

- Convince someone to cooperate, using the best approach to sway them (*convinced-3*)
- Deduce an important fact about the person or social situation she's in (**Complicate Things, Bigtime**, or burn up to two **Convince** leverage tags)
- Cause the environment to hush when she or her allies are talking (*all-eyes-on-me-2*) or increase background distraction when her opponents speak (give the audience a temporary *scattered-attention-2*)
- Obliviate a room (*amnesia-4* to all present) or counter Mythos powers with Shrouding (burn up to 2 Mythos tags)

- Loom out of the crowd or a dark corner unexpectedly and introduce herself, holding out a calling card
- Look a Rift up and down, gauging them
- Approach a Rift with an offer that will serve both parties

SEALS ★★★★

HURT OR SUBDUE 4 / OVERLOAD 6

- **Storm the Castle:** When a Gatekeeper Seal enters the scene, give her *overwhelming-2* and create the Danger: Mist Beacon (page 83).
- **Mythosproof Overcoat:**
  - » **Passive:** When the Gatekeeper Seal takes a status imposed by a Mythos power, replace its tag with *overload*.
  - » **Active:** As an intrusion, the Gatekeeper Seal can take an *overload* status of any tier to give someone activating Mythos powers against her a temporary *Shrouded* status of the same tier.
  - » **Recharge:** As a soft move (after a player move), the Gatekeeper Seal removes all non-permanent *overload* statuses.
  - » **Overloaded:** When *overload:6* is maxed out, the coat's **Passive** and **Active** defenses fail and can't be used momentarily. After the next player move, remove all non-permanent *overload* statuses.
- **Expert Hand-to-Hand Combatant:** When you engage in close-quarters combat with a Gatekeeper Seal, she first hits you with one of her hard moves.
- **Military Discipline:** When a Gatekeeper Seal takes a social or emotional status, reduce its tier by 2.

- Fire a hail of anti-Mythos energy bolts (*sealed-4*)
- Fire standard Mist-anchored ammo, aiming to injure or kill (*gunshot-wound-3* and *sealed-3*)
- Use combat training to physically restrain or hurt a target (*broken-arm-3* or *restrained-3*) or slap an Obliviating ward on them (*vague-memories-3*)
- Slap a Mist-seal on a depowered or defeated Rift (*sealed-5*)
- Regroup (remove up to 2 tiers of negative tactical statuses from herself or allies and give her unit a tier-2 tactical advantage status)
- Call backup (increase this Danger's size factor by 1)

- Storm the targets out of a billowing wisp of Mist
- Draw a glowing magical ward with her fingers
- Take aim with a rune-inscribed assault rifle or shotgun

SECURITY DETAIL ★★

HURT OR SUBDUE 3 / CORRUPT 4

- **Standing Watch:** When the Security Detail agent is on the watch, give her *alert-1*.
- **Defensive Shrouding:** Once per scene, the Security Detail agent can use one of her Shrouding hard moves as an intrusion.
- **(Optional) Body Armor:** When a Security Detail agent takes a physical harm status, reduce its tier by 1 if it is mundane or by 2 if it is Mythos-powered.

- Take *cover-2* and fire at a threat using her Shrouding sidearm (*flesh-wound-2* and burn one Mythos tag -or- *grazed-1* and burn two Mythos tags)
- Shroud someone who shouldn't be seeing this (*memory-loss-3*)
- Call in backup (increase this Danger's size factor by 1)
- Use a Graywash Spray on a comrade to dispel Mythos effects (remove one tier of negative statuses caused by Mythos powers)

- Step back and forth, looking around while patting her rolled "newspaper" on her palm

SWAT ★★★

HURT OR SUBDUE 4 / ACHIEVE GOAL 3

- **Deploy:** When a Gatekeeper SWAT agent enters the scene, give her a useful tier-2 tactical advantage such as *cover-2*, *superior-position-2*, *team-tactics-2*, *alert-2*, etc.
- **Improved Body Armor:** When a Gatekeeper SWAT agent takes a physical harm status, reduce its tier by 1. When a Gatekeeper SWAT agent takes any status of a mythical source, reduce its tier by 2.
- **Defensive Shrouding:** Once per scene, the Gatekeeper SWAT agent can use one of her Shrouding hard moves as an intrusion.

- **SWAT Specialization:** Choose one for a single agent, a unit has them all:
  - » **Target Acquisition:** Scan area with Perching goggles (burn up to two invisibility and illusory tags or status tiers, or give the team an additional useful tactical status as in **Deploy**)
  - » **Lugger:** Create new Danger: Mist Beacon or Graywashing Barrier (page 83). Increase the effects of the SWAT agent's Shrouding moves by one when targeting Conjurations or any ongoing Mythos power detached from its Rift.
  - » **Vanguard:** Fire a flash grenade (temporary *blinded-4*) or a tear gas grenade (*smoke cover* and *choking-3*) from a light grenade launcher
  - » **Weaving Liaison:** Call in tactical Weaving assistance to remove or create a barrier, bend target's escape path back to team, etc. (**Complicate Things, Bigtime** or *cornered-3*)
- Discharge accurate bursts of lethal or non-lethal Shrouding gunfire (*flesh-wound-2* and burn two Mythos tags -or- *disoriented-2* and burn two Mythos tags)
- Tackle a hostile with martial arts (*grappled-3* or *stunned-3*)
- Call in backup (increase this Danger's size factor by 1) or a medic (create Danger: Medic)
- Regroup and reassess the situation, recovering from a tactical tough spot (remove up to two tiers of negative tactical statuses on the team or positive tactical statuses on hostiles)

- Crash through a glass ceiling or a door thought to be secure, muttering "Go! Go! Go!" into the radio

TACTICAL WEAVER ★★★★

HURT OR SUBDUE 4 / DISRUPT 6 / STRETCH THE MIST 3

- **Not My First Rodeo:** When the Tactical Weaver enters the scene, give her *alert-2* and *ready-for-anything-2*. The MC can renew these statuses as a hard move.
- **Never Rest:** At the end of every downtime or as a hard move, the Tactical Weaver can give you a tier-3 legal, financial, or social status, or create a new Danger to go after you (choose from City Official, Corporate Lawyer, Detective, SWAT Team / Elite Security, Hitman; see *MC Toolkit,* page 140).
- **Defensive Shrouding and Weaving:** Once per scene, the Tactical Weaver can use one of her Shrouding or Weaving hard moves as an intrusion.
- **Wear and Tear:** When *stretch-the-Mist* maxes out, give the ambient Mist a *thin-Mist-1* status and remove all statuses on *stretch-the-Mist*.

- Use advanced Weaving to edit the objects or qualities in the reality around her target (each time, taking *stretching-it-1*):
  - » Make doors disappear or make them open to other locations (**Complicate Things, Bigtime**)
  - » Create obstacles and restraints around the target (*stuck-4*)
  - » Create *cover-3* for herself and her allies or remove cover from her target (up to 3 tiers)
  - » Change the weather and the environment (create appropriate story tags or give tier-4 statuses, e.g., *soaking-wet-4*, *malleable-walls-4*)
  - » Crystallize strange abstract objects that attack the target, or use the environment to do so (*impaled-4*, *crushed-4*, *slashed-4*)
- Fire rounds from an oversized revolver Shrouding sidearm (*gunshot-wound-3* and burn three Mythos tags)
- Deploy field agents to finish the job (create a new Danger: SWAT)

- Loom in the distance as a threatening dark silhouette on the rooftops
- Read new intel in her "newspaper", informing her next attack

TRAINEE ★

HURT OR SUBDUE 1 / SCARE 2 / TURN 4

- **Basic Training:** When the Trainee enters the scene, based on her training, increase one of her spectrums or Danger move effects by one or give her a story tag.
- **Oops:** Once per session, the players may choose to redirect an effect created by the trainee at something or someone else.

- Fiddle with her Shrouding Focus, trying to Shroud someone or something (*distracted-1* or *vague-memories-1*) or fire her Shrouding sidearm inaccurately (*grazed-1* or burn one Mythos tag)
- Call her CO for backup (create a new Danger: Rift Handler)

- Struggle with her Fedora Absentia, and then try to pull it together

URBAN WARFARE TACTICIAN ★★★

HURT OR SUBDUE 4

- **Not My First Rodeo:** When the Urban Warfare Tactician enters the scene, give her *alert-2* and *ready-for-anything-2*. The MC can renew these statuses as a hard move.
- **Body Armor:** When the Urban Warfare Tactician takes a physical harm status, reduce its tier by 1 if it is mundane or by 2 if it is Mythos-powered.
- **Bodyguards:** When the Urban Warfare Tactician takes a status from which her bodyguards can protect her, the bodyguards take the status instead.
- **Defensive Shrouding:** Once per scene, the Urban Warfare Tactician can use her Shrouding hard move as an intrusion.

- Employ tactically-minded combat Shrouding with their sidearm or focus (*flesh-wound-2* and burn two Mythos tags, affecting a small group of Rifts at once)
- Command her team to achieve battlefield superiority (giving them up to three tiers of tactical superiority statuses)
- Call for backup (create a new Gatekeeper unit Danger or increase her team's size factor by 1)

- Observe the battlefield and data on her "Newspaper", frowning
- Loud-whisper stern commands into her "Newspaper"

GEAR AND MIST EFFECTS DANGERS

MIST BEACON ★+

DECOMMISSION 2

- **Intense Mist Field:** When the Mist Beacon takes a status of a legendary nature, reduce its tier by 3.
- **Radiate:** As a hard move, give the ambient Mist *thick-mist-1*. This status cannot exceed tier 1.
- **Pulse:** All Sleepers and fully-depowered Rifts take *vague-details-1* whenever a hard move is made.
- **Accelerated Cycle (+★):** **Radiate** and **Pulse** can be played as soft moves.
- **Higher Output (+★):** **Radiate** imposes a *thick-mist-2* status with a cap of 2.

GRAYWASHING BARRIER

Graywashing barriers are invisible containment fields that filter out manifested legendary powers without impeding movement. They hide the legendary contained within the field from the outside world and prevent it from coming through. Mythos powers and phenomena within the area enclosed by the barrier are unaffected and are perceived as usual. Sadly for the Gatekeepers, Graywashing doesn't affect unmanifested powers, so a Rift can easily cross a Graywashing barrier and restart her Mythos powers on the other side (that's what Rift Prevention teams are for). However, if the Rift has conjured items or powers around her, the barrier will strip them off – if it's strong enough.

A Graywashing barrier with a size factor of 1 typically covers a room, 2 – a house or a small building, 3 – a street or a skyscraper, and 4 – a City block or a small neighborhood. Due to "the eggshell effect", penetrating a Graywashing barrier with a powerful Mythos attack in one spot does not make it collapse entirely but instead punches a hole in it, through which the legendary can move and can be perceived. Collapsing a barrier entirely requires an area effect able to counter its size factor (achievable through options in **Change the Game** and **Hit With All You've Got** moves, or by making the move **Stop. Holding. Back**).

PENETRATE 4

- **Field Effect:** This Danger has a size factor of 1.
- **Barrier:**
  - » When the Graywashing Barrier blocks a Mythos power, add the status created by the Mythos power to its *penetrate* spectrum. The barrier also burns Mythos effects represented by tags, taking *penetrated-1* per tag burnt.
  - » As a soft move, remove all statuses from *penetrate*.
  - » When *penetrate* maxes out, the barrier breaks; any tiers or tags exceeding the *penetrate* spectrum maximum cross the barrier and, if relevant, affect the original target.
- **Need More Power:** As a soft move, a Gatekeeper controlling the Graywashing Barrier can inflict *thin-Mist-1* on the ambient Mist to increase the *penetrate* spectrum maximum by 1 or increase the barrier's size factor by 1.

- Overwhelm aware individuals who cross into the legendary side with the sights and sounds of previously hidden magical effects
- Surround anyone who crosses into the mundane side with peace and quiet

AGENT POWER SETS

Similarly to Mythos Power Sets (*MC Toolkit*, pages 141 and 152), Agent Power Sets represent moves shared by different agent Dangers due to their shared affiliation, assignment, or training. To apply an Agent Power Set to a Danger, simply give the Danger the custom moves in the set.

ARGENT CLAN MEMBER +★

- **Superiority Complex:** When an Argent Clan Member enters the scene, give her *feeling-superior-3*.
- **High-Up Connections:** As a hard move, the Argent Clan Member marks someone as a threat to the Clan. After the next downtime, the marked threat takes *harassed-by-superiors-2*.

MENDER +★

- **Nice Handiwork:** This Danger's hard moves inflict *sealed* statuses instead of burning tags, with one tier for every Mythos tag that would be burnt.

RUPTURER +★

- **Secrets of the Dusty Tomes:** As a hard move, the Rupturer studies the target's Mythos and gains valuable information on its abilities, weaknesses, limitations, and agenda. The Rupturer either learns the target's Mysteries (for leverage), or gains a tactical advantage (burn up to two tags or give an advantageous tier-2 status).
- **Controlled Rift:** As a hard move, the Rupturer can invoke one of her contracts (see page 85). In addition to the resulting effects, give the ambient Mist *thin-Mist-1*.
- **I Have It Under Control (+★):** The Rupturer can increase the effect of her contracts by 1 or 2, increasing the tier of the *thin-Mist* status side effect by the same number.

SECTION R1 +★

- **Relic-Attuned Perching Ward:** As a hard move, the Section R1 agent knows the location of all Relics within a block.
- **Disarm & Enshroud:** As a hard move, the Section R1 takes possession of a Relic. As a second hard move, she Shrouds it, burning all tags in the Relic theme.
- **Smuggler's Bane:** When operating at the edge of town, give the Section R1 *outrun:4* or increase its existing *outrun* spectrum maximum by 1, whichever is better.

WILDLIFE CONTROL +★

- **Familiar-Attuned Perching Ward:** As a hard move, the Wildlife Control agent knows the location of all Familiars and Conjurations within a block.
- **Monster Hunter:** When fighting against monstrous Rifts, Familiars, or Conjurations, increase the effects of the Wildlife Control agent's moves by 1.

SAMPLE RUPTURING CONTRACTS

ADAPTATION

- **Skinwalker (Navajo shapeshifting witch):** Gain three tags related to a specific animal, or claws, horns, or fangs capable of inflicting *grizzly-wound-3*. Condition: Take *corrupted-1*.

- **Gwydion (Welsh magician):** Give or remove three tiers or tags of magical transformation statuses, or animate trees to give *entangled-3* or *impaled-3*. Condition: Engage another magician or warrior in single combat, or face an army.

- **Nikola Tesla (inventor):** Give *electrocuted-3*, *grounded-3* or *supercharged-3*. Condition: Take *fascinated-by-science-2*.

BASTION

- **Og King of the Bashan (Biblical giant):** Reduce by three all incoming statuses that would be mitigated by size. Inflict *crushed-3* as an additional hard move. Condition: announce your superiority.

- **Gorgoneion (head of a Gorgon granting protection):** Give *aegis-3* to an individual or *aegis-2* to a small group. Condition: Sever the head of a living snake. Only works against evil.

- **Tinfoil Hat (preventing extraterrestrial telepathy):** Reduce all mind control statuses by 3 and prevent spending Clues from telepathy. Condition: Wear a tinfoil hat.

CONJURATION

- **Ishtar (goddess of love, war, and political power):** Create a new Danger: **Social Butterfly** (*MC Toolkit*, p. 144) with the **Mind Controller** Mythos Power Set (*MC Toolkit*, p. 153). Condition: Only to gain power.

- **Chinese Imperial Guardian Lions:** Create a new Danger: **Chinthe Statues** (*MC Toolkit*, p. 164). Condition: Only against trespassers.

- **Ravens of Death:** Create a new Danger with size factor 3, *hurt:2*, *banish:1*, which can inflict *distracted-1* or *peck-1* as a hard move. Condition: Blood has been shed in a battlefield.

DIVINATION

- **Al-Khidr (Mystic holding secret knowledge in the Quran):** Receive *mystic-illumination-3* or burn three tags of illusion or lies. Condition: Aid those in distress.

- **Tasseomancy (coffee reading):** Reveal a useful secret (including of the Gatekeepers, **Complicate Things, Bigtime**). Condition: Keep the dirty cup, which retains a vague image in the grounds, or forget what you learned.

- **Ratatoskr (squirrel that climbs the Norse world tree, Yggdrasil):** Find someone who exists in an Enclave, the Deep Mist, or between worlds (**Complicate Things, Bigtime**). Condition: Provide the squirrel with juicy gossip.

EXPRESSION

- **Vezuvius and Pompei:** Create *the-floor-is-lava* and give *lava-burns-3* to all targets in the area. Condition: Only works on unprepared victims.

- **Dracula:** Give a victim *drained-2* and remove two tiers of a negative status. Condition: Bite them and drink their blood.

- **Anapo (Sioux spirit of the dawn):** Create *bright-light* or give *blinded-3* or *banished-3* Condition: To banish darkness.

- **Eeyeekalduk (Inuit healing god):** Remove up to three tiers of injury or sickness statuses. Condition: Reverse effect if attempted on the healthy.

- **Gremlins:** Sabotage a machine, giving it *decommissioned-3*. Condition: Hard to control, so they continue to wreak havoc on other machines, at least for a while.

MOBILITY

- **Ghost:** Temporarily ignore physical barriers and gain *hurt-or-subdue:–*. Condition: Not in direct sunlight.

- **Avalerion (mythical heraldic bird):** Move at great velocity, to the point of flying. Gain *outrun:4* . Condition: Openly confront those you pursue, or deliver a message to them.

- **Dōsojin (Japanese road ancestor kami):** Allow exceptionally speedy travel in public transportation, in case the Rupturer cannot use Exit Doors (**Deny Them Something They Want**). Condition: Start a conversation with someone travelling with you.

SUBVERSION

- **Jenny Greenteeth (English river hag) or Rusalka (Slavic river spirit):** Lure someone toward danger unaware (burn up to three investigative or awareness tags or give *tempted-3*; then, if the target is an NPC, **Make Something Horrible Happen**). Condition: Must be invoked close to a body of water.

VETERANS & LEADERS

ASMODEUS BIRUNGI

Handsome, dark, with a body like a tank, and almost seven feet tall, the Rift-hunter ex-Seal Asmodeus Birungi makes for a great poster boy for the DRP's morale-raising inter-organizational propaganda. His image is commonly seen on the front page of every "Newspaper". Considered by many to be the top fighter the Gatekeepers have ever trained, he hunts the most dangerous Rifts and revels in it. An arduous Argent Clan member, Birungi lives to seal Rifts, usually by snuffing them out. He keeps a public score of the Rifts he has sealed (read: killed) which is constantly compared to a handful of second-class competitors who serve only to glorify his superiority. A grizzled veteran, Asmodeus knows how Rifts think, feel, and fight, and he uses it to his advantage when on the hunt. When he takes to the streets, he is often clad head-to-toe in armor and packing a Mist-ammo minigun. When Command dispatches him to get rid of a troublesome Legendary, there usually isn't a lot of clean-up left for the Veilers.

ASMODEUS BIRUNGI ★★★★

HURT OR SUBDUE 6 / OVERLOAD 6

- **Not My First Rodeo:** When Asmodeus Birungi enters the scene, give him *alert-3* and *ready-for-anything-3*. The MC can renew these statuses as a hard move.
- **Mythosproof Armored Bodysuit:**
  » **Mundane Defense:** When Asmodeus Birungi takes a mundane status of physical harm, reduce its tier by 2.
  » **Passive:** When Asmodeus Birungi takes a status imposed by a Mythos power, replace its tag with *overload*.
  » **Active:** As an intrusion, Asmodeus Birungi can take an *overload* status of any tier to give someone activating Mythos powers against him a temporary *Shrouded* status of the same tier.
  » **Recharge:** As a soft move (after a player move), Asmodeus Birungi removes all non-permanent *overload* statuses.
  » **Overloaded:** When *overload:6* is maxed out, the coat's **Passive** and **Active** defenses fail and can't be used momentarily. After the next player move, remove all non-permanent *overload* statuses.
- **Expert Combatant:** When you attack Asmodeus Birungi, he first hits you with one of his hard moves.

- **Batshit Crazy Fanatic:** When Asmodeus Birungi takes a mundane social or emotional status that would make him turn on his clan, reduce its tier by 3. When he's **Investigated** or **Convinced** to do so, he first takes *batshit-crazy-fanatic-3* (this status cannot exceed tier 4).

- Obliterate a target or an area with a hail of high-caliber Patch ammo bullets (*obliterated-6* and *sealed-5* or, when covering multiple targets, one tier less on each; for an area, *levelled-5* and *thick-Mist-2*)
- Clock someone with his Mist-anchored gauntlets (burn four Mythos tags and inflict one of the following: *broken-jaw-4*, *reeling-4*, *winded-4*)
- Apply a medical Weaving patch (remove one tier of *hurt-or-subdue* statuses)
- Hunker down behind a Mist shield projected from his gauntlets (give himself *Mist-shielded-3*, but temporarily limiting his **Expert Combatant** move to close-quarters attacks)
- Demoralize a Rift he's hunting with mockery and threats (*despaired-3*)

- Show up out of the rolling subway steam, armed to his teeth

LARS ERIKSON

Despite being a graying man in typical Gatekeeper garments, Lars Erikson gives off an immediate feeling of relaxation and leniency. Perhaps it's the suit jacket laid casually over the back of his seat, the red suspenders, the loose tie, and the folded up sleeves. Maybe it's just his dashing smile. Is it a genuine disrespect for rules or a part of his Liaison tactics to make you feel more comfortable? You'll probably never know.

LARS ERIKSON ★★★★

HURT OR SUBDUE 4 / CAUGHT BY COMMAND 4 / FIND ANSWERS 5

- **Wash My Hands of This:** When Lars Erikson takes a guilt or suspicion status, reduce its tier by 3. When he's caught lying, once per session, **Deny Them Something They Want** by giving him the perfect excuse, alibi, or proof of innocence.
- **Seasoned Negotiator:** When you **Convince** Lars Erikson, reduce the tier of the status you give by three. When Lars Erikson makes you a good offer and you refuse, you are **Taking the Risk**.
- **Good Judge of Character:** As a soft move, one player whose character is present reads out his Identities and Mysteries. The MC chooses two which Lars Erikson then knows or senses.
- **Mac Lir's Quest:** Every downtime, if the PCs have not interfered with Lars Erikson's plans, give him *searching-1*. If they assisted him, give him *searching-2*. When *find-answers* maxes out, Lars Erikson discovers a shocking truth about the City, the Mist, or the Gatekeepers (**Complicate Things, Bigtime**).
- **Not My First Rodeo:** When Lars Erikson enters the scene, give him *alert-3* and *ready-for-anything-3*. The MC can renew these statuses as a hard move.
- **Expert Defensive Shrouding:** When you attack Lars Erikson with Mythos powers, if he's acting in self-defense, he first hits you with one of his Shrouding hard moves.

- Expose valuable information he has on one of the PCs (**Complicate Things, Bigtime**)
- Make someone drop their guard and let their hair down (remove up to 3 tiers of statuses of alertness, distrust, and negative emotion or give *trust-3*)
- Obliviate a room (*amnesia-5* to all present) or counter Mythos powers with Shrouding (burn up to four Mythos tags)
- Accurately fire his nonlethal Shrouding sidearm (*stunned-3* and burn up to three Mythos tags)

- Smile and ask someone to sit down and have a drink

What's evident is that Gatekeeper protocol matters little to Mr. Erikson. He has broken every regulation in the book and yet Command keeps dispatching him into delicate situations to wheel and deal with Rifts that can be reasoned with. Every time, Mr. Erikson provides the least satisfying result Command could still live with, not because he's incompetent, but because of a personal agenda not even Internal Affairs has figured out yet. Secretly a member of the Mac Lirs, Lars has questions about the City and the Mist that he intends to answer. Remaining a Gatekeeper is the key, so he has been playing both Command and his Rift assets and created a persona of a leisurely Liaison. So far he has fooled everyone, but he is racing against the clock to find answers before suspicion turns to him.

LARS ERIKSON

Ally

MYSTERY

What are the Gatekeepers hiding?

POWER TAGS

liaison with the Gatekeepers, *communication skills*, *Mist manipulation*, *searching for answers*, *Shrouding sidearm*, *deflect accusations*, *leads of occult nature*, *old Rift contact*, *Department of Rift Prevention*, *relaxed and casual*

WEAKNESS TAGS

promotes his own agenda, *answers to the Gatekeepers*, *hiding something*, *Internal Affairs*

THEME IMPROVEMENT

○ **My Assets, My Rules:** Once per session, when you take a status of forgetfulness from a low- or mid-ranking Gatekeeper, you may have Lars Erikson show up in the nick of time and override her authority, preventing the status.

THE SEAMSTRESS

Deep down inside her, Dagmar Kasparek simply wants things to be tidy and neat. Ideally, everything should be brand new and spotless, but unfortunately life isn't quite ideal. On the bright side, humanity was booned with the gift of craftsmanship exactly so that one may fix and mend that which was torn and ripped and make it brand new again. Thereby, order and pleasantness are restored.

Order and pleasantness, that's all that Dagmar wants: to sew and mend all the Rifts in the blanket of normality that is the Mist. This beautifully-simplistic and utterly-deranged agenda is exactly what makes the Seamstress one of the most successful and least deadly Rift sealers employed by Command. Unlike her flamboyant comrades, Dagmar carries out her duty quietly, efficiently, and most importantly pleasantly, out of sheer unhinged love for her work. Dressed in a pleated gray skirt and a tailored white blouse and armed with her needle-shaped Shrouding Focus, she employs her own self-made brand of tactical Weaving and Mending, stitching her victim out of their powers before they even know it. To protect herself, the Seamstress Mends a Stitch around her at all times, creating a field of compulsive normality that absorbs all disruptions.

THE SEAMSTRESS ★★★★

HURT OR SUBDUE 3 / FRAY 6 / THREATEN OR TURN – / DRIVE MAD WITH CHAOS 6

- **What a Lovely Day:** When the Seamstress enters the scene, remove all alertness and preparedness statuses, remove all banked Juice, and burn three Mythos tags for every Rift present.
- **Backstitch:** Until *fray* is maxed out, disruptive statuses (such as harm, restraint, induced emotional state, etc.) are counted on *fray* instead of affecting The Seamstress as they normally would. Mythos disruptions deal a status with a tier smaller by one.
- **Superb Needlework:** When you attack the Seamstress or when you attempt to escape, she first Weaves you into a mundade object typical of the current environment (*melded-into-object-4*).

- Fix the stitch around her with a loving smile (remove all statuses from *fray*).
- Hum to herself peacefully as she Mends a Rift shut (*sealed-5*)
- Politely chide someone for disturbing the order as she Weaves them into a mundane object (*melded-into-object-4*).
- Tidy up the place and restore it to its calm state with Weaving (*thick-Mist-3* or remove all disruptive statuses from her surroundings).

- Get off a taxi or a bus just across the street, wearing an inane smile
- Reassure a Rift it's all going to be much nicer once the Seamstress tidies up the mess!

RICHARD HUGHES

Every day, Richard Hughes wakes up in his penthouse in the Deep Mist. After his morning shower, as he gets dressed in his billion-dollar Mist tech suit, he can see a live simulation of the City through his apartment's tall windows, a different view every few minutes, live-streamed through the consciousness of Intel Perchers. He takes one final sip of coffee, sets the cup in the kitchen sink, and walks out. Though his door could open up anywhere, it always leads to a security corridor and then to T1, the central transportation bay, where hundreds of Gatekeepers pass him by and greet him. He feels this route helps him stay in touch with his associates and remind him what they are all working to achieve. Anyone who isn't a fresh recruit knows Richard Hughes is someone big, but they don't know what exactly he does.

Richard Hughes, Clearance Level 1, is the Head of Rift Relations. The next door he walks through opens up into an Enclave – an infernal landscape, a forest of steel trees with no ground, or the Jade Palace – for his 9am meeting. He meets with a new Avatar, or, if it's a good day, a megalomaniac Legendary. Working through the motions, he explains to the aspiring Rift their options – deal or seal. Usually, they are too drunk with power to listen and try to kill him, so he has to come back again later.

His job is to help his organization become more efficient by saving resources that would be wasted on unnecessary wars with Rifts, but Rifts don't always make it easy. He gets it, he really does: people ultimately want to be who they are. But we live in a society, buster, he thinks to himself, and you don't get to use us to tell your story. After four such meetings, he starts longing for his meetings in the Grand Colonial, where he is an observer member in the council of the Truth ("The TRUTH?" Really? Avatars are so pompous). At least the jerks there know they are jerks, and Rosaline isn't too sore on the eyes.

A Silver Soul from one of the old Gatekeeper houses, Richard Hughes is nonetheless far from a traditionalist. He loves the City and he wants to keep it intact, and that requires a delicate combination of practicality and drawing lines in the sand.

While he has trained in all the Advanced Arts to some extent, his genteel roots and desire to truly understand Rifts have pushed him to master the hidden Art of Rupturing. This fostered in him a deep knowledge of Mythoi that has led him more than once to realize Gatekeepers and Rifts have more in common than they care to admit: both follow their ideal to shape the life of Sleepers on the streets of the City. While he never knew the taste of a Mythos, Richard Hughes likes to think that he treats Rifts as equals, and does what he does out of the pure necessity of wanting to keep the City safe.

RICHARD HUGHES ★★★★★

HURT OR SUBDUE –

- **Diplomatic Immunity:** As long as the Mist stands, Richard Hughes is immune to Mythos powers and cannot be physically harmed. PCs, including Avatars, may not invoke or burn Mythos tags in moves against him, except **Face Danger**. Whenever he takes a tier-6 status of a legendary nature (as collateral, perhaps), the ambient Mist takes *thin-Mist-1*.
- **Not My Last Rodeo, Either:** When Richard Hughes enters the scene, give him *alert-4* and *ready-for-anything-4*. The MC can renew these statuses as a soft move. They cannot exceed tier 4.
- **A Superbly-Tailored Suit:** Richard Hughes' suit reduces by 5 tiers the effects of *thin-Mist* statuses on him and grants him the move **Essence-Mesh Jumpsuit** (page 78).
- **Maximum Clearance Intel:** As a soft move, Richard Hughes immediately knows all the Mysteries and Identities of a Rift target. As a hard move, he learns an Avatar's Secret Identity.
- **Master Rupturer:** Richard Hughes has the **Rupturer** Power Set (page 84) with all the suggested contracts (and more). His **I Have It Under Control** move can increase the effects of his contracts by 3, at his option.

- Reason with a Rift, applying maximal leverage (*convinced-4*, *sold-5*, or *in-Hughes'-back-pocket-6*, depending on the leverage he has)
- Shroud everyone in the block (*forget-forever-6*, burn six Mythos tags, or *sealed-6*
- Call in any type of Gatekeeper unit (create a new Danger)
- Re-focus and re-center, shaking off doubts and moral dilemmas (remove all unwanted social and emotional statuses)

- Adjust his tie or look at his expensive watch
- Raise an eyebrow while a Rift is speaking, before commenting on the subject

VEHICLES

The possibility of transporting anywhere in the City through Exit Doors puts the Gatekeepers ahead of the competition in most cases and makes it easy for them to catch up to their Rift targets. However, a number of reasons keep the organization employing and maintaining entire fleets of vehicles. First, some Rifts are exceptionally fast or drive their own vehicles and Gatekeepers need the speed to keep up with them. Second, some operations take place in locations far removed from Exit Doors coverage, such as abandoned City areas, up in the air, or at sea, or at dangerous locations where the agents need protection from the environment or inhabitants, such as a Rift-controlled neighborhood or an Enclave.

Third, vehicles are used by the organization to mobilize heavy-duty Mist tech devices and as mobile bases for small units or surveillance teams.

Logistics sometimes use "**sleeves**" – wide tunnels with Exit Doors on each side – to reorient and reposition a vehicle in pursuit of a target. The driver simply needs to drive into a nearby vehicle-sized Exit Door, like a garage, a car washing machine, or a fire brigade station door. Going through a sleeve and popping out of a second Exit Door, the vehicle reappears in the best strategic position to continue the chase. The target only has a moment to disappear before the vehicle is hot on its tail again.

GATEKEEPER ARMORED CARRIER ★★★★

The Armored Carrier provides firepower and protection at the cost of speed. It may be a truck-sized ground carrier, a heavy helicarrier, or a small gunship.

DECOMMISSION 5 / OUTRUN 3

- **Mist-Armored:** When the Armored Carrier takes a mundane physical harm status, reduce its tier by 1. When the Armored Carrier or anyone inside it takes a status of mythical nature, reduce its tier by 2.
- **Vehicle:** When the agents in the Armored Carrier disembark, create a new Danger for the agents (**PAC Veiler**, **Security Detail**, or **SWAT**) with size factor of 2. This happens automatically when *decommission* is maxed out, but the Gatekeeper agents take *hurt-1* (*hurt-3* if it is a crashed helicarrier).
- **On-Board Mist Beacon:** This Danger contains the **Mist Beacon** Danger (page 83).

- Fire high-caliber mounted machine gun loaded with Mist-anchored ammunition, focusing on one target (*severe-injuries-4* and burn up to four Mythos tags) or suppressing an area (*gunshot-wound-3* and burn up to three Mythos tags for anyone within or entering the area)
- Ram another vehicle or crash into it (*destroyed-5*)
- Deploy support agents to assist its main unit of agents (Create a new Danger: Medic, PAC Veiler, Tactical Weaver, Urban Warfare Tactician)
- Drive through a nearby sleeve, if available (remove two tiers from *outrun*)

- Storm out of an unassuming garage door or from behind the skyline
- Break or land and open its doors, unleashing a host of agents

GATEKEEPER CRUISER ★★★

Cruisers are fast vehicles – cars, speed boats, and helicopters – used by the Gatekeepers in patrols and pursuits of fast targets.

DECOMMISSION 3 / OUTRUN 4

- **Faster than Memory:** When the Cruiser enters the scene, give it *unnaturally-fast-2*.
- **Vehicle:** When the agents in the Cruiser disembark, create a new Danger for the agents (**PAC Veiler** or **Security Detail**) with size factor of 1. This happens automatically when *decommission* is maxed out, but Gatekeeper agents take *hurt-1* (*hurt-4* if it is a crashed helicopter).

- The agents fire Shrouding sidearms while driving (*gunshot-wound-3* and burn up to three Mythos tags -or- *flat-tire-3* and burn up to three Mythos tags)
- Ram with bullbar (*smashed-4*, but gives itself *damaged-1*)
- Block your escape (*blocked-3*)
- A passenger opens the trunk and pulls out a portable **Mist Beacon** (create Danger: Mist Beacon), a portable Graywash backpack sprayer (create Danger: Graywashing Barrier), or a shotgun (increase sidearm damage by 1 tier)
- The supervising agent joins the fray (create a new Danger: **Investigator**, **Liaison**, or **Urban Warfare Tactician**)

- Accelerate to catch up with a target in flight
- The agents roll down windows or open a hatch to start shooting

GRAYWASHER (VEHICLE) ★★★

Graywashers are liquid-carrying vehicles such as street cleaning trucks, small tankers, or crop dusting aircraft that deploy Shrouding substances, usually in jet or aerosol form (also known as "chemtrail"). They provide heavy-duty Graywashing support and help to keep breaches under wraps, suppress Conjurations, and clean up residual devastation caused by Rift powers.

DECOMMISSION 4

- **Mist-Shielded:** When the Graywasher takes a status of mythical nature, reduce its tier by 1.
- **Graywash, Graywash It All:** While the Graywasher is spraying an area, increase the effects of Shrouding moves by one when targeting Conjurations or any ongoing Mythos power detached from its Rift.

- Spray a jet into the air to form a wall of mist (Create a new Danger: **Graywashing Barrier** with a size factor of 2; it can be further increased with the move **Need More Power**).
- Cover an area with Shrouding substance (give the ambient Mist *thick-Mist-1* and *suppressed-Conjuring-2*)
- Wash away Conjurations and Mythos manifestations detached from their Rift (burn up to four relevant tags)
- Wash away residual magical side effects in the area (remove up to two tiers)
- Deploy its security detail (Create a new Danger: **Security Detail** with a size factor of 1).

- Pull up, raise its nozzles, and start spraying

SECURITY MEASURES

Gatekeeper security systems rely on Perching wards: intruder detection Mist tech that Anchors motes of a Percher's attention to objects. Security Perchers man the array of Perching wards daily from their back office in the Deep Mist, shredding their consciousness to a thousand tiny devices spread across town. Perching wards excel at detecting the lack of Mist, so they can detect Rifts with great accuracy (although very cheap Perching wards have known to turn up with false negatives, reading Awakening and even Touched individuals as Sleepers, as long as they do not activate their Mythos powers). Furthermore, since Perching provides absolute information on the essence of what it observes, Mythos powers of illusion and shapeshifting cannot fool it. Therefore, the difficulty of circumventing the *override* spectrum of a Gatekeeper security system lies first and foremost in obtaining the very ability to inflict any *override* statuses on it; the spectrum maximum determines how sensitive the system is.

However, being mere devices and not actual Perchers with complete attention, Perching wards have their limitations. First, like all Perching, they can only detect what exists in the Mist, reading into the body, feelings, and thoughts, but not the very soul of a subject, not her Mythos. Second, they may be thrown off by a being whose essence doesn't clearly fall into a single category. To counter this weakness, Perching wards raise the alarm in any case they fail to fully analyze an intruder.

When a Perching device raises a "soft alarm", it tugs on the consciousness of the Percher manning it. Unless the Percher is preoccupied, she can project her consciousness through the ward to get a complete picture of the situation. Advanced security grid planning combines Perchers focused on a specific location with Perchers whose consciousness is dispersed through devices across town, providing improved resistance to attempts to overload the system. When a Perching device detects a clear and immediate threat, it alerts the relevant units immediately. Command has access to all Perching wards in the City.

EXIT DOORS

Exit Doors are entry points to the Gatekeepers transportation system and to the strongholds of the Deep Mist. Therefore, they are treated as security weak spots and are heavily fortified. Due to the thick Mist around Exit Doors, it is difficult for most Rifts to even determine the nature of an Exit Door without attempting to use Mythos powers in its vicinity, which in turn triggers its wards. Exit Doors are often indistinguishable from thin places and Enclave entrances to all but the most experienced Rifts (and to all Sleepers). Exit Doors can be built into any opening and can be opened and used as mundane doors without activating their portal.

EXIT DOOR ★★

OVERRIDE 3 / DECOMMISSION 3

- **Anti-Curiosity Suite:** The vicinity of the Exit Door is under a blanket of *thick-Mist-1*. Anyone unauthorized approaching the area takes *nothing-to-see-here-4*. When an Exit Door is **Investigated**, first give it *just-a-door-4*. This status cannot exceed tier 4.
- **Intense Mist Field:** When the Exit Door takes a status of a legendary nature, reduce its tier by 3.
- **Perching Wards:** Unless *override* is maxed out, anyone unauthorized attempting to open the Exit Door triggers a soft alarm and anyone unauthorized tampering with the Exit Door or opening its portal triggers a hard alarm.
- **Soft Alarm:** Create Danger: Disembodied Intel Percher.
- **Hard Alarm:** Give the Exit Door *lockdown-5*, give all unauthorized personnel around it *oblivious-5*, and Create Danger: Gatekeeper SWAT with size factor 1 or greater (depending on threat), arriving from a different direction or in a vehicle.

- Trigger the soft alarm; if already triggered, trigger the hard alarm.

- While the PCs are working the Exit Door, someone passes them by on the street, making them nervous.

ENTRANCE LOBBY ★★★★

Entrance lobbies are Gatekeeper outposts in the City that defend a strategic or high-traffic Exit Door. They most commonly appear as the entrance hall of a government building, a pristine executive office lobby, but can also be made to look like a residential lobby or even a business, such as an ice-cream parlour. The Exit Door or Doors are located in the back: in the elevator doors, meeting rooms doors, down a corridor, or in the swinging door to the kitchen. The lobby is guarded by Security Detail or SWAT agents at all times.

ENTRANCE LOBBY ★★★★

OVERRIDE 4 / DEMOLISH 6

- **Anti-Curiosity Suite:** The vicinity of the Entrance Lobby is under a blanket of *thick-Mist-2*. Anyone unauthorized approaching the area takes *nothing-to-see-here-4*. When an Entrance Lobby is **Investigated**, first give it *just-a-lobby-4*. This status cannot exceed tier 4.
- **Welcoming Committee:** This Danger includes a Security Detail or Gatekeeper SWAT Danger with a size factor of 1 or greater (depending on threat). As a soft move they may trigger the soft or hard alarm.
- **Perching Wards:** Unless *override* is maxed out, anyone unauthorized walking into the Entrance Lobby triggers a soft alarm and anyone unauthorized tampering with the Entrance Lobby or opening its Exit Door portal triggers a hard alarm.
- **Soft Alarm:** The security team inspects the threat. In addition, create Danger: Disembodied Intel Percher.
- **Hard Alarm:** Give all Exit Doors in the Entrance Lobby *lockdown-5*, give all unauthorized personnel within it *oblivious-5*, and the security team attacks.

- Trigger the soft alarm; if already triggered, trigger the hard alarm.

- Look and behave like an ordinary lobby, but it's hard to establish who lives or works here
- The security team suspiciously scrutinizes visitors

MENDING CLINIC

While most field agents in the Department of Rift Prevention specialize in Shrouding, few master the Advanced Art of Mending enough to Mend a Rift shut on the spot. When the Gatekeepers of DPR apprehend a Rift, if she's still alive, they take her to a nearby outpost or section HQ that has a Mending Clinic to seal her permanently. The Rift is usually restrained and depowered at that stage; the Mender just comes in to stitch her up and make sure she never awakens again.

The quality of the Mending depends first and foremost on the Mender's skill, although a well-equipped clinic goes a long way. A good Mending job can hold for decades, especially if the subject remains sheltered from the legendary, and the stitched Rift becomes a Sleeper. A poor job (*stitched-4*) inhibits the vast majority of legendary powers but the subject may still retain vague memories; it can also come undone in minutes under intense legendary stress.

Mended Rifts carry a stitch: the Mist is stronger within them and around them than it would be for a normal Sleeper. This manifests as a subtle loss of animating force, a feeling of a lack of meaning, or restrictive rules and regulations.

MENDING CLINIC ★★★★

HURT THE STAFF 2 / COMPLETE THE PROCEDURE 3

- **Operations Table:** When a Rift is placed in the operations table, give her *restrained-4* and burn up to four of her Mythos tags.
- **Sealed Shut:** When *complete-the-procedure* maxes out, the patient Rift takes *sealed-5*. Reset *complete-the-procedure*.
- **Working Overtime:** A Rift that spent downtime at the clinic receives no benefit from the **Montage (Downtime)** move. At the end of downtime, she takes *sealed-5*.

- The clinic staff moves forward with the sealing procedure (gain *progress-1* on *complete-the-procedure*)
- The nurse administers a sedative (change a target's *restrained* status tag to *sedated* and increase its tier by 1)
- The clinic staff fights to protect themselves (*ouch-1* or burn one Mythos tag)

- The Mender continues to work as the patient's Mythos power crackles and surges around her

RIFT CONTAINMENT CELL

While the terminus point for every Rift detained by the Gatekeepers is sealing, oftentimes Rifts must be kept in their Rifthood for different reasons. A Rift may have vital information about other Rifts that is pending extraction by a Percher or an Investigator, information which could be erased by the Mist if the Rift is sealed and returns to a Sleeper state. Other times, the Rift's powers could be a subject for an R&D research or experiment or the Rift is held captive as leverage in negotiations. Some Rifts are so destructive or aggressive that all the Gatekeepers can do is to contain them until a suitable sealing solution is found.

Containment cells are more prevalent in the facilities and sections HQs of the Deep Mist than they are in the field, although a handful of outposts may keep them. They are portable chambers similar in size and appearance to a small prison cell. As long as a containment cell is adequately powered, most Mythos powers fail to work inside it. Some portable cells are equipped with a backup generator that keeps it running even when detached from a power source.

RIFT CONTAINMENT CELL ★★

BREAK OUT 6 / OVERLOAD 6

- **Containment Field:** While the Rift Containment Cell is powered and *overload* isn't maxed out, the space within it is kept under *thick-Mist-5*, dampening all Mythos powers within.
- **Armored Weaving Alloy:** When the Rift Containment Cell takes a physical status, reduce its tier by 4.
- **Rigged to Explode (+★):** When *break-out* is maxed out, everything inside the cell or in its immediate vicinity takes *atomized-6* (increase the tier beyond 6 if handling a high-level threat).

- Flood its interior or surrounding with a powerful sleeping gas or discharge a high-voltage current (*out-cold-5*)

INTEL CITYWIDE SURVEILLANCE GRID

To ensure no major breaches slip under the Gatekeepers' radar, entire floors of Perchers are dedicated to around-the-clock scans of the City, searching for active Rifts and surges of Mythos powers.

INTEL CITYWIDE SURVEILLANCE GRID ★★★

SIGNATURE 5 / DISPATCH 4

- **Scanning for Breaches:** When a PC makes a move deriving more than 3 Power from Mythos sources (tags and statuses), the Grid takes *signature-detected* with one tier for every point of Power above 3 (regardless of the outcome). When a Danger makes a Mythos-based move, the Grid takes *signature-detected* with one tier for every point of effect above 3 the Danger move created (regardless of the outcome). At the end of a scene, remove all statuses from *signature*.
- **Surge Detected:** When a PC **Stops. Holding. Back.** give the Grid *signature-spike-4* for a significant sacrifice, *signature-surge-5* for a no-return sacrifice, and *off-the-charts-6* for an ultimate sacrifice. Increase the tier by one if the player scored a miss.
- **Investigate the Breach (+★):** When *signature* hits tier 4, create a new Danger: Disembodied Intel Percher at the scene.
- **Dispatch All Units!:** Once *signature* is maxed out, the MC may give the Grid *on-my-way-1* on the *dispatch* spectrum as a soft move (after each player move). When *dispatch* is maxed out, create a new Gatekeeper Danger on par with the signature detected at the scene.

- Step on it! (take *on-my-way-1*; only when *signature* is maxed out)

SECRETS OF THE MIST

The gossamer veil of the Mist, that ever-so-ethereal magic spell, is keeping the citizens of the City from coming in contact with the great unknown that lies beyond, a force that is calling to them to be who they truly are. This Great Deceiver will rewrite reality itself – from a sudden urge to get tacos to an unexplained barrage of fortune or misfortune – in order to distract the City folk from what really matters: the existence of legends among them, within them.

The Mist has been described in a thousand ways – as the Devil, as the cloud of fog hiding Greek gods, the veil of Isis, the Jewish Ester, Indian Maya, the forgetfulness-inducing cloak of Manannan mac Lir in Irish myth, as the Gnostic Demiurge, and many more – and yet only a select few have truly awakened to its nature.

To live in the City is to be under the constant influence of the Mist. So vast is its power that no one can escape: not Sleepers, not Rifts, not even Gatekeepers. It never lets go, and even those who have managed to free themselves from its embrace might fall asleep again in an instant.

But why is it there? What purpose does it serve and for whom? And who are the mysterious Men and Women in Gray who work in its service? Whether you choose to reveal the truth about the Mist gradually, dramatically, or not at all, the presence of this ultimate hoax defines your game.

WHAT IS THE MIST?

Every *City of Mist* series could be played with a completely different answer to this question. Here are a few theories about the origin of the Mist that you can use as the "true" answer in your game. You can use these as they are, or combine a number of them to create your own unique answer.

Each theory is followed by suggestions for adjustments, ways to take the basic story down different paths, giving you ideas on how to customize the theory for your own game.

SAME OUTSIDE, DIFFERENT INSIDE

The origin of the Mist in your series is not immediately visible to the PCs and the players, not even to PCs who have encountered Gatekeepers. On the surface level, the Mist behaves the same as described in the *Player's Guide* and the *MC Toolkit* books and the Gatekeepers appear as the same shady, hard-to-place government agents. However, deciding on what the Mist truly is can inform your portrayal of the Gatekeepers later in the game, when the PCs start investigating this organization's true nature.

BABYLON

In the biblical story of the Tower of Babel, mankind united to wage war against heaven, rebelling against its dominion over them in the hopes of averting a second flood. In the Jewish Talmud, the desire to worship pagan gods was expelled from the world by the prayers of rabbis, bursting out of the Temple as a burning lion. However, along with this desire, humanity has lost the power of prophecy and many other spiritual abilities which were once Man's birthright. Later, the Rastafarian faith coined 'Babylon' as a term for oppressive government regimes but also as a spiritual state of confusion and following false beliefs.

This theory stipulates that the Mist is a construct of mankind, created by humanity when it was at its most powerful and dared to shake off the tyranny of the gods. The mystical veil the people constructed now prevents the power of the Mythoi from reaching the City, ensuring the safety of mankind but snuffing out magic and wonder from their lives. The Gatekeepers are the descendents and followers of those original builders of the Mist (or perhaps they are those builders themselves), sworn to maintain the barrier which allows humanity to remain free of spiritual influence.

Suggestions:

- Gatekeeper factions are different "houses" in the ancient organization, who subscribe to different approaches to their role as the maintainers of the status quo.

- The Gatekeepers' base and main source of power, from which all Mist is created, is the Tower itself, hidden underground or in an old, strange part of the city.

CLOAK OF THE DEVOURERS

The human psyche is rich with powerful memories, deep experiences, and a lifetime of impressions. The human mind has an immense computational capacity while the soul is a mystery of untold mystical power. Someone, or some*thing*, might want to harvest all of this delectable energy, and under this theory, it's the Gatekeepers. The Men and Women in Gray are not men and women at all: they are monsters, whether in body or in mind, who feed on human minds. They may be a brotherhood of serial killers or entities from another dimension; either way, their goal is to consume as many human minds as they can, and the richer their memories are, the better. For this purpose they have constructed the Mist, through witchcraft or interdimensional mojo, and used it to turn the City into a massive pen for humans, who go about their daily lives unaware that they are destined to be devoured. People go missing all the time, but no one ever remembers them.

Suggestions:

- Different Gatekeeper factions represent different approaches to maintaining the human herd under control: some strong-armed, others soft-handed; some direct, others manipulative.

- Alternatively, various Gatekeeper factions or units can be different types of devourers with different origins. Perhaps even their method of creating Mist is different, which means that defeating each of them requires a completely new approach.

- The Gatekeepers are inherently alien to the human psyche, and therefore, to the Mythoi. Mythical powers may work differently on them, or may not work at all.

- Low-ranking and even mid-level Gatekeeper agents may be humans unwittingly working for the monster under some pretence (perhaps one of the other theories).

THE DEMIURGE

In the Gnostic traditions, the Demiurge is a force responsible for fashioning the material world from ideas, having been created for this purpose by an almighty creator. However, many later traditions equate the Demiurge with the Devil in that it is using the material world it built to distract and tempt the souls of mankind to prevent them from returning to the spiritual realm or from being in contact with their spiritual origin.

According to this theory, the Mist is the Demiurge, a force originally made to create a material world but which has since transformed into a counterforce for those who seek their essential nature. The Mythoi represent aspects of this essential nature, ideas elevated from mere form, and Rifts are simply Mythoi who have forgotten who they are, tempted by the material world. The Gatekeepers are the followers of the Demiurge, a dark or misguided cult bent on keeping the physical place of existence without spiritual intervention and the Mythoi asleep.

Suggestions:

- Gatekeeper units specialize in one of two aspects of the Mist: materialization, the creation and maintaining of the physical world, and temptation, creating material desires to anchor the people of the City in this world. Units working for the first type are numerous and not yet fully under the sway of the Demiurge; tempters, however, know exactly what they are doing, and despite their small numbers, their power is great.

- Because the Mist is very much a sentient force – the Demiurge itself – its attention can be diverted, it can become distracted, and perhaps even reasoned with (considering its unusual and eternal mind).

MODERN TECH

The Mist is man-made, but it is not the ancients who built it – it's us! Whether a government agency or a corrupt conglomerate, people have mastered the mystical arts or advanced sciences and created a field of forgetfulness and reality-bending (maybe even extraterrestrials are involved). Whoever controls this technology has decided to create an isolated area to test it, subjecting millions of people in the City to brainwashing. The Mythoi may be the subject of the study or they may be an unexpected side-effect born out of the collective consciousness overloaded with the repressed psychic energy of millions of minds.

In another variation of the same theory, the City and the Mist around it are used as a prison of the mind for Rifts from all over the world, keeping them occupied with one another while the rest of humanity happily exists without dragons and demigods. The Gatekeepers are simply government or corporate agents trying to do their job.

Suggestions:

- Gatekeeper factions are different divisions within the government or corporate authority in power, each with its own agenda and approach to the residents of the City, occasionally coming at odds.

- Gatekeeper tech can be science-based rather than mystical, but that doesn't mean anyone can use it – it may require several years of study to operate correctly, or at all.

VOICE OF SANITY

According to this delusional theory, the Mist isn't distorting reality at all; in fact, what Sleepers see is what is real, while everything Rifts claim to see is just a figment of their imagination. The lead characters aren't "Rifts" – they're completely ordinary, albeit rather disturbed, human beings, and they're in therapy. The Gatekeepers are the mental health teams dedicated to the embetterment of the protagonists: doctors, psychiatrists, psychologies, nurses, and other personnel needed to support the process, or alternatively, the voice of sanity in the lead character's own psyches trying to fight the delusion of the Mythoi.

The City could be a physical City built for the purpose of the therapeutic process, a la *The Truman Show*. Or perhaps the lead characters run around in a real, regular City, which is overlaid with their hallucinations (a la *Suckerpunch*). Maybe they are even lying on a couch, hypnotized and dreaming the whole thing up. Be warned – the "this-was-all-a-dream" routine is quite trite and can devalue the experiences of the lead characters; if you choose to go with this variation, make sure your group is up for a comic finale or find a way to make the transformation undergone by the crew members, as well as their achievements, still meaningful outside the City.

Suggestions:

- Gatekeeper factions are different schools and approaches to therapy, from those placing patient well-being first, through long-play psychoanalysts, to advocates of aggressive electric shock therapy and lobotomy.

- Gatekeepers occasionally try to make the lead characters *remember*, rather than forget. They only *appear* to be fooling everybody and erasing memories because the PCs psyches are making up things that never happened. It's actually the PCs' minds that make them forget the true, mundane reality.

THE UNKNOWABLE

The Mist is the source of mystery in the universe. It is, by definition, unknowable and any attempt to define or conceptualize it ends up incomplete or false. The Mythoi are stories created by mankind over eons, as they tried to explain the Mist. The best of these stories became popular and perpetuated, attaining the power of a Mythos, and now seek to answer the mystery of creation (through their Avatars and their Endgames). The Gatekeepers are a secret order dedicated either to the preservation of mystery, fighting to prevent any one Mythos from enforcing its rules on creation, or to protecting mankind from a truth they cannot digest or accept – that there is no truth.

Suggestions:

- Behind the veneer of a government agency, the Gatekeepers are a mystery cult. The deeper one ventures the more their cultish symbolism appears: strange rituals, obscure sigils, and unintelligible chanting.

- High-clearance Gatekeepers can utilize strange, illogical powers, at the cost of their own sanity or individuality. One may be able to exist in several places at the same time, another could become a thought, a third is able to completely become someone they are not, yet remain themselves. To access these abilities they must lose something essential in themselves and surrender to the unknown, until they're barely human anymore – which is why most are loath to do it, until there's no other choice.

FURTHER MIST THEORY CONSIDERATIONS

LANGUAGE

If you wish to add an element of strangeness to your variation of the Gatekeepers, have them use their own language. This is particularly relevant if the Gatekeepers are some form of an ancient cult or an order which retained the language of the first Gatekeepers (as in the Demiurge theory), or if they are aliens or interdimensional entities (as in the Cloak of the Devourers or the Modern Tech theories).

LEADERSHIP

You may need to alter the makeup of the top levels of Gatekeeper leadership to fit your Mist origin. For example, if you are playing in a Voice of Sanity Mist setting, the Gatekeeper Council can work as the top-tier team of psychiatrists who are handling the crew; if you are playing with The Demiurge or The Unknownable, perhaps the council is the same ancient center of power that has led the cult or order for millenia; in a Cloak of the Devourers setting they could be the monsters themselves, etc. If the crew ever interacts with these top-level Gatekeeper institutes, this is where they will reveal their true nature.

MULTIPLE MIST THEORIES

The Gatekeepers do their job by lying to an entire City, so who's to say they're not lying to each other? If you'd like to create a more complex "ultimate answer" to the Mist question, you can assume Gatekeeper Agents at different Clearance Levels are told different versions of the truth, or even complete lies, about the nature of the Mist and the work of their organization. This layered structure can reinforce feelings of mystery and confusion that the crew is already experiencing, which supports the themes of the Gatekeepers. It also allows you to combine more than one of the Mist theories given here.

Arrange your theories in multiple layers like an investigation or story arc Iceberg. Only one of the theories is true and final and it is known only to the most high-ranking Gatekeepers, such as the Gatekeeper Council members or even the Head Gatekeeper alone. The other theories are used to keep mid- and low-ranking Gatekeeper officers in the dark (field agents know very little, anyway). As the crew progresses through the organization they discover shocking truths, only to eventually realize they have been misled all along and that the truth is much more shocking than they could have ever imagined.

THE MYSTERY OF THE MIST IN YOUR GAME

The mystery of the Mist is the axis around which *City of Mist* revolves. From the very first session you played, the Mist has been in the background, working its insidious juju on Sleepers and Rifts alike. It's a force that remains forever in the shadows and looms over the entire series, whether or not its agents, the Gatekeepers, take an active part in the crew's chronicles.

Delving deeper into the secrets of the Gatekeepers and the Mist could give your game an entire new dimension to explore and build up toward a grand finale. It can be done in many different ways, each with its own implications on your series. Here are a few things to consider.

The Mist is the ultimate mystery. Mystery is obviously a big element in *City of Mist* and the detective genre. When your crew starts pulling back the shroud and see what is really going on with the Mist and the Gatekeepers, you will be tapping into your final and most dramatic source of mystery. Once this mystery is solved, there will be hardly anything in the series that could match it; therefore, consider ending the series with this revelation and possibly the resolution of any conflict the crew may have with the Gatekeepers. This could be a great finale for your *City of Mist* game.

Exposing the truth about the Mist might force you to completely change the game's genre. When the crew finds out the true nature of the Gatekeepers and the Mist, they will cease to be mysterious. They may

still pose a major threat and provide ample opportunities for conflict and investigation, but they will be a known threat: an interdimensional policing force, a government agency, or figments of the crew's imagination. If you were playing heavily on noir, detective, or conspiracy themes, this could have a major effect on the tone of your series, and even turn it into a different type of game for your group.

Sometimes it's better to end a series with some open questions or with no answers at all. Some mysteries have the most impact when they remain a mystery, even at the end of the series. Depending on the tone of your series, you can decide that the crew never really finds out what the Mist is and who the Gatekeepers are, or that there is some ambiguity about their purpose, their morality, whether the status quo is maintained or broken, etc. Get inspiration from works of fiction and movies that leave you with questions rather than answers and consider the effect they had on you.

Even if you (the MC) do not plan to reveal everything, you should have one or two possible answers in mind. Whatever the crew may reveal or miss, a good understanding of what the Mist and the Gatekeepers truly are helps you create a more consistent experience for your players. You can still play into the crew's different theories, presenting evidence that may support or refute them, but having a solid explanation to why things are the way they are makes for better showrunning.

Stay in touch with the lead characters' lives. In the end, what matters in your series is what happens to the lead characters on the streets of the City. How are their lives going to be affected by the revelation of the truths behind the Mist? Will everything change? Will it continue as if nothing happened? What hard choices will they have to make? And once they choose, what will it cost to have things their way? These are the important questions of your series and of the noir genre. Introducing too much explicit metaphysics can come at the cost of missing the mood of the gritty, down-to-earth noir mystery; use Mist theories in a way that enhances the effect you want to achieve (see the narration guidelines in the *MC Toolkit* book, pages 78-81).

AT THE EDGE OF TOWN

The answer to what happens at the edge of the City varies greatly depending on the origin of the Mist in your series. At least in appearances, people constantly enter and exit the City: tourists visit and leave, ships and airplanes carry goods in and out, Sleepers go on business trips and come back later, or are never seen again, without anyone realizing.

Still, the focus of attention of most people in the City, and especially the PCs, gravitates to the City itself and never wanders outside. Presumably, the news omits or sidelines reports from the outside world (whether it exists or not). This effect could be a cinematic device or it could be an in-game effect of the Mist, trying to pull the citizens of the City away from whatever is beyond it.

If the City is a figment or a dream, the coming and going of people and goods, as well as any news of the outside world, are simply illusions – just like everything else.

If the City is a pocket reality, it raises the question of what happens to NPCs – or PCs – who leave town. What lies beyond the City? If it's infinite Mist, and the City is just a weak spot in its fabric, then leaving the City means forgetting the legendary forever. If it is the metaphysical plane of existence of the Mythoi (see the Age of Wonder, page 102), then leaving the City is synonymous with awakening, perhaps even transcending one's physical existence. Is this what truly happens to all those who leave the City? Or are those who come and go mere illusions (perhaps even Conjurations) created by the Mist to control the real population?

If the City is a part of a broader physical reality, or world, then how does this world relate to the City? Is the City just an experiment enclosed within the real world? Is it tucked away so that no one can find it (until someone does) or does the world treat it as a peculiar but ultimately normal City thanks to the Mist? Is the world itself an experiment just like the City, on a larger scale?

WONDER FOR AUTONOMY: A HISTORY OF A MORALLY-GRAY TRADE

In the published *City of Mist* universe, the canonical Mist combines the **Babylon** and **Demiurge** theories. The universe is a cosmic canvas for stories and the Mythoi are the stories born in it. The role of humanity is to take part in the stories of the Mythoi, to experience them, to witness them, to live them – to be the Mythoi incarnate. Every person is a physical embodiment of a Mythos. Or at least, that's how it is in potential.

The Mist is the product of humanity's desire for freedom from their Mythos-dictated destinies – but because they *are* the Mythoi themselves, this freedom can never be fully realized, and it also must come at the cost of ignoring an essential part of one's self. Rebelling against their own mythic nature, humans closed themselves off from the influence of the Mythoi, trading magic and wonder for an illusion of choice by creating a pocket-dimension for themselves: the City. Not only does the Mist make the citizens of the City oblivious to their true nature but it also sustains the very fabric of reality in the City, the foundation of its physical existence. Without it, all would revert to the cosmic equivalent of a storybook illustration.

To ensure the illusion of choice and free humanity from the "tyranny" of the Mythoi, the Gatekeepers must deny everyone in the City the knowledge of what they truly are – ironically preventing them from being able to make the greatest choice of their lives.

But keeping the truth at bay, keeping people blind to what they really are, is proving harder and harder. The truth is always waiting at the edge of memory, fraying the Mist. And so, the Gatekeepers are beginning to suspect they are fighting a losing battle.

NO BEGINNING

Before the Mist and outside the Mist, there exists the same thing: an infinite field of vast potential, in which everything that can be comes to be. This endless potential births abstract ideas and forces; these forces interact and refract into other, smaller forces, their de-scendants. This chain of events continues and becomes more and more specific. The force of "new" interacts with "knowledge" and other forces to birth the force of "innovation"; "innovation" interacts with "symbolism" and "fire" to create "fire as a symbol of innovation"; this new force interacts with "thief" and "hero" and "gods" to create something that can be identified as a Mythos: "the hero who steals fire from the gods". This one, marrying with other forces, refracts into "Prometheus" and "Mātariśvan" and "Maui", separate and more specific Mythoi.

Something – whether entropy, the principle of movement, the life of the infinite field itself, or perhaps some obscure being's need for entertainment – something draws these forces, the Mythoi, to continue and interact, telling their stories in ever-growing levels of complexity and detail, like some great cosmic kaleidoscope. They do so in the Age of Wonder.

THE AGE OF WONDER

The Age of Wonder is not a historical time, but a layer of existence where Mythoi are specific and complex enough to be considered stories. In the Age of Wonder, Mythoi continuously interact and refract to craft their stories into existence. It contains the forces of "space and time", "the material world", and "humanity", forces that allow Mythoi to form extremely specific, complex, and textured beings with which to tell their story – Humans, the Mythoi's primordial physical forms (or, some would say, finger puppets). This metaphysical space is the canvas where Mythoi tell their stories, a canvas which most closely resembles a storybook or a dream.

Two of the component forces of "humanity" are "a potential for consciousness" and "death". These are both necessary and inherent to the role humans play as the manifestation of the Mythoi because without them humans could not embody forces like "choice", "change", or "sacrifice" so essential in the make-up of so many Mythoi stories.

And so in the Age of Wonder, thanks to their "consciousness", humans sometimes awaken to the fact that they are a part of something greater than themselves, that they are connected to a much greater being. In the absence of other forces, this evolves into an innate wish to fulfill their role as they were made. Everywhere in the Age of Wonder, human beings who become conscious take part in the telling of their Mythoi's story. An awakened story is no longer simply there, hanging in metaphysical space; instead, someone is reading it, experiencing it, living it. Some might say this is the true purpose of humanity: to witness the stories they themselves tell.

All across the Age of Wonder, knights save princesses from dragons and princesses save dragons from knights; evil magicians cast wicked spells and curses, to be broken by true love or a golden flower; heroes scale mountains or face their greatest fears; and everyone lives happily ever after or dies the most gruesome of deaths.

But since "Hubris" is also a force in the Age of Wonder, there is one place where it interacts with human consciousness to form a most peculiar phenomenon.

TOWER OF BABEL

As some humans in the Age of Wonder become aware that they are merely a part of something greater, it offends their "pride". They realize that all of their suffering, fighting monsters and enduring hardship, comes from their "greater selves" or "souls" or "gods", the Mythoi, which they now secretly begin to loathe. A schism takes place inside them: one part wants to fulfill its destiny, the other wants to be free of it. They begin to hate being guided, instead wishing to be able to choose, to write their own stories for themselves.

To do so, they must be independent of the Mythoi, but that simply can't happen; humans cannot be independent from their greater metaphysical selves, the Mythoi, no more than a finger can be independent of the body. They try, but all their stories of fighting their destiny end with failure; even in the stories in which they succeed, it is only because another Mythoi intervened on their behalf.

The wisest among mankind devise a plan. If independence is unattainable, they say, let us strive for autonomy. And to do so they enlist (and at the same time manifest) one of the greatest Mythoi in the Age of Wonder: the Mythos of Babylon.

The plan is simple, but ingenious. Babylon will interact with all the Mythoi attempting to affect humanity, refracting and mixing their influences so humanity will receive only a fraction of each. Instead of direct beams of colored light, each with its own story and drama, Babylon's filter will now only let through a muddled gray mixture of ambient light, protecting mankind from the direct influence of the Mythoi without cutting them off completely, granting some autonomy. The wise women and men complete their arcane pact with Babylon and become its manifestations, the original Gatekeepers. They offer shelter from the Mythoi to a great host of other humans, who willingly enter the swirling noise. The veil of the Mist is born, and in its midst, they build a City.

LIVING IN OBLIVION

Within the Mist, things were colorless, flavorless, devoid of meaning, but humanity was free of the rule of fate: no one had to be killed by monsters or slave over a volcanic stove for millennia. Death and hard work were still integral to the human experience, as were all the other things inherent in mankind, but they were muffled by the Mist, somehow less intense and more banal. This new reality was very specific and limited; there were things you could do and things you couldn't, natural and social laws that restricted one's freedoms. As the Mist grew stronger over time, heroes and monsters diminished and the ordinary became the everyday.

The Mythoi, who were once as glorious suns, seemed as faraway as distant stars. Mankind was losing its connection to its very origin, to itself. Before, people naturally felt connected to the greater body of Mythoi and the endless potential from which they were born; now, they were free agents in a vast emptiness, no longer sensing the cradle of their being. Beset by loneliness, angst, and a lack of context for their existence, they sought to fill the void in many different ways. Some, more corrupt than others, pretended to speak in the name of the Mythoi and offered false meaning in order to gain power over their peers. Humanity was drowning deeper and deeper in a pool of its own vice.

The wise, who once initiated this process to secure humanity's freedom, watched with sorrow. They assembled in their sacred halls and discussed the situation, but eventually decided against any change. Mankind's freedom, their right to choose their own destiny, even in such a constrained existence, was more important than the spiritual side-effects, grave as they may be. A small group of dissidents, however, would not abide by the decision, but the council of the wise soon had more pressing issues to address.

AWAKENING & DEEPER SLUMBER

Scattered reports of people possessing miraculous powers started cropping up across the City. What was happening? The more the council of the wise studied these reports, the more it was becoming evident: the Mist was tearing. Whether it was the work of the dissident group or some natural degradation, the great work of Babylon wasn't holding up. Humanity's longing to bond with its source was tearing rifts in the Mist. Like rays of light through the clouds, direct Mythoi influence managed to infiltrate into people, who were now working miracles on the streets of their City, breaking the laws of their controlled reality. These events overwhelmed the citizens with wonder and horror, shocking them back into remembering what they were. Wherever a major rift formed in the fabric of the Mist, numerous smaller rifts opened nearby, through people, animals, and objects. The council of the wise was alarmed and sanctioned all of its followers to find a way to stop this deterioration.

Ironically, the answer came from the awakened. Only they, who had once again become living Avatars of the pure force of the Mythoi, could understand Babylon, the Mist and its workings. While some of the awakened desired to bring about the Mist's total collapse, others understood the intent of the wise council. They valued the ability given to them to choose whether to follow their Mythoi or not and they chose to turn their back to it, re-sealing themselves and using their abilities and understanding to develop a way to repair the Mist. They were the first Shrouders, Weavers, and Menders, the first generation of the Gatekeepers as they are today.

The Gatekeepers repaired the Mist and sealed the rifts in it. They then continued to elaborate on Babylon's great work by adding an element that would increase its strength, a second layer of obfuscation, one that would erase all memory of legendary powers from individuals who witnessed them. This would help prevent the outbreak of secondary rifts surrounding a major rift event. With this, the war of Mist and Mythos began in earnest, with the Gatekeepers mending what rifts they found and subjecting the population to an endless spell of forgetfulness, denying them the possibility of remembering what they truly are.

Now irreparably oblivious to their true nature, the unaware residents of the City fell even deeper into their waking sleep, their connection to the Mythoi and to the Age of Wonder nothing but a long-forgotten dream. Within the confines of the laws of their reality, they built up their City and their civilization, oblivious to the infinite possibilities they carried within them.

Becoming more and more lost and empty, they turned to power, vanity, religion, wanton use of technology, and countless other ways of self-gratification to fill the void of their existence. Sometimes, for a short while, they were able to find a mote of meaning in their existence; but it was soon washed over by the Mist, for fear it would awaken them. Nothing around them was connected to its true, mythic source – most of all, they themselves. The truth became a lie; the deeper the Mist, the more they felt safe in their illusory "reality". Their everyday became muddled and ashen, and they were lost in an urban labyrinth of falsehoods. The City has become the City of Mist.

THIS IS THE CITY

This is the City as it is today. Humanity's true nature is all but forgotten, remembered only in the most esoteric sources of knowledge, texts no one reads and manic street preachers no one listens to. Sleepers continue to live their lives, holding on to ever rarer wisps of meaning, not knowing their place in the universe, unaware of the legends that burn inside them. As new Rifts awaken, they immediately become embroiled in the struggle for freedom in face of the Gatekeepers' wish to maintain the status quo at all costs.

WHAT LIES BEYOND

No one ever leaves the City anymore. Generations of human beings are born and die in the spiritual prison they built to set themselves apart from their essence, their story, their destiny. The Mist creates an illusion of a greater world outside, of coming and going; this context is necessary in order to keep the human population in the dark regarding the Mythoi. There are still humans outside the Mist, those who never joined the City, but few of them can penetrate the barrier of Babylon; if they do, they must abide by the laws of the Mist and the City and risk falling asleep.

Those who are not awakened cannot leave the Mist. They may drive outside of the City only to find themselves driving back in again with a vague false memory of their trip and a strong urge to return to the City and take care of some business there. But those who have awakened, if they can slip past the guardians of the Mist, may venture beyond it, out to where the sun of the Mythoi burns bright, back into the dreamscape of the Age of Wonder. If they don't cower at what they see, if they accept what they really are, they will be reunited with their original nature. Then they experience a dawning, a new understanding of their destiny, a resounding clarity of what they must do: explore the expanses of this brave new world as their true selves or return to the City and free their brothers and sisters.

A PLACE FAR AWAY

Beyond the Age of Wonder, there still remains the empty field of potential that births all stories, that creates existence itself. Can one return to the place where they originated? Can human beings, as the Mythoi's incarnations, as floating motes of consciousness, come in contact with this great silence once more?

If it's still there, it is a place where everything is possible, where all contradiction ends: is and is not, the storyteller and the reader, Mythos and Mist – they are one. When consciousness returns there, after its long journey in the Mist, it truly returns home.

WHAT'S NEXT?

If you'd like to explore more *City of Mist* content, check out these products:

SHADOWS & SHOWDOWNS

Expand the City setting even more: An expansion for City of Mist which enhances the core rules and reveals much about the City, the Mist, and the powers at play, malevolent and sinister, behind both.

AMNESIA TOWN

Involve your players in a case that plays like a government cover-up: In the tranquil suburb of Happyville a Rift capable of turning nightmares into reality has caused enough chaos to galvanize the Gatekeepers to intervene. The first City of Mist case tailored to be playable for a crew of Rifts or Gatekeepers.

NIGHTS OF PAYNE TOWN

Pick up more ready-to-play cases: Check out *Nights of Payne Tow*n, a sourcebook containing 10 cases that can be played independently or as a continuous story arc, exposing the nefarious forces behind the violence, greed, and hatred in the City.

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