

# DECLAN L'ESTRANGE

MYTHOS 1 LOGOS 3

## HOW TO PLAY

- When you take action as your character:
- DESCRIBE YOUR ACTION**
- CHOOSE A MOVE** that matches the action you are taking.
 

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

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

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

<b>6 OR LESS &gt;MISS</b> THE MC MAKES A MOVE	<b>7 TO 9 &gt;HIT</b> SUCCESS, WITH COMPLICATIONS	<b>10 OR MORE &gt;HIT</b> GREAT SUCCESS!
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Look at the move description for the exact outcome.

**IMPROVEMENT** When you mark three Attention on a theme, reset its Attention to zero and choose one improvement for that theme:

CHOOSE A NEW POWER TAG OR  UNLOCK THE THEME IMPROVEMENT

### TAG COMBOS

- GLUE SOMEONE TO THE WALL**  
Go Toe to Toe or Hit With All You've Got a good shot + adhesive foam ammo + gunslinging stunts **POWER 3**
- GET A LEAD ON ILLEGAL DEALINGS**  
Investigate premonitions + smuggling + business connections **POWER 3**
- SENSE DANGER BEFORE IT HITS**  
Face Danger subconscious reaction speed + premonitions **POWER 2**
- DREAM SOMETHING INTO EXISTENCE**  
Change the Game mysterious reality bending **POWER 1**

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

**Adaptation** ⚡

## LIVING IN A DREAM

ATTENTION FADE

Mystery: "WHO IS GUIDING THE DREAM?"

The world around Declan changes like a dream: he can open a door at home and find himself in a marketplace or suddenly become invisible without warning.

**POWER TAGS**

- Mysterious reality bending
- Subconscious reaction speed
- Premonitions

**NEW POWER TAG OPTIONS**

- Astral projection
- Mold physical objects
- Enter someone else's dreams

**WEAKNESS TAGS**

No conscious control of dreams

**Occupation** ⚙️

## DUBIOUS ANTIQUES DEALER

ATTENTION CRACK

Identity: "THE ANCIENTS KNEW SOMETHING, AND I'M GOING TO FIND OUT WHAT."

Declan searches after ancient artifacts or texts that will explain the mysterious force that guides him. To do so, he has set up a thriving antiques dealership.

**POWER TAGS**

- Archaeologist
- Smuggling
- Business connections

**NEW POWER TAG OPTIONS**

- History
- Hagglor
- Disabling security systems

**WEAKNESS TAGS**

Black market heat

**Training** ⚔️

## GUN SLINGER

ATTENTION CRACK

Identity: "I CAN'T LET DANGER DAUNT ME ON MY SEARCH FOR THE TRUTH."

Declan's line of work has put him in some sticky situations before, so he always packs a pistol or two, with custom ammo created by a talented associate.

**POWER TAGS**

- A good shot
- Adhesive foam ammo
- Gunslinging stunts

**NEW POWER TAG OPTIONS**

- Explosive ammo
- Cable-gun extension
- Tactical coordination

**WEAKNESS TAGS**

Weapon jam

**Personality** 🧠

## BEEN AROUND

ATTENTION CRACK

Identity: "IN THE END, I CAN ONLY RELY ON MYSELF"

Declan has learned to survive in a world of betrayal and danger. He needs others but he keeps a close look on those few he works with.

**POWER TAGS**

- Rugged
- Authoritative
- Good judge of character

**NEW POWER TAG OPTIONS**

- Light sleeper
- Leadership
- Common sense

**WEAKNESS TAGS**

Distrustful