



# EXCALIBUR

⚡ MYTHOS • 1    🌀 LOGOS • 3

## HOW TO PLAY

When you take action as your character:

- 1 DESCRIBE YOUR ACTION
- 2 CHOOSE A MOVE that matches the action you are taking.

**CHANGE THE GAME**  
Give an advantage or remove disadvantage

**FACE DANGER**  
Avoid harm or resist a malign influence

**HIT WITH ALL YOU'VE GOT**  
Hurt someone in the worst way you can

**SNEAK AROUND**  
Act discretely or deceptively

**CONVINCE**  
Get someone to do something they wouldn't

**GO TOE TO TOE**  
Fight someone for control over something

**INVESTIGATE**  
Get answers or gain useful information

**TAKE THE RISK**  
Perform a feat of daring

- 3 CHOOSE TAGS relevant to your action:

EACH POWER TAG = **+1 POWER**

EACH WEAKNESS TAG = **-1 POWER**

**+1 ATTENTION**

EACH STORY TAG = **+1/-1 POWER**

- 4 APPLY STATUSES

HIGHEST HELPFUL STATUS → ADD TIER TO POWER

HIGHEST IMPEDING STATUS → SUBTRACT TIER FROM POWER

- 5 ROLL +POWER Roll two City of Mist (or six-sided) dice and add your Power. If your total score is:

**6 OR LESS >MISS**  
THE MC MAKES A MOVE

**7 TO 9 >HIT**  
SUCCESS, WITH COMPLICATIONS

**10 OR MORE >HIT**  
GREAT SUCCESS!

Look at the move description for the exact outcome.

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

- CHOOSE A NEW POWER TAG OR  UNLOCK THE THEME IMPROVEMENT

### TAG COMBOS

**MAKE A DAZZLING PARTY ENTRANCE**  
Hit With All You've Got  
family 'friends' in high places + glamorous  
**POWER 2**

**EXPOSE FISHY BUSINESS**  
Investigate  
certified accountant + contacts in every neighborhood + bullshit detector  
**POWER 3**

**CUT A DEAL**  
Convince  
seasoned negotiator + cushy bank account + family 'friends' in high places  
**POWER 3**

**SHAPE A WEAPON AND ATTACK**  
Go Toe to Toe or Hit With All You've Got  
transform into any weapon  
**POWER 1**

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

Relic ⚡

## THE ULTIMATE WEAPON

ATTENTION FADE

Mystery: "DOES JUSTICE CALL FOR VIOLENCE?"

While searching for old documents in her family's mansion, Excalibur uncovered an elaborate silver bracelet that could transform into any weapon she imagined.

**POWER TAGS\***  
\*These tags refer to the bracelet, not Excalibur herself.

- Can transform into any weapon
- Inconspicuous in bracelet form
- Indestructible

**NEW POWER TAG OPTIONS**

- Destructive
- Bigger explosions
- Transform into armor

**WEAKNESS TAGS**  
Very conspicuous in weapon form

Mission 🌀

## ACTIVIST FOR SOCIAL CHANGE

ATTENTION CRACK

Identity: "I CANNOT TOLERATE INJUSTICE"

Excalibur heads a charitable foundation, working to bring better opportunities to the downtrodden populations of the City. She often goes out in disguise to witness life on the street in person.

**POWER TAGS**

- Seasoned negotiator
- Contacts in every neighborhood
- Disguise

**NEW POWER TAG OPTIONS**

- Street cred
- Ring of operatives
- Widely supported public figure

**WEAKNESS TAGS**  
Unreliable allies

Defining Relationship 🌀

## WEALTHY AND DYSFUNCTIONAL FAMILY

ATTENTION CRACK

Identity: "WITHOUT MY FAMILY, I HAVE NO POWER"

Excalibur comes from old money. She is a member of one of the City's oldest and most renowned families, whose wealth is only matched by its internal drama and strife.

**POWER TAGS**

- Cushy bank account
- Family 'friends' in high places
- Certified accountant

**NEW POWER TAG OPTIONS**

- Business acumen
- Access to family assets
- Wealthier than ever before

**WEAKNESS TAGS**  
"The old wo/man will find out..."

Personality 🌀

## RICH OLD DAME

ATTENTION CRACK

Identity: "NEVER SHOW WEAKNESS."

Excalibur isn't a spring chicken anymore and she prefers it this way. Life has taught her a lesson or two about how to stay ahead of the game.

**POWER TAGS**

- Tough as a nail
- Bullshit detector
- Glamorous

**NEW POWER TAG OPTIONS**

- Determined
- Seductive
- Emotionally impervious

**WEAKNESS TAGS**  
Sore joints