CITY of MIST

SCARLET

⚡ **MYTHOS·2**   ∞ **LOGOS·2**

HOW TO PLAY

TAKING ACTIONS

1. Imagine what your character is doing.

2. Choose a move. Moves determine the outcome of your character's actions. Choose the move you want to use or ask the MC which move to use for this action. When you use your abilities:
- to seek answers to burning questions or gain information, you **Investigate**.
- to talk, threaten, or seduce someone into doing something, you **Convince**.
- to avoid a hit, endure harm, or resist an influence, you **Face Danger**.
- to take a clear shot at someone at full power, you **Hit With All You've Got**.
- to overcome someone or something in a struggle for control, you **Go Toe to Toe**.
- to give you or your allies an advantage, you **Change the Game**.
- to do something discreetly or deceptively, you **Sneak Around**.
- to perform a feat of daring, you **Take a Risk**.

3. Count tags. Tags improve or impede your action. Count the power tags which **directly support** your action. Subtract weakness tags which **directly interfere** with your action (the MC can also name them). The result is your **POWER**.

(I) For every weakness tag you use in a move, mark Attention on the theme under which it is listed. This helps you improve!

4. Apply statuses. Statuses represent conditions currently affecting your character, each with a tag and a tier. They are listed on Status Spectrum cards. If you have any statuses that directly supports your action, add the highest tier among those to your Power. If you have any statuses that interfere with your action, subtract the highest tier among those from your Power.

5. Roll two six-sided dice (2d6) and add your Power. If the result is:
- 10 or more (10+) (Hit) · **It's a great success!**
- 7-9 (Hit) · **You succeed, but with complications.**
- 6 or less (Miss) · **You fail and the MC makes a move.**

Use the Moves Sheet to determine the specific outcome.

IMPROVEMENTS

When you mark three Attention on a theme, reset it to zero and choose one improvement for that theme:
- Choose a new power tag
- Remove a weakness tag
- Remove one Crack or Fade
- Rephrase the theme's Identity or Mystery (within the theme)
- [In the full version:] Choose a special move from your Themebook
- [In the full version:] Gain Evolution points for more dramatic improvements

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RED HOOD

Relic ⚡

ATTENTION ◻◻◻   FADE ◻◻◻

Mystery:

"WHY DID THE HOOD CHOOSE ME?"

On the fateful night when her girlfriend Jill was kidnapped, distraught Scarlet found a red hooded coat hanging in her closet. The Hood gave her the power to hunt down and defeat those who would harm the young and innocent.

POWER TAGS

Protected by the cloak
Conjure hunting weapon
"I always find my prey."

NEW POWER TAG OPTIONS
- ☐ Entangle
- ☐ Move her out of harm's way
- ☐ Inflame someone's rage

WEAKNESS TAGS

Bloodlust

INNOCUOUS THREAT

Subversion ⚡

ATTENTION ◻◻◻   FADE ◻◻

Mystery:

"CAN I EVER BE INNOCENT AGAIN?"

As the chosen of the Hood, Scarlet uses her harmless appearance as the perfect cover from which to pounce at her prey and deliver a deadly blow.

POWER TAGS

Harmless little girl
Surprise attack
Lurk in hiding (also in Hood)

NEW POWER TAG OPTIONS
- ☐ Sinister presence
- ☐ Sense danger
- ☐ Find weak point

WEAKNESS TAGS

"You're just a little girl..."

YOUNG LOVE

Defining Relationship ∞

ATTENTION ◻◻◻   CRACK ◻◻

Identity:

"I'D RATHER DIE THAN LOSE JILL!"

Scarlet and Jill first met in class in their suburbian high-school. Fascinated with each other, their friendship quickly evolved into much more. When Scarlet saved Jill, they became inseparable.

POWER TAGS

Strength to go on
Empathetic
Cute together

NEW POWER TAG OPTIONS
- ☐ Confidence boost
- ☐ Crash space
- ☐ Gossip

WEAKNESS TAGS

Daydreams

WALL-FLOWER

Personality ∞

ATTENTION ◻◻◻   CRACK ◻◻

Identity:

"DON'T LET THEM SEE ME!"

There's a lot you can learn from just watching people. Shy and introverted, Scarlet prefers to do the watching over being watched.

POWER TAGS

Anonymity
Trustworthy
Observant

NEW POWER TAG OPTIONS
- ☐ Skillfully avoid conflict
- ☐ Guarded
- ☐ Studious

WEAKNESS TAGS

Painfully shy