



# JOB

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

#### SURVIVE A BULLET

Face Danger  
...but you can't take my life and soul + endure any punishment  
**POWER 2**

#### RESIST AN IMMORAL SUGGESTION

Face Danger  
...but you can't take my life and soul + righteous man + "listen, son"  
**POWER 3**

#### GET INTO A FISTFIGHT

Go Toe to Toe  
nothing left to lose + punch out their lights  
**POWER 2**

#### GET SOMEONE TO CONFESS

Investigate  
smell guilt a mile away + compassionate + have a heart-to-heart  
**POWER 3**

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG "ALL-SEEING EYE INVESTIGATIONS" STARTER SET, AVAILABLE AT CITYOFMIST.CO

Destiny

## DEVIL, DEVIL, TAKE IT ALL...

ATTENTION FADE

Mystery:  
"WHAT IS THE PURPOSE TO MY SUFFERING?"

Job simply cannot die (he tried). Like his biblical Mythos, he is at the center of a bet between God and the Devil that has ruined his life but keeps his body alive and his soul untarnished.

### POWER TAGS

...but you can't take my life and soul  
Endure any punishment  
A righteous man

### NEW POWER TAG OPTIONS

- Know the Devil's servants
- Diatribe of despair
- Bounce back

### WEAKNESS TAGS

Magnet for misfortune

### THEME IMPROVEMENT

- Delay Fate

When you have downtime and you choose to explore the Mythos of this theme, you can choose to remove one Fade from this theme instead of receiving Attention.

Defining Event

## CRASH AND BURN

ATTENTION CRACK

Identity:  
"I HAVE NOTHING LEFT IN THIS WORLD."

In another life, Job was a successful and honest business and family man. But when he refused time and again to cooperate with the criminal underworld, calamity struck: his company was taken over and his family was brutally murdered.

### POWER TAGS

Nothing left to lose  
Devil-may-care  
Punch out their lights

### NEW POWER TAG OPTIONS

- Knucklebuster
- Urban survival
- Hard-earned respect

### WEAKNESS TAGS

Panic attack

### THEME IMPROVEMENT

- Over it

Whenever the MC or another player invokes one of this theme's weakness tags, you can say "I'm over it" and count the tag as a power tag instead. Mark Crack.

Mission

## MAN ON A MISSION

ATTENTION CRACK

Identity:  
"THIS COMMUNITY IS MY TICKET TO WHOEVER KILLED MY FAMILY."

A god-fearing man, Job isn't after revenge; he's after judgement. He took the cloth to make contacts in the crime-ridden community of Miller's Square, vowing to find those who shattered his world and rain God's fury on them.

### POWER TAGS

The congregation  
A silver cross  
Smell guilt a mile away

### NEW POWER TAG OPTIONS

- One-man Judgement Day
- Arsenal of firearms
- Bishop of Miller's Square

### WEAKNESS TAGS

Temptations

### THEME IMPROVEMENT

- Gung Ho

Tell everyone your mission's next objective and take a *gung-ho-7* status (supports actions that help you achieve that objective). When you complete the objective, remove the status and mark Crack.

Personality

## FATHER FIGURE

ATTENTION CRACK

Identity:  
"THESE KIDS NEED ME."

Job is a reliable and friendly middle-aged man, the kind of role model many young people in Miller's Square need. He has a knack for getting people to open up and spill their guts.

### POWER TAGS

Compassionate  
Have a heart-to-heart  
"Listen, son..."

### NEW POWER TAG OPTIONS

- Tough love
- Teamwork coach
- Amateur mechanic

### WEAKNESS TAGS

Sees a victim in everyone

### THEME IMPROVEMENT

- This Is My Moment

Once per session, you can impose +1 tier when you Convince or get +1 Juice when you Change the Game using tags from this theme.