



# KITSUNE

⚡ MYTHOS:3    🐼 LOGOS:1

## 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

THIS CHARACTER IS A PART OF THE CITY OF MIST RPG STARTER SET, AVAILABLE AT [CITYOFMIST.CO/DOWNLOAD](http://CITYOFMIST.CO/DOWNLOAD).

**Expression** ⚡

## MESSENGER OF GOOD FORTUNE

ATTENTION FADE

**Mystery:**  
"How can I relieve the suffering of mankind?"

Kitsune is a messenger from another world, sent to the City to help anyone who has suffered from misfortune. Either that or that's what Kitsune says to themselves.

**POWER TAGS**

- Bless with good fortune
- Take away good fortune
- Healing touch

**NEW POWER TAG OPTIONS**

- Make gold
- The more the merrier
- Sense lucky opportunity

**WEAKNESS TAGS**

Powers do not work on gods or spirits

**Mobility** ⚡

## NINJA, AFTER A FASHION

ATTENTION FADE

**Mystery:**  
"How can I return to the realm of the gods?"

The City streets are like a forest to Kitsune. Kit can quickly and quietly get anywhere they wish and if needs be cut through anything in their way.

**POWER TAGS**

- Parkour artist
- Nimble as a fox
- Makeshift katana

**NEW POWER TAG OPTIONS**

- Move in the shadows
- Darts with numbing ointment
- Katana whirlwind attack

**WEAKNESS TAGS**

Fragile

**Subversion** ⚡

## TRICKSTER FOX SPIRIT

ATTENTION FADE

**Mystery:**  
"Which is better, reality or fantasy?"

As with all fox spirits, Kitsune's colorful aura has a mesmerizing effect on mortals who can mistake it for Kit's real appearance or stare at it endlessly.

**POWER TAGS**

- Illusory appearance
- Induce hypnotic trance
- Make hypnotic suggestion

**NEW POWER TAG OPTIONS**

- Mind reading
- Stronger against the simple minded
- Summon fox helpers

**WEAKNESS TAGS**

Elaborate trickery is easier to expose

**Defining Relationship** 🐼

## KAITO

ATTENTION CRACK

**Identity:**  
"I love Kaito more than anything else!"

Kitsune loves a mortal called Kaito. To be closer to him, Kitsune goes to high-school every day and pretends to be a student, but rarely ever speaks.

**POWER TAGS**

- High-school rumors
- Daring
- \_\_\_\_\_, best friend

**NEW POWER TAG OPTIONS**

- Better excuses
- Popular
- Face always hidden

**WEAKNESS TAGS**

Freezes up when sees Kaito