



DET. ENKIDU

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
To 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 to get someone to do something they wouldn't normally do

GO TOE TO TOE
Fight someone for control over something

INVESTIGATE
Get answers or gain useful information

TAKE THE RISK
To 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

STUDY A CRIME SCENE

Investigate:
police work +
search for evidence

POWER 2

GO BERSERK ON SOMEONE

Go Toe to Toe or
Hit With All You've Got:
unleash the beast within +
thorny tentacles

POWER 2

THREATEN TO ARREST SOMEONE

Convince:
police work +
police badge +
you're in my jurisdiction

POWER 3

CHASE SOMEONE DOWN AN ALLEY

Go Toe to Toe:
streets of Miller's Square +
you're in my jurisdiction +
thorny tentacles +
feral athleticism

POWER 4

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

Expression

WILD

ATTENTION FADE

Mystery:

"WHEN SHOULD I FOLLOW MY INSTINCTS?"

In the dark recesses of her soul, Detective Enkidu harbors a feral creature, the heroic beastman Enkidu of ancient Mesopotamia. Can she trust its animalistic wisdom?

POWER TAGS

Unleash the beast within
Thorny tentacles
Feral athletics

NEW POWER TAG OPTIONS

☐ Single combat champion
☐ Pheromone control
☐ Instinct over reason

WEAKNESS TAGS

Uncouth brute

THEME IMPROVEMENT

☐ Contain the Surge

When you make the move Stop. Holding. Back. with this theme's powers, if you roll 6 or less, treat it as 7-9 instead.

Training

HARD-BOILED DETECTIVE

ATTENTION CRACK

Identity:

"I NEVER LEAVE A CASE UNSOLVED."

The detective has seen her fair share of rainy crime scenes surrounded by yellow tape. She knows the job, and she knows she shouldn't get involved, but she always does.

POWER TAGS

Police work
Search for evidence
Drive with lights and sirens

NEW POWER TAG OPTIONS

☐ Veteran's hunch
☐ Excessive use of force
☐ Promoted to Sergeant

WEAKNESS TAGS

Don't get too personal

THEME IMPROVEMENTS

☐ Broad Training

Once per session, you can create a temporary story tag that reflects a useful method or detail covered by your training.

Possessions

STANDARD ISSUE GEAR

ATTENTION CRACK

Identity:

"I TRUST MY GUN BETTER THAN I TRUST ANYONE HERE."

A badge and a gun are all a cop needs, according to Detective Enkidu. People may betray you, but well-maintained gear can always be trusted.

POWER TAGS

Police badge
Access to police armory
Standard issue pistol

NEW POWER TAG OPTIONS

☐ Higher stopping power rounds
☐ Concealed holster
☐ Squad car

WEAKNESS TAGS

Gear screams "police"

THEME IMPROVEMENTS

☐ Quartermaster

Once per scene, you can let another player use a power tag from this theme describing an item. You do not need to Change the Game to do so.

Turf

PRECINCT 23

ATTENTION CRACK

Identity:

"MESS WITH MILLER'S SQUARE, YOU MESS WITH ME."

For the last decade, Enkidu has been a part of Precinct 23, the police station watching over Miller's Square. Anything that happens on the streets of this neighborhood is her business.

POWER TAGS

Streets of Miller's Square
Local small-time crooks
You're in my jurisdiction

NEW POWER TAG OPTIONS

☐ Incorruptible
☐ Push someone for answers
☐ Call for backup

WEAKNESS TAGS

Corruption everywhere

THEME IMPROVEMENTS

☐ (No) Loyalty Knows No Limits

When in your turf, you can choose to have an NPC ally or object from your turf take a status meant for you, if it's possible. When you do, mark Crack on this theme.

CITY OF MIST

TLALOC

MYTHOS • 2 LOGOS • 2



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To 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 to get someone to do something they wouldn't normally do

GO TOE TO TOE
Fight someone for control over something

INVESTIGATE
Get answers or gain useful information

TAKE THE RISK
To perform a feat of daring

- 3 CHOOSE TAGS relevant to your action:

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+1 POWER

EACH WEAKNESS = TAG

-1 POWER

+1 ATTENTION

EACH STORY TAG

+1/-1 POWER

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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:

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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.

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TAG COMBOS

ESCAPE BEFORE SOMETHING HAPPENS

Take the Risk
turn myself into water +
flow through narrow spaces
POWER 2

SWEET-TALK SOMEONE INTO HELPING

Investigate (for information) or Convince
relentless schmoozer +
small-time fixer +
driven self-promoter
POWER 3

SMITE SOMEONE WITH LIGHTNING

Hit With All You've Got
call upon a storm +
thunderbolt manipulation
POWER 2

PICKPOCKET SOMEONE IN THE RAIN

Sneak Around
turn myself into water +
travel between bodies of water +
sticky fingers +
shadow and observe
POWER 4

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Expression

GOD OF RAIN AND LIGHTNING

ATTENTION FADE

Mystery:

"WHO THREATENS TO BLOT OUT THE FIFTH SUN?"

In his divine purview, Tlaloc controls storms and lightning. But with his newfound powers came a growing need to find those who would ravage the Earth, a need he's been trying to stifle.

POWER TAGS

Call upon a storm
Thunderbolt manipulation
Electrifying gaze

NEW POWER TAG OPTIONS

☐ The perfect storm
☐ Rain knives of sleet
☐ Immunity to weather effects

WEAKNESS TAGS

Indoor spaces

THEME IMPROVEMENT

☒ Ruptured Rift
When you burn a tag for a hit in this theme, you can mark Crack on one of your Logos themes instead of marking that tag as burnt.

Mobility

WHEREVER THERE IS WATER, THERE I AM

ATTENTION FADE

Mystery:

"WHAT DOES IT MEAN TO BE EVERYWHERE?"

As the god of all watery things, Tlaloc can turn his person into water and reform it wherever a body of water exists, if it's big enough for him to go through.

POWER TAGS

Travel between bodies of water
Turn myself into water
Flow through narrow spaces

NEW POWER TAG OPTIONS

☐ Merge with a large mass of water
☐ Instant liquidation
☐ Turn others into water

WEAKNESS TAGS

Clothes always wet

THEME IMPROVEMENT

☒ Hit the Brakes
Once per scene, when you score a 7-9 on Take the Risk, after hearing the MC's hard bargain or ugly choice, you can choose to forego your feat and walk away unharmed.

Personality

A DIAMOND IN THE ROUGH

ATTENTION CRACK

Identity:

"THIS WILL BE THE LAST TIME, I SWEAT!"

Perfusing smiles, sweet talk, and hand gestures, Tlaloc has a slick way of getting what he wants. Deep down, though, he has a heart of gold. But it takes some digging!

POWER TAGS

Good, deep down inside
Relentless schmoozer
Sticky fingers

NEW POWER TAG OPTIONS

☐ Distract with chitchat
☐ Teflon rap sheet
☐ "I'm better than that."

WEAKNESS TAGS

Pangs of remorse

THEME IMPROVEMENTS

☐ Reinvent Myself
When you replace this theme, you can choose to take a new Personality theme instead of a Mythos theme. Your new personality must be different.

Routine

WHEELER & DEALER

ATTENTION CRACK

Identity:

"BUSINESS ON THE STREET IS A GAME OF GIVE AND TAKE."

A disreputable organizer of small-time criminal operations, Tlaloc has dabbled with illegal gambling, bootlegging, fencing, and forgery. It's just a matter of time before a bigger fish will take interest in his work.

POWER TAGS

Small-time fixer
Shadow and observe
Driven self-promoter

NEW POWER TAG OPTIONS

☐ Playing with the big boys now
☐ I know a guy
☐ Local dens of inequity

WEAKNESS TAGS

Small fish in a big pond

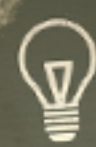
THEME IMPROVEMENTS

☐ Good Memory
Every session, you can get up to 3 Clues on a location or person related to your routine. The first is free. For the second, the MC gets to ask you a question back. The third Clue exposes your to danger.



LILLY CHOW

MYTHOS: 2 LOGOS: 2



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To 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 to get someone to do something they wouldn't normally do

GO TOE TO TOE
Fight someone for control over something

INVESTIGATE
Get answers or gain useful information

TAKE THE RISK
To perform a feat of daring

- 3 CHOOSE TAGS relevant to your action:

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+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
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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

TAKE COVER INSIDE HANS

Face Danger
indestructible energy body + encase Lily in protective energy
POWER 2

FIGHT BACK-TO-BACK WITH HANS

Go Toe to Toe
indestructible energy body + strength of a thousand men + basic self-defense
POWER 3

RESIST ADULT INFLUENCE

Face Danger
good advice, indignant + punk outfit
POWER 2

HAVE HANS CONJURE SOMETHING USEFUL

Change the Game
conjure fantastical creatures or objects + knowledge of the arcane arts
POWER 2

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Bastion

MY GREEN MAGICAL GIANT

ATTENTION FADE

Mystery:
"WHO AM I WITHOUT HANS?"

Lily unleashed a ferocious magical giant into the world: Iron Hans. Ever since she freed him, Hans has been protecting Lily from whatever threat she comes across; a handy service, because Hans is virtually indestructible.

POWER TAGS

Indestructible energy body
Encase Lily in protective energy
Strength of a thousand men

NEW POWER TAG OPTIONS

Protection from magic
Axe made of magical energy
Shelter an area

WEAKNESS TAGS

Fades when overextended

THEME IMPROVEMENT

Got Your Back

When you burn a tag in this theme for a hit in order to Face a Danger affecting you and your allies, allies who can benefit from your protection can use your result instead of rolling to Face Danger separately.

Conjuration

SORCERER SUPREME

ATTENTION FADE

Mystery:
"WHO OR WHAT IS IRON HANS?"

Iron Hans is more than just a shaggy giant – he's a master of the magical arts, capable of conjuring goblins and fairies, summoning magical objects, transforming matter, and manipulating magic.

POWER TAGS

Conjure fantastical creatures and objects
Knowledge of the arcane arts
Transform the environment

NEW POWER TAG OPTIONS

Conjure an army of giants
Hans's old magical shackles
Transport to a safe place

WEAKNESS TAGS

Lily must call Hans three times to summon him

THEME IMPROVEMENT

Banish Resistance

Danger effects that burn tags are reduced by one when applied to your Conjuration power tags or story tags created through them.

Defining Relationship

AN UNUSUAL BIG BROTHER

ATTENTION CRACK

Identity:
"HANS IS ALL I HAVE."

When Lily found herself alone and lost in the world, Iron Hans became her best friend and confidant. Through Hans, Lily learns how to be smart, how to live free, and how to fend for herself.

POWER TAGS

Good advice
Comforting embrace
Basic self-defense

NEW POWER TAG OPTIONS

Adventurous
Stands up to Hans
Hold her own in a clinch

WEAKNESS TAGS

Too dependant on Hans

THEME IMPROVEMENTS

Forever

When you have downtime and you choose to give this theme attention, you can choose to remove one Crack from this theme instead of receiving Attention.

Defining Event

RUNAWAY PUNK

ATTENTION CRACK

Identity:
"I'M NEVER GOING BACK TO MY PARENTS!"

Lily Chow was living in a fancy pent-house with her parents, enjoying the high life, when a stranger prompted her to unlock her mother's safe and find out what her parents really did for a living. She's been on the run ever since...

POWER TAGS

Indignant
Punk outfit
Evade pursuers

NEW POWER TAG OPTIONS

"Do you know who I am?"
Friends on the fringe
Stay sharp

WEAKNESS TAGS

On the run

THEME IMPROVEMENTS

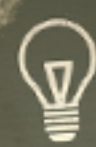
Touchy Subject

When your defining event is mentioned and it agitates you, you can choose to go into an emotional state and take an ongoing tier-2 status of your choice. When it's over, the MC will give you an ongoing tier-1 status to reflect the aftermath.

JOB

MYTHOS • 1

LOGOS • 3



HOW TO PLAY

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2 CHOOSE A MOVE that matches the action you are taking.

CHANGE THE GAME
To 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** to get someone to do something they wouldn't normally do**GO TOE TO TOE**
Fight someone for control over something**INVESTIGATE**
Get answers or gain useful information**TAKE THE RISK**
To perform a feat of daring

3 CHOOSE TAGS relevant to your action:

EACH
POWER =
TAG+1
POWEREACH
WEAKNESS =
TAG-1
POWER+1
ATTENTIONEACH
STORY
TAG+1/-1
POWER

4 APPLY STATUSES

HIGHEST
HELPFUL STATUSADD TIER
TO POWERHIGHEST
IMPEDING STATUSSUBTRACT 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 2RESIST AN IMMORAL
SUGGESTIONFace 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

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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 IMPROVEMENTS

☐ 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

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 IMPROVEMENTS

☐ Gung HoTell everyone your mission's next objective and take a **gung-ho-1** 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

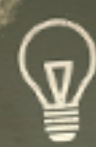
Sees a victim in everyone

THEME IMPROVEMENTS

☐ This Is My MomentOnce per session, you can impose +1 tier when you **Convince** or get +1 Juice when you **Change the Game** using tags from this theme.

BAKU

MYTHOS.3 LOGOS.1



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To 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** to get someone to do something they wouldn't normally do**GO TOE TO TOE**
Fight someone for control over something**INVESTIGATE**
Get answers or gain useful information**TAKE THE RISK**
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HIGHEST
HELPFUL STATUSADD TIER
TO POWERHIGHEST
IMPEDING STATUSSUBTRACT 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 MOVE7 TO 9 >HIT
SUCCESS, WITH COMPLICATIONS10 OR MORE >HIT
GREAT SUCCESS!

Look at the move description for the exact outcome.

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TAG COMBOS

TACKLE A
SUPERNATURAL FOEGo Toe to Toe
claws, horns, and husks +
nightmare-devouring maws +
Mixed Martial Arts sensei
POWER 3SNEAK UP ON A
SUPERNATURAL FOE...Sneak Around
meld into the dark +
throw off a monster's
senses
POWER 2

...THEN POUNCE AT THEM!

Hit with All You've Got
claws, horns, and husks +
nightmare-devouring maws +
Mixed Martial Arts sensei +
pounce from the shadows
POWER 4ADAPT TO A FOE'S
ABILITIESChange the Game
adapt to my prey's
abilities
POWER 1

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Adaptation

DREAM-
EATING
CHIMERA

ATTENTION FADE

Mystery:

"WHO CREATED THIS
MONSTROSITY?"

Baku is a chimera, a magical being made out of leftover parts of other animals. Created to devour nightmares, he can change himself to counter any dark or phantasmal entity he encounters.

POWER TAGS

Adapt to my prey's abilities
Claws, horns, and husks
Nightmare-devouring maws

NEW POWER TAG OPTIONS

☐ Rearrange organs
☐ Elephant hide
☐ Ravage otherworldly beings

WEAKNESS TAGS

Harder to transform in direct sunlight

THEME IMPROVEMENT

☒ Tap Into The Source

Once per session, you get a free batch of 2 Juice with a method that relates to this theme and to the circumstances of the current scene. You cannot add this batch to another batch.

Divination

MONSTER
HUNTER

ATTENTION FADE

Mystery:

"WHERE IS
MY PREY?"

A strange creature who preys on nightmares, Baku was endowed with supernatural senses that allow him to stay one step ahead of those he hunts.

POWER TAGS

Sniff out monsters and nightmares
Instinctive dodge
Predator senses

NEW POWER TAG OPTIONS

☐ Intuitively know a monster's abilities
☐ Enter someone's dreams
☐ Find a weakness

WEAKNESS TAGS

Less effective against Sleepers

THEME IMPROVEMENT

☒ Ahead of the Game

Once per scene, you get one free Clue.

Subversion

NIGHT-
MARE OF
NIGHTMARES

ATTENTION FADE

Mystery:

"HOW AM I DIFFERENT
FROM THOSE I HUNT?"

When Baku strikes, it's already too late for his prey. Pouncing out from a mantle of darkness, he strikes swiftly and deadly, and vanishes back into the night just as fast.

POWER TAGS

Meld into the dark
Pounce from the shadows
Throw off a monster's senses

NEW POWER TAG OPTIONS

☐ Turn into shadow
☐ Stalk the stalker
☐ Interfere with dream powers

WEAKNESS TAGS

Mistaken for a monster

THEME IMPROVEMENT

☒ Go for the Jugular

You have a knack for catching people off guard. If your Subversion powers can affect your target, you always have the clear shot or opening required to make a Hit With All You've Got move (you don't need to make

Routine

TIGER CLAW
DOJO

ATTENTION CRACK

Identity:

"I NEED THIS PLACE TO
KEEP ME GROUNDED."

When he's not prowling the City, Baku teaches MMA in small classes. He's holding on to his dojo despite its money problems, not only because of his love for this place, but also because he's afraid of what he'd become without human interaction.

POWER TAGS

Mixed Martial Arts sensei
Nunchaku
Loyal students

NEW POWER TAG OPTIONS

☐ Renovated training space
☐ Recovery meditation
☐ Coordinated attack

WEAKNESS TAGS

Financial problems

THEME IMPROVEMENTS

☒ Incidental Shuteye

When you have some downtime, if you do not choose to recover all your burnt tags, you still recover one burnt tag.