HOW TO PLAY When you take action as your character: **DESCRIBE YOUR ACTION CHOOSE A MOVE** that matches the action you are taking. SNEAK AROUND HIT WITH ALL YOU'VE GOT Act discretely or Hurt someone in the FACE DANGER deceptively **CHANGE THE GAME** Avoid harm or resist a worst way you can Give an advantage or malign influence TAKE THE RISK remove disadvantage INVESTIGATE Perform a feat GO TOE TO TOE Get answers or gain of daring CONVINCE Fight someone for useful information control over something Get someone to do something they wouldn't **CHOOSE TAGS** relevant to your action: EACH STORY = EACH POWER_ATTENTIO WEAKNESS = EACH POWER = TAG POWE TAG **APPLY STATUSES** SUBTRACT TIER 4 HIGHEST FROM POWER ADD TIER IMPEDING STATUS **5 ROLL+POWER** Roll two City of Mist (or six-sided) dice and add your **Power**. If your total score is: **GREAT SUCCESS!** 6 OR LESS > MIS SUCCESS, WITH COMPLICATIONS



4



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 X UNLOCK THE THEME IMPROVEMENT AFFLICT SOMEONE WITH A NEGATIVE TREND (e.g., a wave of mugging, financial losses, increasing pollution) Hit With All You've Got Manifest this year's trends + Weaponize a trend POWER 2

TAKE ADVANTAGE OF AN EVENT ABOUT TO HAPPEN

(e.g., a gas explosion just around the block) Change the Game Foresee this year's events

to be chronicled + Perfect timing POWER 2

60

Divination

THE VEAR

ATTENTION FADE

Mystery: "WHAT CITY-RATTUNG EVENTS WILL TAKE PLACE THIS YEATZ?"

Ben "Baby New" Newman is the personification of the year. Mentally in his late 20s, he ages from infancy to old age every year and is reborn on January 1st. Thanks to this link with time, he is mystically aware of all documented events that will define the year in history.

POWER TAGS

Recall this year's chronicled events Foresee this year's events to be chronicled Perfect timing

NEW POWER TAG OPTIONS

Remember years past Hold breath - slow time Immune to time and fate manipulation

WEAKNESS TAGS

THETIMES

ATTENTION FADE

Adaptation

Mystery: "WHAT CREATES THE ZEITGEIST?"

As the personification of the year, Baby New can manifest City-wide trends typical of this year (AKA the zeitgeist). When the stock market is thriving, he can make someone rich; on a bad year on the roads, he can cause an accident to happen.

POWER TAGS

Manifest this year's trends Weaponize a trend Temporarily change my age

NEW POWER TAG OPTIONS

Manifest trends from past years Set this year's trends Conjure top-selling guns and cars

WEAKNESS TAGS

Age inappropriate

ATTENTION CRACK **Identity:** "L DON'T LET TROUBLE CATCH UP WITH ME."

THE MC MAKES A MOVE

Ben was only ever good at one thing: getting away. He's the kind to leave his troubles infuriated and far behind: teachers, bullies, and now the ladies and cops. His quick reflexes make him the best getaway driver in the game, but due to his new condition, his "career" is in jeopardy.

POWER TAGS

Getaway driving Lose a tail Street smarts

NEW POWER TAG OPTIONS

Car mechanic Multitask while driving Eat my dust, cops

WEAKNESS TAGS

Extensive rap sneet



Identity:



Whether his ride is provided for him or casually hotwired in a moment of need, Baby New is always in possession of the right car for the job: a fast, maneuverable vehicle rigged for speed straight out of the drag races. Fake license plates and a paint job help him keep a low profile.

POWER TAGS

Souped-up getaway car Stashed pistol Inconspicuous vehicle



WEAKNESS TAGS

Not the legal owner

That special fuel additive My other car is a _____ Mickey's Body Shop

Events too inconsequential

THEME IMPROVEMENT

Prophetic

When you use a Clue to ask the MC "What's going to happen next?", the MC must give you a straight answer. If you use the answer to your advantage on your next move, you gain an appropriate temporary tier-1 status.

SXIII STATES

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.

A STATE OF THE STATE

THEME IMPROVEMENT It's Showtime Choose a single power tag from this theme. When you burn it for a hit, you get an automatic result of 9 (instead of 7) and a Power of 3, for a total unmodified score of 12. Statuses apply to your Power, as usual.

THEME IMPROVEMENT Quality Matters One of your items or possessions is a real gem, perfect for what it was made for. Choose one tag from this theme. It must describe an item or possession. Any Core Move you make using this tag is Dynamite!

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