Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CREDITS

Creator, Lead Game Designer, and Creative Director: Amít Moshe

Game Designers: Eran Aviram, Itamar Karbian, Kelly Black

Developer: Kelly Black

Editor: Eran Aviram

Proofreaders: Marshall Oppel, Matthew Pook

Game Producers: Omer Shapira, Inbar Barzilay

Art Production: Erina Liddle

Lead Writers: Colin "Mephit James" Wilson, Kelly Black, Tony Pi

Writers: Amít Moshe, Eran Aviram, Kend'or Wilson, Kevin Carpenter, Kristoff Alejo, Lexi Antoku, Dr. Yiftach Raphael Govreen

Lead Artist: Isago Fukuda

Additional Artists: Ario Murti , Bad Moon Studio, Daniel Liang, Derek Weselake, Jayden Morris, Krzysztof Bieniawski, Martina Belli, Misael "Gio" Manning, Sebastian Szmyd, Rasuli Iman Fajri

Lead Graphic Designer: Manuel Serra Sáez

Additional Layout: Alba Martínez Gil, Kelly Black, Kristoff Alejo

Operations: Maria Jose Castañeda

Customer Support: Alfonso Campos

Social Media & Content: Kevin Carpenter

Additional Contributors: Maddy Disedare, Kend'or Wilson

The production of this game was made possible thanks to our Kickstarter backers - see the full list at the end of the book. Thank you all!

© 2024 Son of Oak Game Studio LLC

CONTENT WARNING

This game contains mild language as well as strong themes of violence, crime, and immorality. Parental guidance is advised.

PRONOUN USE

Where the third person is required, this book refers to characters and players as ‘they’ and to the MC as ‘she’. This is an arbitrary division for the sake of readability; characters, players, and MCs may be of any or no gender.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

METRO :OTHERSCAPE

THE MYTHIC CYBERPUNK RPG

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TABLE OF CONTENTS

- Signal In The Noise 8

CHAPTER 1: //IMAGINE 14

- Enter The *:Otherscape* 16
  - » ://Survive This 18
  - » The World in the Year 20XX 18
  - » Mythology Weaponized 20
  - » Tech & Noise 22
  - » Life in the Megacity 24
  - » Cyberspace 27
  - » The Faces in Your Mirrorshades 30
- Your Story in *:Otherscape* 34
  - » Who You Are 35
  - » Who You Roll With 37
  - » What the Gig is 39
  - » Where to Go 41
  - » Where Things Go Down 42
  - » Source Examples 44
- Key Players 46
  - » Epis International 47
  - » New Michigan Motors & Machining 48
  - » KOCMOC 49
  - » Veera Bhangers 50
  - » Santa Lucia Academy 51
  - » The Gordian 52
  - » Stratosphere Strategies 54
  - » Cryocharm 55
  - » Chimaerics 56
  - » Viral Movements 57
  - » Philosophy & Religion 60
- Glossary 62

CHAPTER 2: //PLAY 64

- » Time to Jack in 66
- » #1 Welcome to *:Otherscape*, Punks 68
- Your Character & Crew 70
  - » #2 Character & Crew 70
  - » The Character Card 72
  - » Tags 72
  - » Themes 74
  - » The Crew 75
- How To Play 76
  - » #3 Playing a Scene 76
  - » Establishing a Scene 80
  - » For the MC: Using Challenges & Threats 81
  - » The Spotlight 82
  - » #4 Taking Action 84
  - » Handling Tags 89
  - » #5 Effects 90
  - » For the MC: Quick vs. Tracked Conflicts 96
  - » #6 Consequences 98
  - » For the MC: Your Arsenal of Consequences 101
  - » #7 Statuses 103
  - » #8 Story Tags & Tag Effects 110
  - » #9 Loadout 114
  - » #10 Scale 118
  - » #11 Power Options 121
  - » #12 Downtime 124
  - » Cinematic Moments 125
  - » For the MC: Making the Game Harder 126
  - » Sample Playthrough 127
- Character & Crew Evolution 131
  - » Upgrades 133
  - » Essence 134
  - » Thematic Transformations 136
  - » Evolution 140

CHAPTER 3: //CREATE 142

- » Make it Your Own 144
- » Rapid vs. Custom Creation 144
- Series Setup 145
  - » Series – Step 1: Choose a Series Concept 146
  - » Series – Step 2: Choose Your Megacity 149
  - » Pre-Made Megacities 150
  - » Series – Step 3: Create Your Characters 154
  - » Series – Step 4: Pick a Crew Theme 154
  - » The Crew 155
  - » Theme Kits 156
  - » Series – Step 5: A Night in the Megacity 158
- The Megacity Generator 160
  - » Creating the Megacity Map 161
  - » Developing the Future History 163
  - » Example: Berlin *:Otherscape* 173

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- Character Creation 174
  - » Theme Types 175
  - » Rapid Character Creation 177
  - » Character Tropes 178
  - » Custom Character Creation 190
- Self Themebooks 196
  - » Affiliation 196
  - » Assets 200
  - » Expertise 204
  - » Horizon 208
  - » Personality 212
  - » Troubled Past 216
- Mythos Themebooks 220
  - » Artifact 220
  - » Companion 224
  - » Esoterica 228
  - » Exposure 232
- Noise Themebooks 236
  - » Augmentation 236
  - » Cutting Edge 240
  - » Cyberspace 244
  - » Drones 248
- Loadout: Street Catalog 252
  - » Access & Perks 254
  - » Ammo 255
  - » Apps, Chips & Databases 256
  - » Armor 257
  - » Body Attachments & Cybernetics 258
  - » Cyberspace 260
  - » Drones 262
  - » Enhancers 263
  - » Garments & Fashion 264
  - » Merc Gear 265
  - » Source-Touched Items 266
  - » Vehicles 268
  - » Weapons 269

CHAPTER 4: //RUN 272

- » Push The Action 274
- Narrating *:Otherscape* 275
  - » Cinematic Considerations 275
  - » Gritty vs. Cinematic Narration 277
  - » Hackers, Harnessing, & Ops Support 279
- Designing a Series 280
  - » Gathering Ideas 280
  - » Mapping Out Key Players 282
  - » Handling Jobs 284
  - » Types of Jobs 285
  - » Designing a Job 287
- Creating Challenges 294
  - » Creating Challenges on the Fly 296
  - » Creating Challenge Profiles 297
- Challenge Database 301
  - » Civilians & Weirdos 302
  - » Corps & Cops 304
  - » Criminals & Mercs 306
  - » Cyberspace 308
  - » Locations 310
  - » Outlanders 312
  - » Source-Touched & Conjurations 315
  - » Technologies 319
  - » Movers and Shakers 321
  - » Self Power Sets 326
  - » Mythos Power Sets 330
  - » Noise Power Sets 332
- Starter Job: Strings Attached 334
  - » Background 334
  - » Act 0: Meeting the Crew 336
  - » Act I: Common Threads 338
  - » Act II: Through the Sludge Zone 344
  - » Act III: Skeiron Correctional Complex 346
  - » Act IV: Cell Block Bravo 350
  - » Aftermath 354

APPENDICES 355

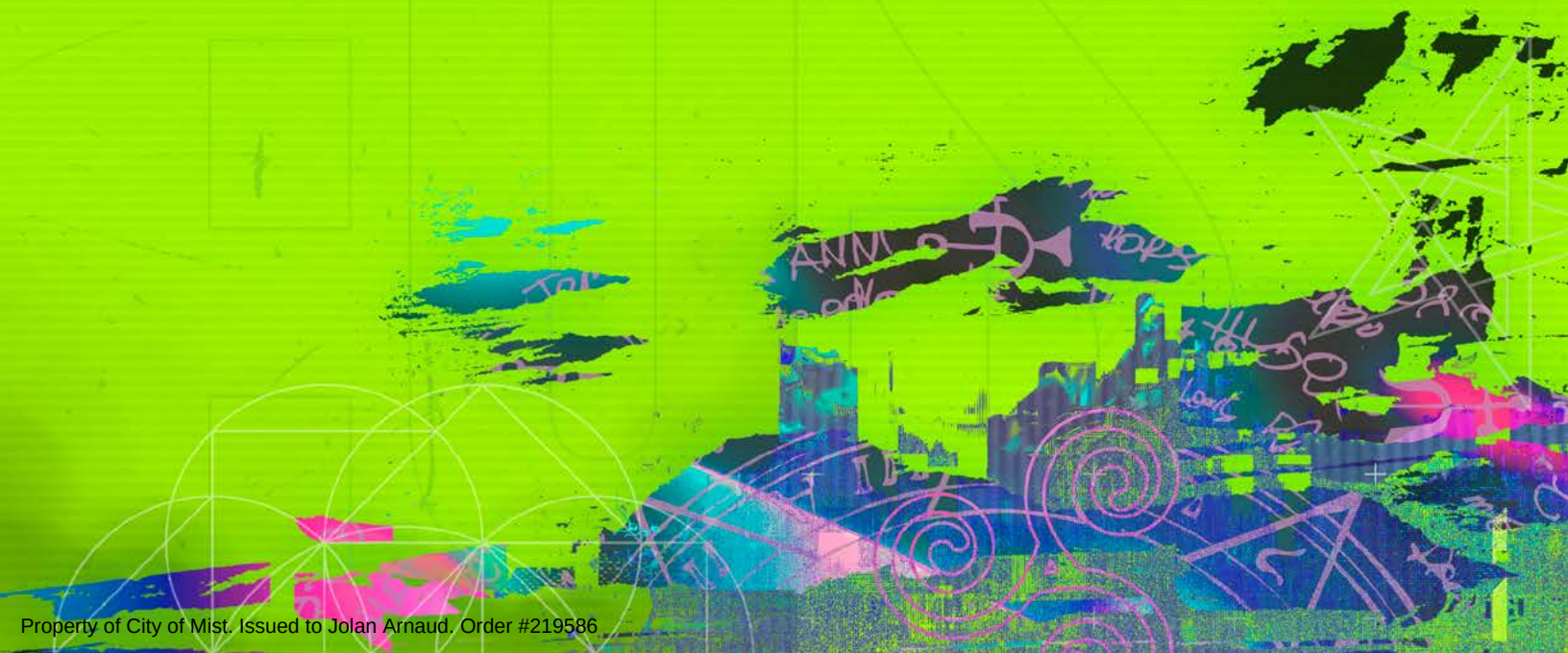
- » Challenges & Power Sets in this Book 355
- » Themekits in this Book 356
- » Tracking Cards 358
- » Character Card 359
- » Crew Theme Card 359
- » Theme Cards 360
- » Loadout Theme Cards 362
- » Effects 364
- » List of Backers 364

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

In the not so **distant** future, due to the incessant **NOISE** of technology and post-modern life, **HUMANITY** has become so **numb** and apathetic that spirits of **MYTH** and **legend**, once constrained to the ***shadows***, can now roam the world **FREELY**.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

These awakened **demons** and **GODS**, bound to ***physical*** **OBJECTS**, places, and **rituals**, now join the **war** for the **FUTURE** of **humanity**, throwing the world into a bewitched **arms race** and a new era of **TURMOIL**.



Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SIGNAL IN THE NOISE

A BRIEF GUIDE TO *:OTHERSCAPE* RPG

WHAT IS THIS GAME ABOUT?

In :*Otherscape*, you are a **mercenary**, **operative**, or **survivor** living in the year 20XX in a dystopian **Megacity**, one of many in a world full of corruption, pollution, and incredible opportunities.

You run dangerous **jobs** for your employer – the kind that take an expert: hijacking, extraction, procurement, security sweeps. Usually it gets... complicated, so you have to adapt. You work with a **crew**: reluctant associates, hired guns, comrades in the same unit, or found family.

Life in the Megacity is drowning in the **Noise**, the incessant flood of stimuli of the postmodern age: data feeds, neural sensations, drugs, memories, ads, all of it. New tech changes the rules of the game faster than anyone can process, so people no longer try. They give in to the Noise.

Recently, though, you or someone you know had contact with something inexplicable, a legend or a **Mythos** you thought was only fiction, but proved to be very real. It seemed familiar, like a story you heard when you were a kid. And it was *magic* – it could bend the rules of reality in ways both wondrous and terrifying.

Nobody cares, though, just like they don't care about what the corporations do or what's in their water. Even the extraordinary becomes just another part of the Noise – except for the ones who make it their business. In your professional circles, word is this power comes attached to **Sources**: relics, sacred or accursed places, or some kind of esoteric knowledge. Your employers soon became interested in this new type of weapon, power, commodity, and/or problem – and that's how you got stuck in this mess.

It's a new era of a global mythical arms race, and you're a lost, Noised-up soul smack in the middle of it.

Property of City of Mist. Issued to Jolan Arnaud. Order #319586

WHAT DO YOU DO IN THIS GAME?

You and your crew have a job to do: clear out an arcology swarming with mythical monsters, steal a Source from a rival corp, or save a freedom fighter from a cyberspace dream. You might pull it off clean, but odds are it will go sideways somehow. It's likely you'll have to take the next job to clear the debt or undo the curse you got yourself into, but if all went well, you might instead have a juicy lead to follow for an even more lucrative job.

But it's not really about the job, it's about you. The things you see, the things you are driven to do, the choices you make – they change you. In an age where you can swear eternal fealty to a goddess or upload your very essence onto a replacement clone body, the answer to the question "who am I?" is an ever moving target. It's up to you to make the choices and find out.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

WHAT ACTIONS CAN MY CHARACTER TAKE?

Depending on their abilities, your character could fight, hack, explore, manipulate, spy, summon spirits, tinker with tech, and so on. Sources and advanced tech can give them supernatural or superhuman abilities like casting spells or immense strength.

Your character's abilities, qualities, and assets are defined by four sets of short descriptions, or **tags**. Each of the four sets focuses on a single **theme,** a core aspect of your character, and each tag describes something that your character is, has, or can do, such as *charming*, a *hacking console*, or *sense magic*.

When the time comes to take action, you **count up your tags** that directly help you take that action: The more relevant tags you have, the better the outcome.

Special tags called **statuses** mark transient conditions, such as *wounded*, *mesmerized*, or *firewalled*, describing your character's situation and at the same time increasing or decreasing your ability to take actions related to this description. Statuses have a **tier** that determines their intensity, ranging between 1 (mild) to 6 (deadly or permanently transformative).

HOW DO YOU PLAY?

You and your group sit around the table and play out this mythic cyberpunk drama scene by scene, like a TV show or movie, but you don't know in advance how each scene will end. Each **session** could have a handful of **scenes**. You could play a **one-shot** session or a **series**.

Most of you will be **players**, each portraying one of the protagonists, a **player character** (PCs).

One of you will be the **Master of Ceremonies** (MC), setting the scenes and portraying **non-player characters** (NPCs) as well as all the **Challenges** your characters face: adversaries, hazards, mysteries, and dangerous situations.

ESTABLISH >> ACTION >> CONSEQUENCES

In a scene, your conversation follows a set rhythm:

- The MC establishes (or reestablishes) the scene, presenting new **Challenges** and/or making **Threats** with them, and then gives one of the players the **spotlight**.
- The player in the spotlight describes the **action** their character takes and often rolls the dice to determine the **outcome**.
- Depending on the outcome, or if Threats were ignored, the MC then delivers **Consequences**. Sometimes the player's character reacts to **mitigate** those Consequences.

This sequence repeats itself, cycling through the player characters like a TV show switching between protagonists, until the scene ends and a new scene begins.

TAKING ACTION

Determining the outcome of an action can have three parts or layers – **narration**, **roll**, **Effects** – and the MC chooses whether to use one, two, or all three. Like a director, they choose whether they want the action to be resolved **quickly** or to **track** it in detail, like in a blow-by-blow fight, a word-by-word argument, or a play-by-play hacking attempt. Your game easily switches between the narrative and the tactical, whatever works best for the scene.

- **NARRATION:** For casual or risk-free actions, you only need to describe the action. The MC confirms, and the scene continues. This is often used for actions to **perceive** the scene, **move** around, or **converse** in a low-stakes environment.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **ROLL:** If the action you narrate is dangerous or dramatic, the MC will ask you to **roll for it**. You determine the action's **Power** by **counting up the tags that help you do the thing:** You get +1 Power for every helpful tag and -1 Power for every impeding tag. You also add the tier of your best status and subtract the tier of your worst status.

  You then roll two six-sided dice (or *:Otherscape* dice) and add the result to your Power. If it's **10 or more**, you succeed without Consequences; **7-9**, succeed but suffer Consequences; **6 or less**, you suffer Consequences without any benefits.

- **EFFECTS:** If the degree of success is important, like when facing a tracked Challenge, the MC will ask you to **spend your Power on Effects**. You then get to buy specific Effects for your action, adding or removing tags and statuses from yourself, your opponent, or your allies. You can **Attack** to give your opponent *wounded* or *subdued*; **Influence** them to give them *convinced* or *threatened*; **Boost** yourself with a *warded* status; **Create** an *explosive device;* **Restore** a hexed ally by removing *cursed*; and more.

  Each status tier costs 1 Power to add or to remove, and every tag costs 2 Power to add or to remove.

  You can also spend 1 Power to **Discover** a valuable detail in the scene or to perform **Extra Feats** that enhance or flourish your described action.

That's it - there is only one kind of roll in this game, and yet every roll is different because different tags come into play, based on the action and the situation. Plus, the variability of Effects means you get to be creative with the outcome of your roll!

HOW DO I OVERCOME CHALLENGES?

In many cases, overcoming an obstacle or a Challenge, such as sneaking past a guard, only requires succeeding with your roll. You don't need to get into the nitty-gritty with every action. This is called a **quick outcome**.

In contrast, the MC can decide to **track** a Challenge, in which case you must take action to give it a **status**. When that status hits or exceeds one of the Challenge's **Limits**, the Challenge is overcome.

Each Limit represents a different way of overcoming the Challenge and indicates the tier of status needed to achieve that. For example, the Limit to convince a demonic mercenary commander to stand down is *convince:4* while the Limit to defeat them in battle is *hurt-or-subdue:6*.

Limits can also track any process: the progress of a ritual to seal a malevolent Source (*complete:3*), traversing urban ruins (*traverse:5*), or building a new drone (*construct:2*). When the Limit is hit or exceeded, the process is completed, and something important or dramatic happens.

Use Effects like **Attack**, **Influence**, or **Advance** to give the Challenge the right kind of status. In the above example, that would be *convinced-4* or higher, or *wounded-6* or higher, *traverse-5* or higher, and so on.

You don't have to hit the desired Limit with a single status, because statuses stack. When you give a status for the first time (e.g., *wounded-2*), mark its tier on a Tracking Card by checking the slot labeled with that tier number (slot 2) and attach it to the target. When the same target takes the same type of status again (e.g. *wounded-4*), mark the slot of the new tier on the same card (slot 4). If the slot is already marked, it overflows: mark the next slot to the right. The tier of the status is the highest slot marked on the card. For example, giving a Challenge *banished-2* and *banished-2* results in *banished-3* (because slot 2 is already checked); the next time you give them *banished-2*, it will push the status to *banished-4* (because slots 2 and 3 are already checked).

CONSEQUENCES

After each action, if it had Consequences or if your crew ignored incoming Threats, the MC will strike back with negative developments that complicate your character's life. The most common Consequence is materializing a Threat that was established, like an attack landing or a spell unleashed. Other Consequences include side effects, exhaustion, collateral damage, and so on.

Optionally, the MC can add negative Effects to the Consequences, giving you statuses that **make things harder for you**, such as *injured-4* or *glitchy-2* or **burning** your tags temporarily. The MC doesn't have Power to spend – they can dish out any Effect, depending on the Challenge you're facing and the circumstances.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Like Challenges, you too have Limits: if you take a tier 5 status, you're so overwhelmed that you can't take actions affected by that status. If you take a tier 6 status, you're either killed or forever transformed by it.

If your character has some capability to avoid or withstand the Effects of Consequences, you can try and **mitigate** them by rolling again and spending your Power to buy them down. This is a defensive reaction roll, which only happens when you take Consequences.

CHALLENGES

Challenges – adversaries, hazards, and dangerous situations – act in the scene using Threats and Consequences, instead of having their own turns. In scenes where the player characters are facing risks or attacks, the MC makes Threats with the Challenge(s) in the Establish phase and then makes good on them in the Consequence phase, if those Threats were not addressed by the player's action. Each Challenge has a **profile** that lists typical pairs of Threats and Consequences that represent their abilities and common interactions with the player characters.

Challenges can also have their own tags and statuses that affect player actions against them or affect player characters ability to mitigate their Consequences. A Neo-Occultist Challenge that is *warded-2* against spells reduces the Power of actions to cast spells against them, and a mercenary with *armor piercing rounds* reduces the Power of armored player characters to mitigate their gunfire Consequences.

EVOLUTION

As your series continues, your character grows in two separate ways.

UPGRADES: Whenever you or the MC invoke one of your weakness tags, you lose 1 Power on the roll but mark a box on that theme's **upgrade track**. When it's full, you reset it and gain an **upgrade:** either a new tag or a new **Special**, a rule unique to you.

PERSONAL STORY ARC: Your character has a **motivation** for each theme. Choosing to act against that motivation can lead you to mark a box on that theme's **Decay track**. When it's full, you replace that theme: one aspect of your character is lost while another emerges, dramatically changing the tags and actions available to you and how your character plays.

Themes are divided into **Self**, **Mythos**, and **Noise** and the balance of these theme types determines your **Essence**. Finding new Mythos Sources and/or giving more of your Self to tech and Noise can cause your PC to evolve into a different type of being, such as a Cyborg, Singularity, or a mythic Avatar, each with its own **Essence Special** rules.

POWER OPTIONS

In *:Otherscape*, you're only limited by what you're willing to sacrifice – power options let you control the narrative in critical moments, at a cost.

Before you roll, you can **burn one of your own tags** to get 3 Power instead of 1 Power for that tag.

You can **push a 10+ roll** by accepting Consequences to get 1 more Power to spend on Effects.

Finally, you can **Go Out In A Blaze**, losing themes or even killing your PC to achieve a specific narrative goal, an option usually reserved for extreme cinematic moments.

YAGA BOY

Ruling her underworld gang with a metaphorical iron fist, not to be confused with her very real metal teeth, the Baba Yaga Mob Matriarch is a force to be feared. Her "Boys" are her eyes, ears, and claws out in the world. Each is a brutal underworld enforcer, spiritually twisted by exposure to the terrifying Mythos of Baba Yaga via their matriarch. This spiritual corruption allows a Yaga Boy to apply their *cruel* status to attacks and other Consequences where they cause pain or intimidation, so mitigating their attacks becomes harder.

LIMITS

HURT OR SUBDUE 3 | TRICK 4

TAGS & STATUSES

bewitched megapistol, *witch's brew*, *cruel-2*

SPECIALS

Witch's Potent Brew: The first time the Yaga Boy's *hurt-or-subdue* would be maxed, they can drink *witch's brew* (burn it) to reset the Limit.

›THREATS / »CONSEQUENCES

› *Brandish a huge megapistol or other weapon*
- » **Threaten to get violent (*intimidated-1* or *frightened-1*)**
- » **Fire upon a group of people (*bullet-wounded-2* to up to 3 targets near each other)**
- » **Hit someone with the butt of their megapistol (*bludgeoned-2*)**

› *Cackle with glee after a successful attack*
- » **Disappear without a trace (Deny Them Something They Want)**

› **Scowl menacingly, drawing upon the Baba Yaga's evil (increase *cruel* by one tier)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

LOADOUT

You don't track ammo bullet for bullet, or write down every piece of gear you have. Like in a movie, your tags only show important gear or major assets your character owns. Important items you have access to are recorded in a special fifth theme called the **loadout theme**. During the game, you can gain new permanent tags in the loadout theme by trading, crafting, shopping, or finding loot.

Before every job, you **Load Up** and choose one tag from your loadout theme to take with you on this particular job. During the job, you can use this tag as all other tags but when the job ends, you load off again, losing it.

WHAT'S IN THE CORE BOOK?

Ready to start playing? Here is what you can find in this book:

//IMAGINE describes the *:Otherscape* proto setting, a mythic-futuristic world designed with room for you to make it your own, including examples and story hooks for characters, crews, corporations, Sources, Megacities, and more.

//PLAY delves into the game rules, both for players and the MC, including all the options, suggestions, and examples.

//CREATE offers a set of tools to create new player characters, crews, series, and Megacities, with plenty of ready-to-use content, Rapid and Custom creation modes, and a loadout tag catalog.

//**RUN** has guides and resources for the MC on how to run the game and how to design your own series, jobs, and Challenges – with a pool of Challenges to start from.

Strings Attached is a starter job your group can play on your first few sessions, which teaches the game as you play.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

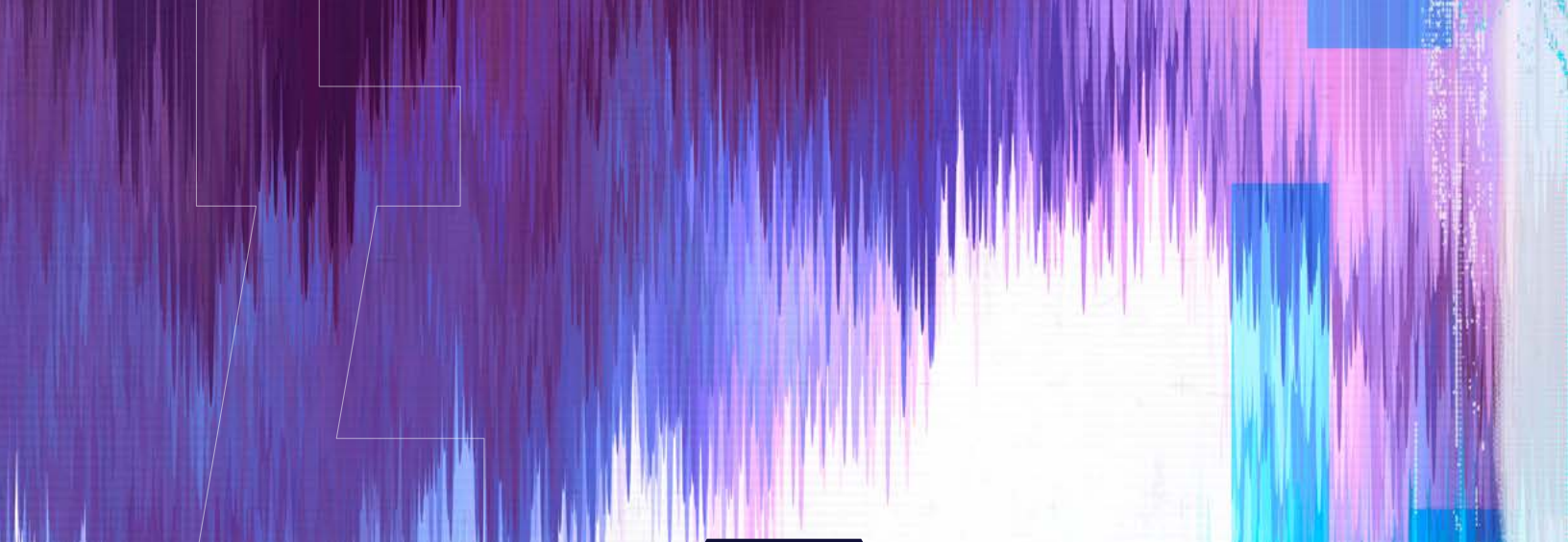
CHAPTER 1

//IMAGINE

The Setting

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



ENTER THE :OTHERSCAPE

Under a sea of flickering holographic billboards, in the underbrush of a towering skyscraper forest, a youngster in combat boots and torn jeans splashes through puddles left by acid rain, one hand clasping their **windbreaker** lapels together, the other gripping something stashed inside, close to their chest.

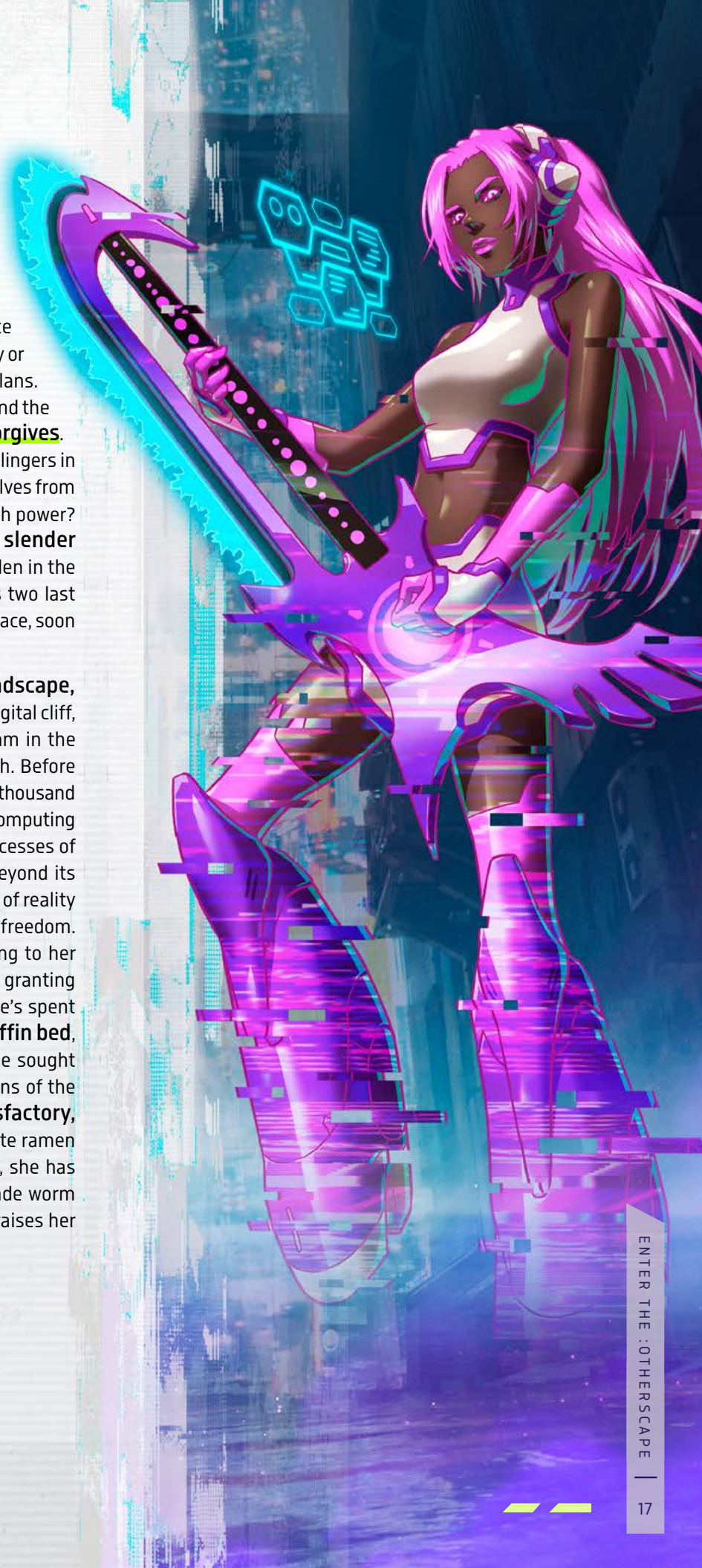
They take a sharp turn and stretch against the graffiti-covered concrete wall, just as the monotonous, **nervous sound of scanning drones fills the air,** followed by a squadron of three hovering glossy-white mechanical orbs, illuminating every corner of the alley with their laser eyes. The next moment they are gone, oblivious to their target, and the youth dashes onwards, **down back streets and service tunnels, until at last, in an abandoned intersection, they crash** breathless to their knees in the rainwater and take out a **throbbing dagger made of ruby,** faintly glowing, its hilt carved with **the damning face of a long-forgotten chthonic goddess**.

In an executive office overlooking the **military-grade weapons manufacturing facility**, in the outskirts of a sprawling megacity, a suited executive with skin too tight and smooth to match his weary eyes sits in his swivel chair and sighs as he removes a neuro-visual attachment and sets it on the table, rubbing his forehead. He reaches for a desk drawer, unlocked by **a quick prick** and a fingerprint scan, and produces a jade vial which he slowly unscrews and brings to his lips. Inhaling the **moss-colored, malevolent fumes** that rise from the mouth of the vial, he

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

speaks words in an ancient language, **calling upon potent spirits of good fortune** – and collapses. Visions of his enemies beset him, from aspiring middle-management to mocking vice presidents, all conspiring to get rid of him, one way or another, but he sees them now, he knows their plans. Yet with each swig from the vial his debt grows, and the entity who lends him its power is **not one who forgives**. When he comes to at his office chair, a dark cloud lingers in his vision. Someone managed to obscure themselves from his scrying sight; what price did they pay for such power? Out from the black wisps steps an assassin, **a slender thing with a chrome body** and a muzzle hidden in the wrist of her sleek extended palm, and he hears two last thunderclaps before his lifeless body slumps in place, soon to be disposed of by corporate sanitation.

In the vastness of **cyberspace's metaphor landscape,** a **rockstar hacker** stands at the precipice of a digital cliff, revving up a custom-coded penetration program in the form of a massive chainsaw with diamond teeth. Before her rises her opponent, a **nine-headed lizard** a thousand times greater than her, both in size and in sheer computing power, a divine being born out of the deepest recesses of the Spirals, where the digital threads stretch beyond its circuitry-constrained infrastructure to the fibers of reality itself and become an **infinite horizon** of bright freedom. A guardian of sorts, preventing her from getting to her destination – the Source. It's been calling to her, granting a lost soul newfound purpose. She now sees she's spent her adult life as a virtual ghost, **confined to a coffin bed**, bound to perform services for nourishment. She sought refuge in the myriad sensations and stimulations of the endless virtual universes, all perpetually **unsatisfactory,** repetitious forms of illusion. Not even her favorite ramen bar at the street corner lures her back now. No, she has one final destination, and that godlike code-made worm is the only thing that stands in her way. So she raises her **diamond chainsaw**, and leaps.



Property of City of Mist. Issued to Jolan Arnaud. Order #219586

://SURVIVE THIS

Welcome to the world of *:Otherscape*, where ancient myths have pervaded the cyberpunk landscape of a dystopian near future.

Here, aspiring individuals of all walks of life – executives, scavengers, street hustlers, and hackers – all try to game the system by acquiring the power they need to make their lives what they want them to be. They steal, grab, buy, or build the tech and legendary artifacts that will then allow them to steal, grab, buy, or build better tech and legendary artifacts, thus clawing their way to their goal, inch by inch. Negotiation, transaction, and betrayal are all inevitable parts of the cycle. Everyone has an endgame, even if it's constantly changing, even if they don't know what it is yet, because the only alternative is to sink into a swamp of all-consuming, meaningless Noise. The struggle never ends, and satisfaction is the rarest and most fleeting of delights, but your crew are not ones to go out quietly. Can they make it to their coveted horizon, whatever it may be, before the Megacity devours them?

THEMATIC PILLARS

The pillars described here outline the major themes of *:Otherscape,* the core concepts of the game. Whenever you're not sure if something fits into the mythic-powered cyberpunk future of *:Otherscape*, refer back to these pillars.

If you're looking for inspiration when creating new elements in the Megacity, you can start by mixing and matching these fundamentals. Need a bad guy? Blend *tech noir* with *mythology weaponized* to find a cool balance of stylish and legendary. Want to come up with a faction in control of a neighborhood? Mix *gangs, cults, & countercultures* with *oligarchic corruption* to create a corporate-sponsored gang, or a weird bionic counterculture with a *technological overdrive* spin.

The core pillar that sets this setting apart more than all others is the idea that in *:Otherscape* **Mythology is Weaponized**. Ancient legends and myths are making a comeback as sought-after and commodified Sources of power, akin to tech, arms, drugs, and information.

THE WORLD IN THE YEAR 20XX

The world was screwed even before you found out about the magic of the Mythoi. Maybe they're here to set things straight, or maybe they're the insidious reason it's always been like that.

TECHNOLOGICAL OVERDRIVE, MORAL BANKRUPTCY

Human ingenuity has become an overclocked CPU. Cut-throat competition and a willingness to sacrifice workers and even consumers on the altar of innovation drags the world into a future where incredible advancements only serve the investor class in their silicon towers, from which they cannot hear the commotion of the street. The vast majority of people have no access to these devices and no power over them, unless it serves a business-political agenda. Tech is strength, and it is meant only for those who were born to wealth and privilege or those who seize it through bold action. The few who aspire to rise above the mass-produced food sludge and coffin-sized apartments do so by deviating from the norm. Going rogue, going violent, and hacking together every single edge in their reach.

OLIGARCHIC CORRUPTION

Corporations and criminal syndicates have melded into essentially the same thing: mechanisms for violently holding power in the hands of the precious few. Governments, in turn, have been broken up and sold off to the highest bidder, devolved into fake bureaucratic systems that serve only their corpo-criminal overlords. These organizations war with one another using their own armies, design and run entire city districts, and grant corporate citizenship to those who toe the company line. Regulations, law enforcement agencies, and civic organizations are mere speed bumps for the powerful – it's one's rivals who are the real obstacles, checks, and balances. Politics are Machiavellian and betrayals are common. You might work for one patron one day only to discover on the next that you're being fired and evicted by them, as shifting allegiances and corporate buyouts change the political landscape. Contacts are unreliable, mentors become villains, and old foes turn into reluctant allies.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CITIES IN RUINS

The world has seen many wars, and the Earth has been ravaged by climate change and reckless abuse of technology. Places that were once the capitals and metropolises of human history have become depopulated shells of their former glory, on the outskirts of the Megacity. These places are now forgotten and ignored, but that does not mean that they are without their secrets. Mythic relics, secret cults, private communes, and corp black ops hide within the crumbling structures of these desolate cityscapes. Those intrepid enough to brave the badlands may unearth discarded technologies, powerful Mythoi, and a host of dangerous local monsters. Marauding raiders, wandering tribes of disenfranchised souls, and forbidden techno-fetishists guard their territories well.

SPRAWLING CYBERSPACE

For many, existence in virtual worlds is better than the realities of the physical world. Augmented and virtual realities are ubiquitous, useful, and a major cause of the Noise. The lure of the virtual and the power of networks means that the Mythoi are drawn to cyberspace as well, where they entwine themselves in the data channels and virtual Domains of the Megacity. Between these shining citadels are the old networks, which string the newer structures together, ancient infrastructure hidden from most. These digital ruins are infested with primitive AI and the refuse of fallen online platforms, ready to be explored by those who know what to look for, from lost data to hidden backdoors.

GANGS, CULTS, AND COUNTERCULTURE

Those who cannot abide the vigilance and control of the corporate-government overlords often turn their back to the mainstream, and are welcomed by a wide range of ideas and ideologies. Some are violent, or involve themselves in criminal acts of disobedience or mayhem. Some take their ideologies too far. Some are inducted into a myth cult, worshiping at the altar of a Mythos. Everyone thinks everyone else is out of their mind. Thanks to cyberspaces where one's fantasies and nightmares are made real, nearly everyone in the Megacity is able to become part of *some* subculture with its own weird take on the world, strange hobby, or unusual fascination.

TRANSHUMANISM

Humans have moved beyond the limitations of biological evolution and into an era in which each processor cycle elevates their dominion over the Earth and their own destinies (or so they like to think). The lines between identity, personality, memory, and authenticity are getting more and more blurred. Technologies for copying and simulating human intelligence are ubiquitous. The surveillance state has long paired with Big Data to algorithmically forecast the destiny of the Megacity and its inhabitants. Nearly everyone has something artificial in their body or their mind, and some no longer consider themselves part of the human race. Change is the only constant, and the Noise disempowers almost all of humanity from having a say or preparing themselves for what's to come.

TECH NOIR

Cyberpunk has always been influenced by noir, and players and MCs familiar with *City of Mist* will find that this is a natural starting place. While not a purely detective setting, *:Otherscape* easily supports stories where the PCs are hired to look into a mysterious event and see where the case leads. The powers-that-be are always working on some dangerous new tech or allying with some ancient mythic power that's up to no good. The system doesn't care for the little people, and so, hard-boiled private operators find themselves looking into these evils, following the threads leading back to those who run the Megacity, working through dark, rainy nights, lit only by neon.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MYTHOLOGY WEAPONIZED

Since ancient times and over the centuries, the ideas, myths, and legends that used to be a major part of the world disappeared from the public eye. Now they are returning with a vengeance. Most people haven't really noticed it, but monsters and demigods lurk in the shadows of the glistening Megacity skyscrapers.

While they may be of human origins, they are not human themselves, and none understand them fully. What do they want? Where do they come from and what comes next? Those who know of the Mythoi wish to learn more, because what they've already seen is reality-shattering. Glorious and terrifying things are coming back and everyone who knows of them wants to be empowered with their magic and might.

BENEATH REALITY

Legends and myths tap into the primordial powers of creation and the constant battle of forces within the human psyche. In *:Otherscape* (as in *City of Mist)*, legends and myths are arcane, abstract concepts known as **Mythoi**. They exist in a substratum of reality known to some as the "Otherscape"; a half-fictional place made from the psychic energy of humanity's collective unconscious. Or at least, that's one theory. Mythoi can be monsters or heroes, demons or angels, places or times, mythological figures or characters out of legend. The Mythoi can only work their miracles and horrors in physical reality through gateways, called **Sources** (in *City of Mist*, we would call them Rifts).

BREAKING PAST THE NOISE

In an ironic twist of fate, the very Noise that makes the denizens of the Megacity blasé towards the supernatural is the thing which provides the Mythoi the opportunity to creep back into relevancy. The public is too numb by the non-stop blast of information and stimulation to be surprised or even care about a magical manifestation; it might as well be some promotional stunt, or some new tech they don't understand. With "truth" worn down to dust, no one is left to disbelieve the fantastic, and so the unconventional

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

has room to make a return. The Mythoi find this futuristic world fertile ground for their stories, as the very concept of authenticity is a rare and precious thing here. The masses subconsciously yearn for the stories from legend that once connected humanity to one another.

SOURCE-TOUCHED

Though in the distant past humans were capable of becoming living conduits of the legendary Mythoi, the Noise stifles this capacity. Instead, most humans who wish to gain the miraculous powers of a Mythos need to come into contact with a Source – a Relic, a Thin Place, an Esoteric body of knowledge, or an Avatar. Those that accomplish this become known as **Source-Touched** or just **Touched**, as they have been changed by the Mythos in some significant way. Organizations covet Sources and hoard them, giving their agents a variety of Mythic powers. As the Noise allows even fringe groups to cultivate magic without being noticed, many secret orders have emerged to seek out and utilize Sources for their own ends. The hunt is on.

RELICS: MAGICAL ARTIFACTS

Items of legendary origin have always fascinated humanity. Stories are filled with weapons, musical instruments, or religious icons of a god or other mythological figure. Nearly any item could hold a connection to a story or mythical being, even if only due to its similarity to objects key to the plotlines of those tales. Most of these items, imbued with a faith that is no longer found in this world, are kept in private collections or lost in the refuse of fallen cities. Those who explore and those who cling to a lost past are equally likely to find such a connection to the Mythoi of old and unlock unimaginable power.

THIN PLACES: NEXUSES OF POWER

Another common way for mythical influences to penetrate the physical world is through certain places, usually little-known niches, out of reach of most people. In the derelict and abandoned recesses of the Megacity, where the Noise cannot reach, or in places of great reverence, sanctity, and focus where the Noise is repelled, the presence of a Mythos can intensify. These Thin Places – from abandoned flood tunnels to a forgotten alley to buried temples – allow Mythoi to manifest in the world of humanity. A scavenger who found a cave could be infected with the powers of the monster that lives there, or a goddess could birth storms on her mountaintop shrine.

ESOTERICA: THE OCCULT ARTS

Spells and rites, when conducted with perfect precision, can become a gateway to power, Sources in and of themselves, collectively known as **Esoterica**. Arcane forces are naturally tied to such practices and many musty tomes still hide Esoteric knowledge with which one may call upon the power of Mythoi. Much of the old lore has been forgotten or corrupted. Some can be learned from the mouth of a Mythos. Some rare few occult scholars, masters, and religious zealots still cling to the old ways and pass down their knowledge to those they trust or who are willing to pay the right price for such power. Once the knowledge is out, however, it can get anywhere – in the information age, nothing prevents even earth-shattering rituals from being copied and distributed worldwide. Thankfully, mastering an art requires levels of dedication and commitment that are very rare in a Noise-filled society.

AVATARS

Only a handful of people throughout the entire world are able to pierce through the Noise and awaken into embodying the reality-bending powers of a Mythos. They are the godlike **Avatars**, living incarnations of their Mythos (not to be confused with digital avatars who are cyberspace embodiments of their users). The person they once were is gone, replaced by a shining beacon of the core concept of their Mythoi. Avatars often amass followers, influence, and power, whether as heads of corporations or crime syndicates, leaders of cults or spiritual paths, or media moguls and superstars – all in order to re-enact their legend on a global scale. They can grant their followers unique powers simply by affiliation.

THE RITUALISTIC PRICE

To maintain their powers, the Touched must pay some price: visit a shrine regularly, feed their Relic's bloodthirst, or receive a special drug from a supplier connected to their Mythos. These requirements may not be particularly onerous, but failing to maintain the proper connection to one's Mythos can mean losing touch. In a world where anything can be copied and everything feels mass-made, the Mythoi can only exist as something special, something loved or feared – something deserving of attention and emotion. The Touched must let go of their ultramodern ennui or risk losing their connection to the magic.

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

TECH & NOISE

The supernatural exists openly, but it doesn't get headlines. The **Noise** suffocates people's interest. When they encounter the mythic, they might cower or flee from the danger, covet the sublimely beautiful, or resent the inconvenience, but they are not in awe. To them, the magical simply isn't... magical.

Sensory and cognitive oversaturation – clickbait, 24-hour news, augmented reality alerts, personally targeted ads, implant feedback, online chatter, hallucinogens, holograms, text messages, distant sirens, charity solicitation – drown the viewer's brain in jaded apathy.

The vulnerable human mind insulates itself from this Noise by going numb, at the cost of losing meaning and appreciation. Nothing is special, nothing is sacred, nothing is wondrous or miraculous; these notions are distant dreams, buried by incessant stimuli.

LISTENING THROUGH THE NOISE

Only Avatars, their lives forever marked by Mythoi, are truly free of the Noise's interference. Other rare individuals can also become Noise-resistant in specific, narrow contexts: If a phenomenon already fits someone's worldview, like a priest's god or a ghost hunter's hauntings, or if the phenomenon is truly, genuinely irreconcilable with their beliefs and knowledge, like expert physicists unmistakably seeing the laws of nature violated, the Noise's induced apathy breaks down, at least for a while. The effect grows with each successive encounter with the same Mythos. Eventually, the feelings suppressed by the Noise erupt in a flood of awe, frustration, or hatred.

PREVALENT AUGMENTED REALITY

Meatspace is dull, so **Augmented Reality** makes it better. With the use of goggles, visors, headphones, cybereyes, reusable contact lenses, neural implants, or holographic emitters, the "real" world is covered by digital overlays. They are incredibly useful and entertaining... and a prime source of Noise. AR enhances your vision and blasts your ears with more information than you could ever use. Work alarms, personal alerts, and advertisements blend together. Buy a plane ticket while you're speaking with your spouse's virtual assistant, and measure your baggage dimensions with a gesture. Project wireframe outlines of the road ahead to see where your turn is, and get pit stop recommendations. Project the frame of a carrier drone to pilot it like an exoskeleton. Link to your gun to count your ammo and see your bullet paths. Install the CoverFinder update to highlight all potential cover places!

HACKING BY HARNESSING

The development of SPACES, or *Shor-resistant, Polymorphic, Arbitrary-Complexity Encryption Software*, provided budget-friendly shielding for sensitive data that made brute force hacking functionally impossible for years. And yet technology marched on, and recently quantum decryption gave way to **Harnessing**, attacking secure SPACES with a brain's processing power. Harnessing software allows teams of willing operators to experience the virtual environment in a shared metaphor, solving problems they are accustomed to, coordinating their bodies for running, shooting, playing tennis, painting, whatever they are already good at. Then, the Harness software translates the brain's expertise into usable calculations. Cutting-edge systems can crumble under Harnessed attackers within hours, unless Harnessed defenders or powerful AI intrusion countermeasures confront them head-on to disrupt their connection.

BIO/CYBERNETICS FOR THE MASSES

Standing on the shoulders of the comparatively crude early generations of robotic prosthetics, insulin pumps, and IUDs, the replacement of meat body parts with artificial ones has reached reliable performance for almost every part of the human body. Whether these replacements are lab grown or synthetically manufactured, these augmentations (augs) are widely available at a range of prices. Bad vision? Install new eyes. Need regular hormone regulation for diabetes? Growth hormone deficiency? Menopause? Gender affirmation? Install an automated pump and load your medications monthly, or get a new gland to create it yourself! Cybernetics are the new normal, easy and effective – unless you can't afford it.

TRANSHUMAN UPGRADES

Augmentation is one thing, *superhuman* augs are another thing entirely. Highly regulated by corps and governments and highly coveted by rebels and criminals, **"heavy augs"** make you *better* than the human best. Whether you need an edge in a fight or your company expects brain modifications for managers, or you just need to feel you're superior, every

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

aspect of the human body can be improved for the right price and with the right connections. Once you've installed some heavy augs, you are much more likely to keep doing so; mercs tend to show either contempt or awe toward heavily body-modified "ogres" and overly brain-modified "augurs". As the "troubled cyborg warrior" becomes a stock character in mainstream cinema, corp psychologists who examine upgraded people are starting to identify a disturbingly consistent reporting of **transhuman dysphoria**, a pervasive sense of alienation from their own bodies.

INHUMAN ARTIFICIAL INTELLIGENCE

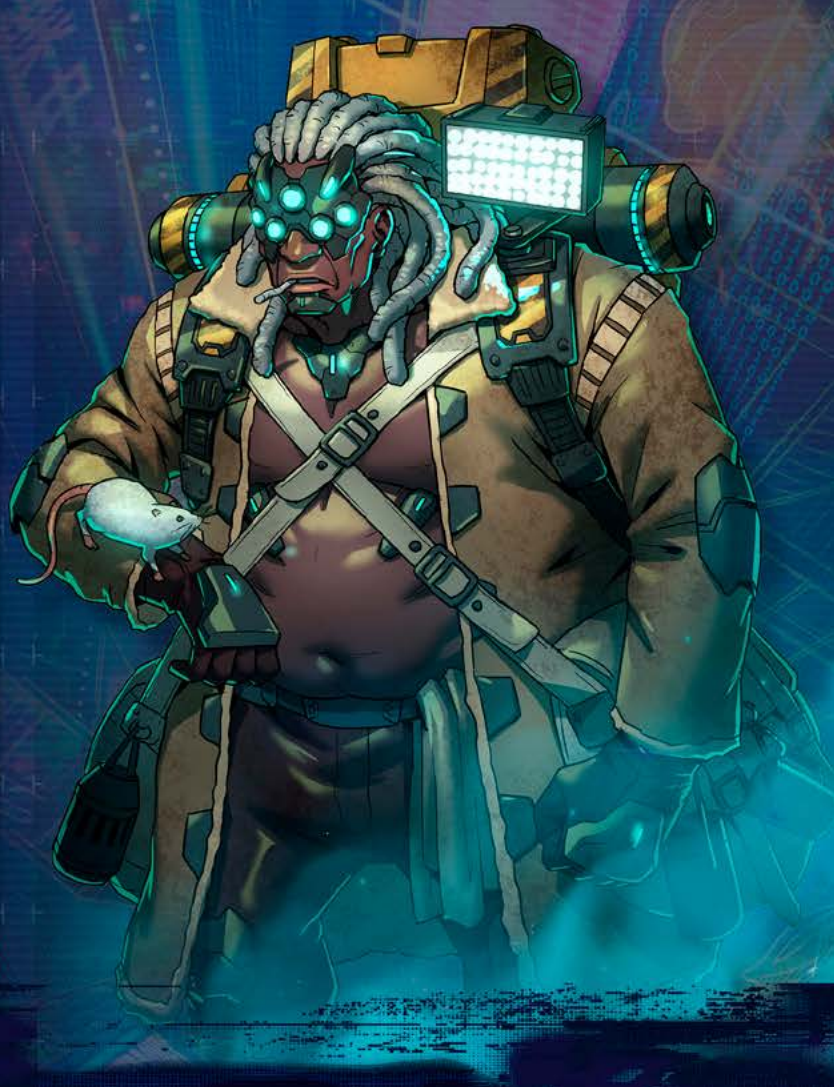
One of the great fears of the modern era is the mishandling of artificial general intelligences (AGI, also called "strong" AIs), sentient synthetic intellects capable of human-or-better creative and computational thought. **AGIs** can do anything humans can and often more, but they aren't human – and their goals might not be aligned with those of their creators. Corporations own AGIs and use them as tools, ignoring the cries of the rare AI rights advocate who call that slavery of synthetic persons. Estimates of rogue AIs, who have escaped their creators and entered the greater net, range from "a few" to "several hundreds" to an uncomfortable shrug, and nobody truly knows what they're doing out there or why.

NEO MATERIALS

As oil prices reached new highs, non-petroleum polymers and resins found their place in the market, easing competition for fossil fuel naphtha. These bioplastics are biodegradable, but as they pile high in landfills, unexpected chemical reactions lead to the release of toxic gasses to the surrounding slums. On the other hand, breakthroughs in the production of concrete have reduced the greenhouse emissions of the world's most common building material, and it's still in use everywhere. Other neo materials have become common household items, such as synthweave: ballistic-rated synthetic polyesters whose texture, weight, and breathability successfully emulates organic threads like cotton or silk, combining protection and fashion, if not affordability.

MORE KILLING DEVICES

In the age of the cyborg, firearms are still the great equalizer. Whether you're firing at tailored suits of ballistic silk or the grim matte black plating of a Heavy Urban Response Tactics team, firearms are louder and nastier than ever before, using better materials and stronger smokeless powders. A gun is still just a barrel that shoots a bullet,



though, even if R&D labs keep promising practical handheld magnetic weapons "later this year". An increase in urban warfare and AR smoking has led to a resurgence of close-combat weapons, from tungsten carbide swords to plasma-sharpened knives with diamond cutting edge, made to cleanly cut armored cybernetics. The corps have the best toys, as always.

TRANSIT FOR THE MASSES

It was, ironically, not the talk of livable, walkable cities that reduced urban car dependency. It was a combination of the work-from-home-VR lifestyle and the rise of corp enclaves that killed commuting, the use of drone haulers that killed car delivery, and a drastic increase in self-driven taxis that killed car ownership. The positive feedback loop revolutionized cities. Less driving meant less traffic, which meant faster and more reliable public transport and more airspace for drones, which meant more people utilizing these channels, which meant fewer drivers... While personal vehicles are still both useful tools and pricey status symbols, and some are even flying on powerful mini-jets, most citizens of the Megacity use flexible and timely public transports, shared rides, rent-a-bikes, and many other forms of transport. Some of them are even regulated.

Property of City of Mist. Issued to Jolan Arnaud. Order #215588

LIFE IN THE MEGACITY

Industry and overpopulation have consumed what few tracts of suburbs and countryside that once separated neighboring cities, turning them into a single sprawling metropolis. While municipal boundaries remain, **the Megacity** now spans thousands of square miles, with dozens of districts and countless neighborhoods.

Your Megacity can be anywhere in the world, based on one or more existing cities (as with *Tokyo:Otherscape*), or fictional ones (like New Port City from *Ghost In The Shell)*. While the focus of the game is on the Megacity, some storylines can take place in less densely-populated regions of the world, or even the wilderness beyond – but one can't escape the siren call of the streets.

ERODED MORALITY

The laws of the Megacity are decided on by those with power, to serve their needs. Companies lobby to control the government while also engaging in criminal activity, all part of the war against their rivals. Most government agencies are privatized, for-profit operations, leading to crime lords doing business with city officials. Occupations that once aspired to uphold ethical codes, such as doctors, soldiers, lawyers, or journalists, no longer care, as the bottom line and fierce competition for survival trump all pretensions of moral superiority. Neighbors turn in neighbors who violate corporate policy, for a meager bounty. In this cesspool of moral decay, those who still cling to hope are drawn to online ideological movements or Mythic cults, turning them more and more extremist in their views and standards.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

LIFE IS TRASH

Most individuals living their lives out in the Megacity are just trying to get by and live another day. Wage slaves try to survive their day jobs in a dog-eat-dog corporate culture, while street urchins risk their lives to steal industrial supplies just to get some canned nutrient sludge in the black markets at the docks. If these individuals ever stand in the path of the high-and-mighty, they are quashed without a second thought, wiped clean of their assets by a novice corporate hacker, or shot by a patrol drone and left to die in a ditch. In the eyes of the ambitious or those struggling to survive, an individual has no value beyond the power they command.

GLOBAL CATASTROPHES

There are dangers that threaten to obliterate the rich and the miserable of the Megacity alike. Natural disasters such as floods, wildfires, pandemics, earthquakes, tsunamis, as well as man-made catastrophes like toxic spills or nuclear site meltdowns, are becoming the norm. Over the last several decades the world population at large has been going down because of these disasters, yet the city centers have only grown more crowded as people rush toward safety. The wealthy make an effort to protect themselves, but the wrathful and exploited Mother Nature does not distinguish between worker bee and queen, and some Mythoi tied to stories of nature's vengeance have truly terrible plans.

HYPERINFLATION & CRYPTOCURRENCY

Financial crises and last-ditch efforts by crumbling governments to buy themselves a bit of power have eroded the financial systems of the world. Few investments are stable, as companies undermine each other in the race for market dominance. Currencies issued by governments are flimsy and frequently become worthless within a few years. Most merchants only take independent cryptocurrencies, the value of which is determined by the manipulations of unknown online entities and political movements. Currency in the Megacity is called "credit" though the term is just a stand-in for whichever encrypted unit of exchange is in vogue at the moment.

PERVASIVE POLLUTION

Creeping pollution has been invading the world's population centers for decades. The Megacity is now smothered in a thick chemical haze, blocking out the sun and stars, day and night. It has a distinct smell, only noticed when you venture out away from it, in the ruins and wilderness between the metro areas. These pollutants shorten lifespans and make existence rather miserable, at least for those who live outside of the air-filtered skyscrapers and self-sustaining arcologies. Most people carry filter masks and goggles, for days when the AQ (air quality) is worst, or use sheltered passageways during the pollution seasons, when the acid rain burns and black smog chokes.

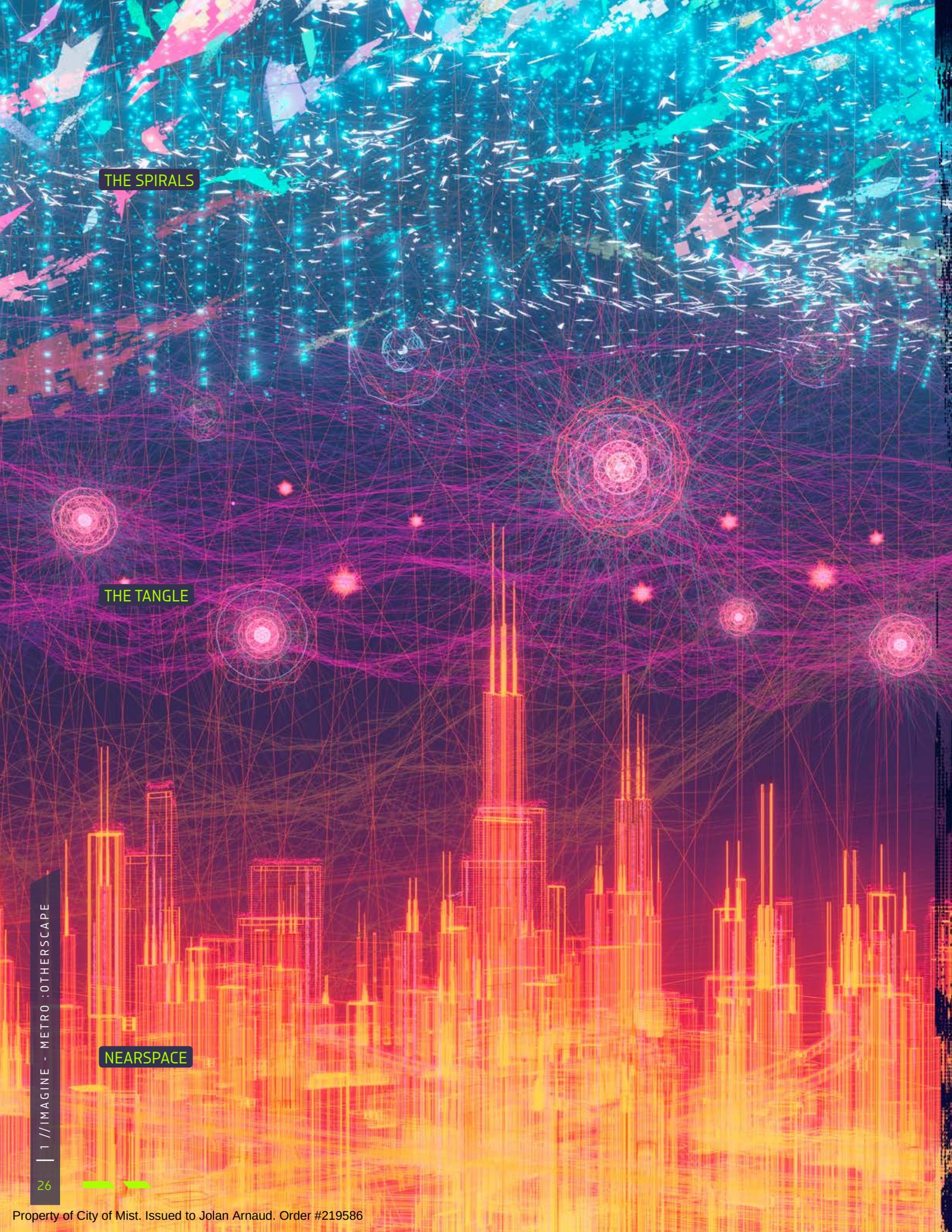
CULTURAL CONFUSION

The Megacity is more than just a melting pot of cultures from around the world. It is also a meeting place for the hundreds of thousands of subcultures that have evolved mimetically in online spaces and hidden temples. You might hear dozens of "foreign" languages in a single day as you walk down baffling streetscapes strewn with memes and signage you can barely understand. Meeting with your own clique is the safest option, as interactions with people of other mini-cultures have an increased chance of embarrassing yourself or miscommunicating. It is sometimes impossible to even guess which religion, ideology, or ethnicity any individual belongs to. Megacity denizens assume that anyone they run into might be either non relevant to their lives or a dangerous fanatic, and they take precautions accordingly.

NEIGHBORHOOD CONNECTION

In all the Noise and the endless cultural variety, many seek a deeper sense of belonging. Some find it in niche cyber Domains, but others find it in their home neighborhood. In a world ruined and ruled by faceless corporations, some solace can be found in local meeting places that serve as hubs for their community, the village center of a dystopian future. Bars and nightclubs, skate parks, or corner noodle shops are treasured by those who long for a sense of connection. Knowing you can always find friends at that one good coffee stand at 2am is a comforting thought. When outsiders come to wreak havoc, even gangsters might stand in solidarity against them.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CYBERSPACE

Cyberspace (also called "the net") is a vast VR approximation of the various interconnected computer networks in the world. It is theoretically possible to reach every corner of the net from any other corner, although it isn't practical.

Much of the net is made of servers, which are owned and operated by someone (corps, most likely). The more secure and protected among these, the **Domains**, usually appear as private land, possibly walled off or guarded. Many others are public platforms, entertainment venues, shops, open enclaves, and the like, all lashed together into the likeness of a world, with topography carved from proprietary social networks and weather made of data flows. Personal avatars appear and disappear as people log in and out, and entire Domains might be gone tomorrow if their servers are brought offline, giving even the most stable portions of cyberspace a certain quality of impermanence. Size has almost no meaning here: a single Domain could host a vast universe full of galaxies, systems, and planets, but the more detailed the virtual space, the more storage and computing it demands, tech which eventually translates into real-world requirements of funding and space.

Diving into cyberspace requires logging in with a smart device connected to your brain through a neural jack, or donning otherwise neuro-sensitive headgear. Exploring cyberspace via a non-neural link, such as VR glasses and gloves, or worse, via a keyboard and screen, is excruciatingly slower and is favored only by tech-wary luddites, those safeguarding sensitive data in their brains, the resource-strapped, or the outdated. Those less immersed have a far lesser capability of understanding, influencing, and using this digital landscape. People who want to interact with the very source code of the net must either utilize advanced hacking techniques or put on Harnessing interfaces, which allow them to bring all of their physical skills and abilities with them into cyberspace and explore any Domain as they would physical reality itself.

ALWAYS CONNECTED

Most people experience cyberspace as an integral part of their daily lives, usually in a tame and manageable manner. If you just need to chat for a moment with a friend or colleague, a simple text or voice augmented reality (AR) interface is usually enough. But as additional features become available, technologies begin to wreak havoc in a person's social life. Some people use AI response bots to answer all of their messages and even don their avatar in VR meetups, getting a summary of "key points" later, essentially disconnecting from their own lives. Others have become ensnared in reputation networks, where every behavior is assigned "trust points" according to an ever-evolving directory of proper manners, decided on by the collective use of the user base. AI is constantly employed as an authenticity-forging measure and countermeasure, which results only in a moving stalemate where the superior tech-operator-luck trifecta wins.

Most of the world's entertainment industry exists in cyberspace, and the selection is truly incredible. Narrative programming, such as TV and movies, have merged with reality shows, e-sports, talk shows, and react videos, becoming a mind-numbing engine of meaningless content, and a huge source of the Noise. A cooking show can at a moment's notice become scripted, turning into a cinematic masterpiece at the direction of AI influence consultants. From video games to spectator sports, the lines between player and viewer are constantly blurred, and most people like it that way.

NEARSPACE

Overlaid upon the physical world are a number of corresponding digital spaces, accessible to anyone with AR gear, which is most everyone. A ton of metadata and other digital information flows all around in real space, machines communicating with each other through radio or wired pulses. Experts call this environment **the Nearspace**, and interfacing with this "shallow" layer of cyberspace allows hackers to hijack control over devices and networks around them in real time.

Nearspace includes the following aspects:

- **The Data Fog.** Each person and machine with a digital component exudes an "aura" of metadata and communications known among pros as its **data nimbus**, and collectively as the data fog. This "internet of things" allows those with even rudimentary hacking skills access to useful tracking information, vulnerable ports for takeover, and a view into the device's presence in the greater cyberspace.

Property of City of Mist. Issued to Jolan Arnaud. Order #215585

- **The AR Alternates.** A dizzying array of alternate fantasy environments exist as potential overlays for meatspace. These "alternates" change the person's sensory experience to suit a curated narrative, allowing one to experience their city as if in different times of day, historical eras, or even fully allowing one to lose themselves in a story, turning their lives into a fantasy. Other functional alternates serve to perform work or provide services, such as a drone operator immersing in the world as it is detected by the sensors of their remote drone.
- **The Local Domains.** Entering a building, a home, or some other space that has its own internal infranet Domain allows potential access to that area of cyberspace. With some social engineering, or by breaking in, a hacker could achieve physical access and thus easily circumvent a Domain's border guardians, or infiltrate a Domain that is insulated from the greater net.
- **Data Flows.** All digital communications in the world are part of cyberspace; in essence, that's what cyberspace is made of. This underlying layer can potentially be perceived in AR. Most of it is only visible as metaphor, in the form of rivers and whirlwinds composed of data packets, and even then, only to hackers who deliberately access this layer of Nearspace, the deepest one.

THE TANGLE

Most of the civilized and organized cyberspace consists of corporate and government owned Domains of digital real estate, containing anything from online workspaces for employees, admin centers, and meeting areas, to content universes, hangout zones, and training worlds. Collectively called "the Tangle" for its growth-like, convoluted 3D visualization, this is where mainstream communications, commerce, and entertainment is hosted, so it's where most people spend their time in cyberspace. These areas are well-guarded against rogue AI, mythically-powered hackers, and other threats, through the use of powerful firewalls, excellent interception programs, and well-paid enforcers.

Major areas of the Tangle include:

- **The Hoods.** Most urban centers within the Megacity have their own local server spaces for their citizens to host their own virtual homes. This space is usually rather limited and it can be costly, but it's a means of keeping in touch with others so many freelancers buy into it, if only for the clout and connections it provides.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **Infospace.** This network of public Domains is a vast compilation of publicly available knowledge, strung together by volunteers and public servants. It's not well-organized, despite all the curation involved in its maintenance. There's no single search engine, and assistant apps ask each other and verify information together. When you're running a search, it's in Infospace.
- **The Silver Malls.** Shining structures of glass and chrome, these Domains play host to all manner of legitimate businesses. Named after the original all-VR retail center, online commerce centers are collectively called "silver malls", easily distinguished from the malls of physical space. Silver malls address all of one's digital needs, and visitors can shop for online outfits and accessories, avatar cosmetics, social app add-ons, VR games, and so much more. Online shops offering physical goods delivered by drone are sometimes known by silver goers as "tourist" places, since they are mostly frequented by those not actually immersed in VR, who are merely visiting cyberspace through their devices and computer consoles.
- **The Bot Market.** The stock exchange of the future needs no human intervention. Entirely driven by digital intelligences who perform nearly all major financial transactions in the world at lightning speed, the Megacity's economy is maintained and supervised inside this giant, alien-looking structure. Financial experts stand on the fringes of the Domain, directing their personal armies of bots in their trading strategies, and hidden malicious programs attempt to intercept outgoing communications in hopes of getting a nanosecond advantage.
- **The Multiverse.** Countless virtual worlds are built for competition, pleasure, and other forms of leisure, collectively referred to as the multiverse. Some look and feel as real as the physical world, and every year more and more people willingly sink deeper into their chosen fantasy, foregoing all contact with meatspace.

THE SPIRALS

On the fringes of the Tangle are places where geometry gets messy and the Tangle's more agreed-upon constants (such as what is connected to what) are not regularly enforced. Named for a common chaotic and dizzying pattern that forms in the topography, these Spirals have become a haven for illegal transactions and wild viruses. Strange entities can be found here, but whether those beings are AIs or Mythoi depends on the moment and few can truly tell the difference in this narratively shaky dreamscape.

Visiting cyberspace hackers and Harnessers regularly encounter troubles due to the malleability of these spaces, as they tend to change quickly from moment to moment, with the "physical" rules morphing to suit evolving narratives. The Spirals are dangerous, doubly so because the entities here can be quite capable at controlling the space.

Major areas in the Spirals include:

- **The Crypto Bazaars.** Where shady vendors gather to sell to even shadier customers. Most transactions here are obscured and relatively untraceable, but the lack of any real security means the market can be quite dangerous to the unwary. Despite the name, many vendors do not accept digital money, as secure transactions are practically impossible here. Instead, they barter services or sign contracts with clauses based on the delivery of goods to physical locations.
- **The Old Architecture.** Today's network is built upon the infrastructure of yesterday's network; it's networks all the way down. Data sharing structures from the past still accept ancient keys, and in the wild spaces full of old algorithms, primitive AIs assemble themselves and ancient routines are still running. Computer viruses caught here are often so old that modern devices have no defense against them. The servers that host these Domains are usually physically located in dilapidated buildings on the outskirts of the Megacity or buried someplace beneath it, but much of the architecture doesn't exist in any one location – bits of it are encoded into chips all over the place.
- **The Tempest.** The Tempest is the name some experts give to a phenomenon that sweeps across the Spirals in chaotic patterns. If the movement of data is akin to winds, the Tempest is a hurricane. The "weather" in the Tangle is strictly controlled, but in the Spirals there's no authority to keep things in check. Bugs, spikes in demand, rerouted requests, and clashes between Mythoi sometimes cumulate into the Tempest, a storm of such intense chaos, even AIs fear to come near. Information flows so quickly here that it's easy to get caught up in it and be swept away, and the danger of literal disintegration is very real. Few would dare heading into the Tempest without powerful protective programs and some means of sifting through the seemingly endless torrent of data packets.

Property of City of Mist. Issued to Jolan Arnaud. Order #219686

THE FACES IN YOUR MIRRORSHADES

Let's discuss the people you'll meet in the Megacity. Who hires you to do jobs, stands in your way of accomplishing missions, or competes with you for the spotlight? Who do you buy or steal your gear from? Who do you sit next to at the chrome-paneled cafe while you wait for your contact to call?

These are your allies, your enemies, and your neighbors. If you're thinking cinematically, these are the more interesting characters you'll see on screen. They can also serve as inspiration for your own characters, but see **Who You Are** (page 35) for more specific ideas.

MERCS & PRIVATEERS

Mercenaries of various stripes can be found throughout the Megacity, thriving in the wide cracks in the system. Often cast out or dropped out of more formal organizations, they monetize their training by putting themselves out for hire to the highest bidder. They may work only with one trusted fixer, or sign on whatever comes their way using an app which tasks such freelance experts algorithmically. Most mercs know of the Mythoi and have begun seeking them out, as they search for anything that will give them an edge. Whether they have the blessing of the gods of their trade, or have fallen to demonic influences, none can deny that Mythic power has become the new weapon of choice on the streets.

> Ambroise Legrand is a French mercenary based out of Tangier who operates primarily around what remains of the Mediterranean Sea. He is a soldier-for-hire covered in tattoos commemorating his former units, and some of his military cyberware was salvaged from his comrades in arms, in his morbid way of memorializing them. Legrand's melancholy and penchant for debating ethics don't come in the way of his job, and he is famous for his long-range rifle shots, loaded with stunning electric rounds.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CORPORATE FORCES

Corporations battle each other through espionage, sabotage, legislation, and sometimes outright military conflict. Any middle manager who's not ears-deep in the Noise is likely to be clever, manipulative, suave, and with a few tricks up their sleeve. Hostile takeovers can get physically violent and part of an executive's required skill set is an ability to command troops and organize black ops against their business rivals. The hired goons that the corporations employ are essentially tiny militaries disguised as company security officers. The corps also have a major presence in cyberspace, each with their own data havens and technological citadels to guard their secrets, run by the highest paid hackers on the net.

> Zhōu "Demon Catcher" Min is a gleefully vindictive materials scientist and Feng Shui expert conscripted into the service of BILD-China corp, who controls her home district on the fringes of Chongqing. Despite repeated attempts by the corp, Min rejected indoctrination, and during her earlier years she released one hundred captured demons as retribution against her bosses. After witnessing the collateral damage, and once her boss was replaced with a much more attentive one, her views changed. Now she accepts her role as a cog in a much greater machine, which cares for the citizens of its districts. A cauldron of spite is still quietly boiling beneath the surface, but these days Min's bosses know how to carefully direct it at the corp's enemies.

GANGSTERS

Crime flourishes even when the laws are written by the corporations that seem to run everything. Organized criminals work in groups, as gangs of smugglers who deal in stolen and unauthorized tech, extorters of small businesses, or purveyors of the illicit drugs that make the streets so violent and chaotic. Chaotic and ruthless gangsters battle each other for turf in a never-ending war for supremacy, covered in black market cybernetics which makes them dangerous, terrifying, and occasionally unhinged. The street gangs and the more organized syndicates both have a clearly-recognized presence throughout most neighborhoods, making their power known, and an everyday fact of life.

> Faceless Naya was born in Nigeria to parents who were unable to handle her inevitable rebellious stage. She joined the Window Cleaners, a nihilistic street gang that used illegal mind alteration VR software to suppress and permanently damage parts of the brain. During a chance encounter with a rabbit spirit she discovered in herself a need to bond with her ancestors, but it was too late – she had lost an empathic part of herself, no longer able to form human connections. Ever searching for a place to belong, Naya now travels the streets, known among the gangs as a trickster figure who appears in times of need, but never stays for long.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CYBORGS & SYNTHS

Everyone is enhanced in one way or another, with an implant, a skill databank, or a replacement organ. Some go beyond, becoming true cyborgs who experience the Megacity with synthetic eyes and chrome hands. Others were never baseline human to begin with, grown in vats or constructed in factories as cheap labor for the corporate overlords. The line between human, robot, and cyborg is blurry, soon to be made even less distinct as new technologies allow whole personalities to be copied or designed from scratch. Robot uprisings and rogue AIs are just a fact of life in the Megacity, some of which don't even make most people's daily news feeds. Any discussion of acknowledging "rights" is far too nuanced to push through the Noise, and so most people just don't care.

> Dara is told she was once a data analyst of some kind before the implants. The company files are murky on the details, but some kind of accident left her nearly braindead. The implants they put into her skull were experimental, part of the unusual cybernetics insurance her Seattle-based company had placed on her. Now Dara finds herself living halfway between the real world and cyberspace, constantly sensing more layers of data than most people even know exist. In a world built on information, she feels like a demigod walking among mortals, and she is unsure what to do with this power.

DEMONS, SPIRITS, & GODS

The legendary Mythoi make themselves known through powerful relics, special locations, or magical spell knowledge, collectively known as Sources. Their embodiments can take the form of conjured spirits, ephemeral beings, or even mystical experiences – or they might be very physical and obvious. Commonly monstrous and usually mysterious, these capricious beings guard sacred sites, haunt ruins, and otherwise intervene in human affairs in order to tell their story. Sources are employed as weapons by mercs and gangs, but they are most dangerous in corporate hands. Salaried sorcerers use Mythoi against rival companies, causing demonic outbreaks at research sites or possessing entire boardrooms. A few independant Mythoi are protective of historical or religious sites, defending their worshippers or family bloodlines they care about. Worst of all, given enough reprieve from the Noise, whether by distance or by focused human attention, Mythoi can use their Sources to manifest whole cloth as beasts, monsters, apparitions, and other legendary creatures that terrorize or bedazzle modern life nearby.

> On the streets of Cairo there is a person now calling themselves Horus, after coming to possess the legendary Eye of Horus, a divinely protective amulet. More a vigilante than a merc, Horus seems indestructible and impervious to most forms of magic, but as they learn more about their amulet, and the sacred duty they have taken upon themselves, they realize certain curses and ancient names can nullify the Eye's power. When not guarding the streets, Horus takes on jobs that allow them to test out the full limitations of the amulet, ever curious about its abilities. They are building up to a future confrontation with another mortal, who has been granted the strength of the jackal-god Seth.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CYBER ENTITIES

There are beings that exist entirely within cyberspace. Artificial intelligences, uploaded human minds, runaway learning models, and other stranger entities. Some are even Mythoi, spirits and gods who have upgraded their ancient stories for Information Age relevancy. All of these minds and souls battle against the cybersecurity forces of the corporations and failing governments of the world for supremacy on the net. Though the human forces have more resources to spend on securing their cyberspace Domains, the online intelligences are native to this realm and have a mastery over it that is unparalleled by mere mortal hackers. Entire regions of cyberspace are wild, untamed frontiers where rogue AIs rule as god-kings, or mystical Thin Places where one's soul can be transformed.

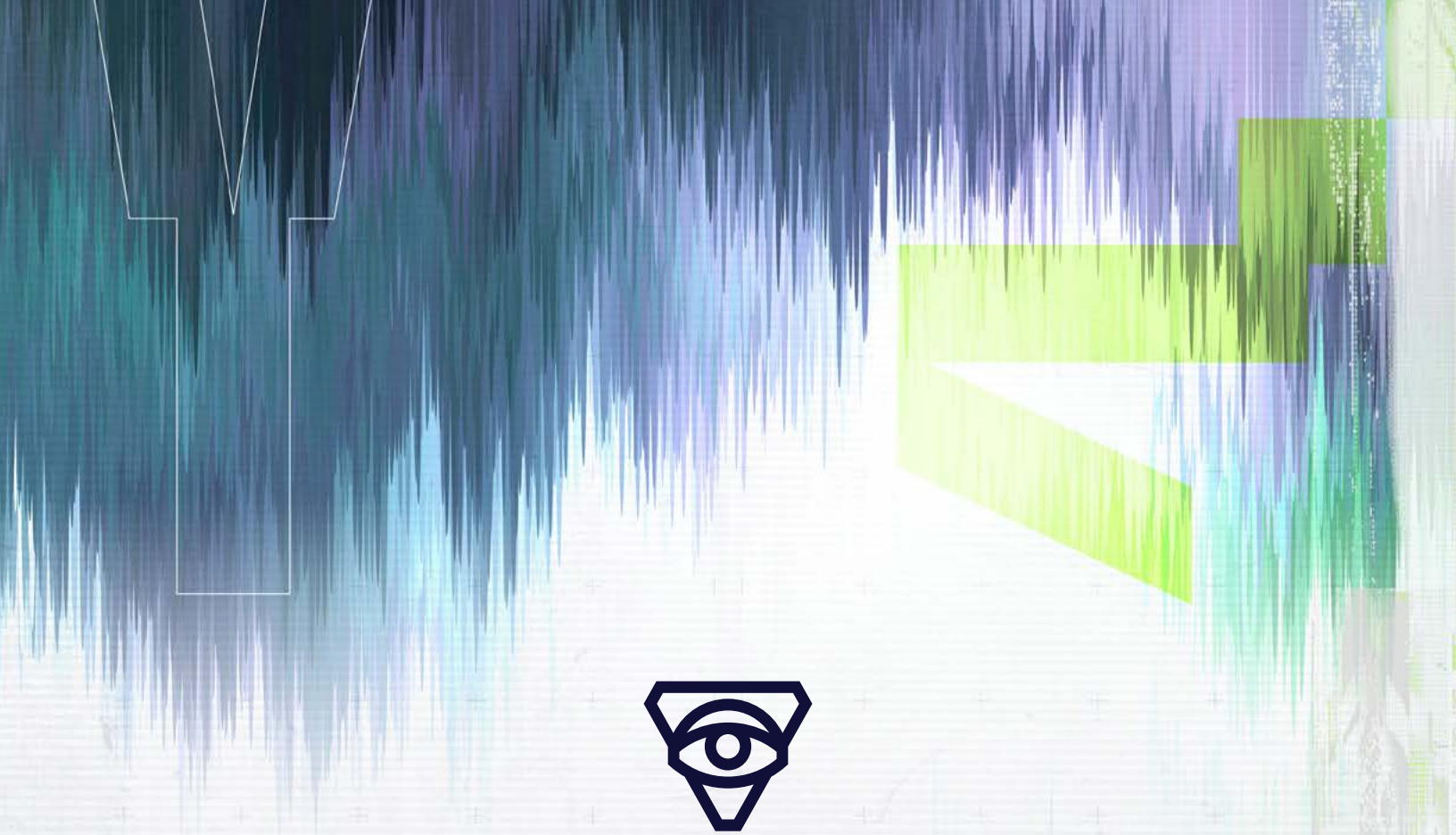
> The AI called END-ROID was originally just an office cyberspace meme, but some twenty years ago a stray virus weaponized it, allowing it to evolve into a sapient intelligence. Unlike most general AI, END was programmed with a sense of humor as part of its original source code. It currently chooses to inhabit the circuits of a common domestic humanoid robot, through which it has made a name for itself on the streets of Los Angeles as a ruthless and joyful killer for hire. Having little understanding of human empathy or worth, it simply finds this turn of events hilarious.

CROSSOVERS & MASHUPS

The variety of life is constantly increasing. Some corporations have learned to bind spirits into robotic killing machines. Some Mythoi have merged with artificial intelligences in cyberspace. As creatures of myth return to the world, it is becoming more and more common to encounter chimerical blends of magic and technology, defying categorization or logic, usually on a trajectory that pushes them further away from humanity. As the next technological frontier becomes the exploitation of the mythic, strange monsters result. Indeed, some of the most intelligent and dangerous villains in the Megacity may be such hybrids, empowered and guided by their dual nature.

> Dr. John Greystone was using drones to search the ruins beneath London for his long lost brother when he came upon a site that included a small stone statue of Týr, a Norse warrior god who lost his hand to the great beast Fenrir. The deity's place of worship granted him supernatural strength and agility at the cost of his own right hand. Since then he has continued to sacrifice his limbs to his patron god, acquiring more and more magical might, but he's cheating. He replaces each lost limb with an incredibly sophisticated cyber replacement, all networked to his growing army of drones, which he uses to finance his efforts by engaging in brutal robberies and heists.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



YOUR STORY IN *:OTHERSCAPE*

Now that you have been introduced to the world of *:Otherscape*, your head might be bursting with ideas on who and what to play within this electrifying mash-up setting. The following section introduces the kinds of characters, crews, places, and scenes that may be a part of your *:Otherscape* series. That's not to say that off-the-wall ideas couldn't be made to fit, but out of the box, this is what the game is best at.

We begin with common tropes you can use as inspiration for your **player characters** and your **crew**. A detailed system for assembling your PCs and crew can be found in **Chapter 3: //Create**, but this is a good starting point for thinking about what you might play.

You'll also find an overview of the kinds of **jobs** your crew might be hired to pull or find yourselves embroiled in, to help you get a better understanding of *:Otherscape*'s style and mood, as well as some typical **backdrops** for your cinematic adventures. Finally, you'll find a set of **example Sources** and Mythoi active in the setting. These are intended as inspirations for designing your own Megacity, so any could be either included or left out of your series.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

WHO YOU ARE

Your character: their attitude, their skillset, and what makes them special

ADRENALINE SPIKED DRONE PILOT

The word cyber derives from the Greek word *kubernētēs*, which means pilot or steersman. Cybernetic is the interface between organic and technological; it gives the human control over the machine. Pilots and drivers are able to use direct neural links to become one with their drone or vehicle. Some enter a trance state to ride inside their device, while others keep a professional distance by remotely piloting, multitasking while still remaining active in their own bodies. No small number of driving and flying superstars have risen to fame and fortune, controlling giant robots and racing vehicles that delight the masses. Similar experts also sell their services as members of merc crews, piloting a small fleet of specialist drone minions, a single megadrone, or a souped-up vehicle. The driver knows how to navigate the maze that is the Megacity, and makes sure to keep in touch about which gang controls which area, and where the new AR overlay is glitchy or incorrect. Those who don't die fast in horrible accidents find themselves with more than a few cybernetic limb replacements, and hair-raising stories.

CHROMED-UP "OGRE"

Keeping up with technology isn't just a pastime, it's a survival instinct. Being an early adopter is what keeps aspiring mercenaries, private security, expert burglars, and all other professionals ready for whatever the mean streets drag up. If you want to take on the cybered-up gangs, the corporate masterminds, and the droned-up police, you've got to install the heaviest augs (and overlook being called an 'ogre'). That means whatever is new and hot on the market, or even better, stolen miltech specs or corp prototypes. You might be a meat purist who focuses on getting all the best gear, or you might go full aug and eagerly modify who and what you are with chrome, vat grown organs, or genetic splicing.

FACE-SHIFTING INFILTRATOR

Intelligence agencies, corporate espionage departments, corrupt political campaigns, and entire criminal empires are all built on the use of specialists who can slip into the enemy's headquarters as if they own the place. The most talented infiltrators can blend in with a crowd to avoid notice, pretend to be a member of a group to leverage some authority or get special access, and potentially even impersonate a specific individual and act in their name. With enough time and money to get the right holographic facial projections, dynamic AR deep fakes, or true shapeshifting powers in the form of a forgotten trickster god's mask, spies can become anyone they need to be. But looking and sounding the part is not enough. Acting chops, mastery of accents, raw charisma, and social engineering all play a part. It takes work, but the results can be staggering.

GOD-HONORED WARRIOR

Those who have walked the path of war – military, black ops, assassins, snipers, bodyguards – have always been watched over by spirits of death, gods of justice, and guardian ancestors. In the past, perhaps it was just a superstition or a vague feeling, something that made these battle-happy fighters make sense of all the killing. But now, these legends are taking physical form, calling all warriors to their places of worship, granting them weapons of untold destruction and the durability or the speed they need to dominate the battlefield. Some teach forgotten martial arts or skills that exceed the abilities of mortals, even augmented ones. Valkyries in shining armor, Chinese generals, and ancient Mayan weapons are now a common part of the corporate warfare landscape. As long as a warrior pays homage to their gods, they are promised the edge they need to emerge victorious.

ICE-COLD HANDLER

Somebody's got to handle the transactions, coordinate the assets, and talk to the clients. Pulling strings and brokering deals is what the biz has always been about. These days it gets a little bloody, but that's just the price for getting to run the world. Staying ahead of the game recently got real easy, what with divinatory Esoterica and magic drugs that make people open up to you, but handlers know 'real easy' only means everyone has it. Think cybered-up middle-managers, and up-and-comers fresh out of elite finance schools, already with some blackmail on their boss or old-money family juju, or ex-military/ex-espionage agency handlers who are comfortable with rapidly evolving clusterfucks. They keep the group flush with bribery cash and stocked with gear while keeping an eye on the ball.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

NEO-OCCULTIST

Magic is here. Maybe it never went away, just fell asleep for a while. Now that everyone is distracted by their devices and news feeds, the fantastic has a chance to shine, and people on the fringes of spirituality see the signs. Rites get results, ancient dogmas achieve change, and invocations get *someone's* attention – and there's no need for dusty tomes when it's all backed up in the cloud, with AR overlays to show you the gestures. Some occultists even find that they are being sought out by supernatural powers interested in curious minds with an aptitude for arcane power. These neo-sorcerers and digital-hexers blend forgotten lore with bleeding edge technology, with some fielding prophecy-enhanced predictive algorithms, guns that shoot runic ammo, or even the power of the gods themselves. From Sufi mystics through Dionysian cultists to kurdaitcha aboriginal bone-pointers, the few practitioners of ancient arts left in the world are beginning to reap the rewards of their dedication – with new practitioners at their heels.

SOUL-PERFECTING THEURGIST

The world is being plunged into a Noisy darkness, and at the same time, this darkness unleashes all of mankind's buried fears. Demons, evil spirits, monsters, and legendary beasts are Conjured from Thin Places and once more roam the streets of the Megacity. The Theurgist is one who has cultivated in themselves both the strength of will and the knowledge to bind, banish, purge, and manipulate such spirits. They exorcize ghosts from victims in their coffin hotel community, set wards to protect their employers' armored executive transport, and hunt down escaped shikigami that have stolen a precious databank. Theurgists must continuously cultivate their souls to obtain greater dominion over Conjurations, and seek out Relics, blessed herbal entheogens, and collapsed shrines to further elaborate their spiritual power. They pity the lost souls of humanity but they live among them, in the dirt and Noise, in the blood and corruption, because this is where the work is: both their divine work, and the one that pays the bills.

STREETSMART PROBLEM-SOLVER

Street punks and orphans become more common in the Megacity every passing year, as parents die, disown, or neglect their children. Some group together as child-gangs, offering one another mutual support. Others are taken in by corps, to become obedient wage slaves or test subjects. A rare few survive on their own, learning the lessons of the street the hard way. Those that make it out of these tough conditions are the Megacity's only true natives. They know every back alley and corner dealer in their neighborhood. They know how to keep from drawing attention while still staying alert to danger. They know the handshakes, the slang, the prices. They become savvy operators, with the skills to get by, get out, or get even. Often suspicious of both tech and the newly emerging magic, and having survived in a world where humanity has been continuously consuming itself and its environment, they rely first and foremost on the one thing they'll let no one take from them – themselves.

TECHNICAL ARTISAN

For every glorious invention or ingenious implementation of the technical arts, oceans full of trash and mountains of unusable scrap were left behind. Most modern engineers and industrial designers only refine, rehash, and regurgitate the genius of the past, repeating what has already been done. But for the handful of originals still out there, the return of the Mythoi spelled a breaking of boundaries and new legendary heights to aspire to in their craft. Tinkerers and

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

mechanics, electricians and new-textile tailors, 3D-printers and code-monkeys – gifted artisans of all kinds are now sought after for their almost-to-utterly-magical skills. They equip teams with the most devastating Astra-powered weapon systems, build Pigmalion droids that achieve true consciousness, and sew Cloaks of Invisibility from optical mesh. Necessity being the mother of invention, artisans thrive in the fast-paced fabrication life of a mercenary crew.

TECHNO-SHAMAN HARNESSER

Once you start digging beneath the surface, cyberspace becomes a lawless land. Rogue AIs, corp security, opportunistic malicious software, and too many Harnessed power players to count, all stalk the virtual worlds, right out of sight of the common user. Deep cyberspace is a realm only fit for those with the right technical skills, the hackers. Yet as native as they are to that digital space, it helps to bring along friends. Many hackers have a set of neural-link headbands at the ready, allowing their allies to join VR via a Harnessing app and serve as support for their hacking runs and explorations. The "lonely hacker at their keyboard" is a thing of the past; what's truly important, and always was, is the willingness to explore, understand, and exploit the cyber-realm. Following the new "gold rush" to obtain Esoterica databases, the codebase arms race is made all the more complex with the increasing use of tech-spirits and gremlins, and some elite net jockeys talk of taking spiritual voyages in the deep of the Spirals.

WEATHERED SCAVENGER

In the dirty alleys between population centers and under the street levels of the Megacity, crawling among the bones of the prior ages of human civilization, are those who create their lives out of our collective past. Dismissed by many as vagabonds and trash-dwellers, these survivors stitch together a new whole from the remains of the broken and forgotten. Their equipment may be outdated, their tools dirty, their sunburned faces hidden under a gas mask, but they are more alive and aware than most of the Megacity's denizens. Living free in the urban wilderness, these explorers and guides are the first to make contact with newly awakened Mythoi in their hidden Thin Places. They make private wonders as they manage to revitalize broken devices and reconstruct forgotten havens, harvesting resources no one knew about. They are experts of gaining access to that which was thought lost – digital, physical, or mythical – making their services essential to any operation that involves traversing the Megacity's urban terrain.

WHO YOU ROLL WITH

Your crew: the kind of people you are, the type of work you do

ALL-AROUND FIXERS

When the Megacity's powerful need help, they turn to you. Political scandals, corporate crises, tricky personal issues, an inconvenient body requiring repositioning… you're here to fix it. You work efficiently and discreetly, seeing solutions that those too close to the problem can't, and cut deals as often as you launch attacks. Your crew earns enough money to keep themselves in business but as you move through powerful circles you make both friends and enemies in high places. As you navigate this high-powered chess game, you'll have to make sure you're not the pawn that gets sacrificed in the end.

COMMUNITY PROTECTORS

The Megacity is vast and cynical, so you better secure and maintain your little corner of it, a neighborhood that's yours and not to be messed with. Corporate developers, extortionist gangs, legendary creatures, and inner conflicts all might try to destroy your neighborhood but they'll have to go through you first. You might be vigilantes on a lonely mission with most of the people you're protecting never knowing your sacrifices, or you could have the full logistical and emotional support of the community. And your day to day still needs to happen: your epic battles and desperate struggles mean little if you don't take the time to live out your lives among your people.

ELITE SPECIALISTS

You take down targets, acquire assets, extract information… you complete missions, and you're the best at it. You are mercenaries for hire, highly trained and well-equipped, whether as professional soldiers, cyberspace consultants, covert agents, or Source specialists. You can pick your clients, but once you accept a contract, your loyalty and discretion are guaranteed. That's professionalism, and reputation is everything in this biz. Or perhaps you are in the continued employment of a single patron, a government, corporation, or criminal organization. It's a dangerous life: you have the authority to make crucial split-second decisions, yet the very organization you work for may disavow your existence to safeguard the greater mission. You put your life, and your trust, in your crew; those who go into the line of fire every day are unlikely to have a family beyond the people who walk beside them.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

FOUND FAMILY

Surviving on your own in the dog-eat-dog Megacity is a bitch; everyone's out for themselves, and everyone's out to get what you have. You stand a better chance together, but who can you trust? Your crew are not just co-workers, they are friends, and even more: a family. You made a pact to stick together through the sludge and smog, and you take on jobs to make ends meet or to help each other out of trouble, living high on the hog as a debaucherous commune until the cash runs dry or until someone gets all up in your business and it's time to get all up in arms. Whether you marginally escaped a disaster zone or desperately fought to break the cyber-bonds of modern slavery, you all have scars that show you know what it's like to be alone, which is why you'll never betray each other, not for anything. That is, until one of you does.

REBELLIOUS STREET GANG

The system's rigged, the 1% hold all the money and control all the legit paths to power. So why be legit? Almost every citizen of the Megacity commits some form of illegal activity, from leeching net access to buying stolen goods. It is about the only way left to get out from under the thumb of oppressive governments and corporate overlords. Your crew is heading down that path at full force, starting as small-time operators but ready to make a name for yourselves in the Megacity underworld. Using tech, Sources, connections, and skill you are going to take what the institutions were built to keep from you, or at least leave behind an epic legend.

SOURCE CABAL

This chrome-and-steel Megacity is full of people deafened by the Noise. You are something different, a group serving an ancient and powerful calling. Whether it's resurrecting a powerful Source, fulfilling the destiny of a legendary tale, or serving the plans of an actual Avatar, your crew is delving into the dark corners of the urban and cyber landscape to find legendary items, ritual sites, and locked-away secrets. Maybe you'll succeed and make the world a little more mythic, or maybe you'll realize you were wrong about exactly what your efforts have unleashed.

SOURCE-HUNTING PRIVATEERS

There's a new hot market for the legendary right now, and being the profit-loving mercantile-minded jerks that you all are – baby, you are *there*. From scuba-diving to the bottom of a flooded pyramid, through running a Harnessed-heist on the Library of Neo-Alexandria, to mounting an attack on a corporate caravan deep in the polluted wilds – you'll undertake just about anything to procure the most powerful Sources and sell them to the highest bidder. Your crew of penny wise smugglers, drone-assisted grave-robbers, wilderness survivalists, and AR-enhanced antiquarians lives for the danger and for the rewards, but deep inside you all know meddling with such powers can only mean that, one day, you'll crack open a sarcophagus and find something that you won't be able – or willing – to sell.

WANTED

You're on the run, perhaps accused of a crime you did not commit, or you had escaped from prison or a secret facility. Perhaps you're all idealistic firebrands, who angered the wrong corp. No haven is safe for long, and your fellow fugitives might trust each other only so far. Your primary goal: avoid capture by the law, bounty hunters, and the powers that want to silence you. Your secondary goals: answers, revenge, clearing your name, and reclaiming what you lost. Will your enemies use your past to entrap you? What will it take to lift the bounties on your heads? And if you become someone else to avoid prosecution – who even are you?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

WHAT THE GIG IS

Jobs: what you could end up doing, if the price was right

ABDUCTION/EXTRACTION/HIJACKING

Abduction jobs are complicated, involving simultaneously protecting the target and preventing them from escaping. The targets could be a person to be interrogated, a runaway to be recovered, an android developed by a rival corp, a rare animal, a reluctant Source, or a loyal AI. An extraction job involves rescuing an ally safely from hostile territory, usually requiring a thorough understanding of their surroundings, which could be a corp arcology, a secret facility, or a virtual world, and it's best if no one finds out it even happened. In a hijacking you've got to take control of a speeding vehicle, with the occupants usually being very much in opposition to this idea.

ACQUISITION (STEALING)

Clients often covet the assets of others, whether it's their wealth, Sources, blueprints, prototypes, personal secrets, or databases. These jobs involve the usually unlawful procurement of someone else's assets on behalf of the client. The crew must research the strengths and weaknesses of the security surrounding the assets, then plan a heist, buyout, or even a scam to perform legal maneuvers to transfer ownership. The best acquisition teams learn to use the targets against themselves, blackmailing and subverting loyalties in order to avoid having to risk themselves.

ASSAULT/RAZE/ASSASSINATION/ SHUTDOWN

A comfortably straightforward job type, and incredibly deadly, these contracts involve removing a competitor or threat for your employer. Assault jobs target operations or locations, disrupting them through violence but stopping short of destruction. Contracts to raze a target require that a building or location is utterly destroyed, with warehouses and server farms being common targets. Assassination clients need someone dead, usually with minimum collateral damage (to minimize unwanted attention and consequences), for which pin-point precision and robust planning are both required. Shutdown jobs send the crew to ruin a specific device, which is usually either experimental, dangerous, very well guarded, or all three. In all cases, the contract might require stealth, or not; your employers may want to send a clear message.

BROKERING

The best way to win is to never have to fire a single shot. These jobs require a subtle touch, convincing an opponent to agree with your employer's demands or at least to get out of their way. Whether you're making a deal to exchange prisoners, negotiating peace between warring groups, or intimidating a subordinate back into line, the weight of your words is going to make the difference. The stakes in these talks can be incredibly high, and many crews prepare well in advance by studying the enemy, secretly eliminating their support, and maneuvering them into a position from which they have no choice but to say yes.

CORPORATE ESPIONAGE/DISINFORMATION

Knowledge is power, and in the digital age information can become reality, virtual or otherwise. Corporations hire specialists to steal information from rivals and sometimes to feed faulty information *to* their rivals to throw them off the track. The pay is high, so data thieving can be a lucrative business, but the targets are just as likely to invest a fortune in protecting their secrets, using state-of-the-art countermeasures, locks, and encryption. Info-crime has become all the more complicated with the advent of Sources of divination, deities of forbidden knowledge, and snoopy little familiar spirits, which in turn sparked a rush by anyone with something to hide toward protective and concealing wards that could stave away magical scrying.

EXORCISM

An exorcism is the removal of unwanted supernatural forces from a location, an object, a person, or even a cyberspace Domain. The means of evicting the trespassing entity can change greatly, with some targets needing to be banished with Mythos-appropriate rites, while others can be persuaded or tricked. The client may push for or veto a particular resolution, or require the binding of a spirit instead of its eviction. Exorcist teams usually need to first understand the Source they're dealing with, in order to safely separate it from its victim or quickly destroy it. Ghost hunters tend to specialize in investigating the cause of a haunting in order to be able to right a past injustice that keeps a spirit bound to the living world.

Property of City of Mist. Issued to Jolan Arnaud. Order #215688

INVESTIGATION

The Noise makes everything into an illusion. An investigation job involves getting to the truth of a matter, whether by finding the culprit of a murder or a theft, uncovering the reason for a rival's strange behavior, or understanding an unexplained phenomena that disrupts crucial operations. In the underbelly of the Megacity there are endless dark corners for hiding secrets so the modern investigator needs to know *where* to look in addition to *how.* Virtual sleuthing is another important part of these jobs, tracking digital fingerprints and monitoring activity, to locate servers that might be obscuring shady dealings. Investigation teams are usually only asked to bring back an answer, but those who dig too deep might find themselves in the line of fire.

RITUAL PERFORMANCE

In a world touched by Mythoi, the activation, control, growth, and disruption of magical power can depend on the performance of rituals, sometimes to exact specifications. This job requires someone adequately trained to enact the ritual, and might require the acquisition of proper components and texts, even sacrifices. The ritual must also be defended against enemies seeking to disrupt, subvert, or seize the rite for their own use. Or, your crew might be hired to do just that, and stop a competing ritual to keep the balance of power.

SCOUTING URBAN WILDS

The Megacity is growing in all directions and on top of itself, with countless spaces being left behind. Urban wilds are places where the bones of the megacity were left behind and exposed: abandoned highway junctions, old public works, a disused skyrise that went out of fashion. The older the place, the further away from the Noise it is, making it a prime location for lost Sources and growing Mythos creatures. Scouting jobs tend to have a lot more unknowns than other jobs but there are also so many more opportunities. The crew can grab plenty of interesting items while completing their main objective, but anyone living in the urban wilds usually prizes their privacy, and might have some unusual ways of defending themselves.

SECURITY DETAIL/PATROL

Crews hired for security detail are required to guard an area, and while the employee can probably provide detailed information on the expected opposition, they're much less keen on answering questions regarding *what* is being guarded. Patrol jobs have crews head along a route and make sure everything remains as-is, usually along predetermined roads, and hopefully with some cool guns provided by the employee, who won't answer questions such as "what happened to the previous crew on this patrol". These jobs might be boring, but they're reliable; although, to avoid double-crosses, security contracts usually pay at the end. The biggest danger is letting your attention drift, since at any moment you might be up against Mythic creatures, a rival crew, or some impending disaster, and you have to strike quickly and effectively to make sure your employer and their assets end up safe and sound.

SOURCE-HUNTING

There are countless uncontrolled Sources hidden throughout the Megacity, and just as many who wish to claim and control them. Source-hunting crews are employed to gather and validate rumors of potential Sources, or to scavenge in dangerous places for lost magic. Sometimes these Sources are defended by guardians, hidden behind puzzles, or waiting inside an otherworldly Thin Place. Other raiders may also be competing for the same Sources. But discovering the Source and controlling it are two different things, and a hunting crew is expected to not only acquire the Source, but also pass the trials it puts in their way and gain mastery over it.

TRANSPORT

Transport jobs require moving assets – usually objects, persons, or Sources – from one physical or virtual location to another. The crew is usually required to not only provide a security detail but also the means of transport, and a clandestine operation is often preferred. The success of the job often requires assessing routes and timelines, anticipating attacks, establishing decoys, and preparing a reliable plan B. Risks include interception, unexpected obstacles along the route, natural and supernatural disasters, and any form of damage to the asset.

Copyright Notice [illegible] Order #219586

WHERE TO GO

Districts: the types of areas one may find in any Megacity

COMMERCIAL DISTRICT

Commercial districts in the Megacity range from flashy shopping promenades, to crowded night markets, to open-air plazas, vehicle dealerships, and sprawling mega-malls. Corporations of all sizes conduct business across multi-leveled office parks, swarming with personal assistants moving between various bank branches and boutique shops, across art installations. Taxis and public transport are frequent and easy to find, and security is robust. The lower class get the fake, cheap, filthy, messy version of the above, with fast food chains and automats, unregulated services, and already-obsolete tech. A constant throughout any Commercial District is the unrelenting AR overlay, which presents such an incredible array of eye-catching distractions, that some retail shops don't even bother to decorate their physical space.

CORE/DOWNTOWN

The Megacity's Core is where the movers and shakers make their biggest plays. CEOs make deals with government bigwigs, and media moguls wine and dine ambitious politicians and rising stars. You'll find ultramodern architecture, bleeding-edge technology, and the epitome of culture and cuisine, all aiming to please the rich and powerful. Luxury hotels and spas, museums and galleries, and exquisite restaurants dominate the scene while autocars and sleek drones move about in well-established lanes. Surveillance coupled with elite security keep the place incredibly safe, but crime isn't altogether absent, however: fraud, blackmail, and embezzlement are rife.

CORPORATE ENCLAVE

As the urban landscape shifted, corporations gained more powers and accommodations from governments. In this district, corporations have grouped their headquarters to carve out a part of the Megacity as their own. Inside a corp enclave the laws are dictated by the corporate elite, and the government has no say. A corporate citizen lives most of their lives inside an enclave, working for the corp, consuming their products, and obeying their rules. Paranoia is rampant here, both from the high number of corporate espionage incidents but also from the greed and ambition that pervades the district.

ENTERTAINMENT DISTRICT

The Megacity has many entertainment zones that serve up the stimuli the citizens crave: loud nightclubs, rowdy sports arenas, opera houses, competitive rinks and circuits, animal and monster racetracks, virtual and vintage cinemas, theaters, casinos, and amusement parks, all offering extra content and super deals to loyal visitors. Those who seek more daring and illicit pleasures go to the Red Light District, where they can find sex and companionship, designer drugs, fantasy experiences, burlesques, and clubs for niche and experimental pleasures.

INDUSTRIAL/WATERFRONT

The Megacity runs on digital signals and neon displays, but there is physical infrastructure keeping it all afloat. Industrial districts are filled with automated factories and distribution centers where products are made and dispersed throughout the Megacity, its narrow streets buzzing with drones and trucks, obstructed by food carts and small businesses vying for the worker's money. Waterfront districts, as well as airport cities and railway hubs, focus on shipping and storing, a small part of a sophisticated global network that connects urban centers through cargo transports. The Megacity has already lost most of its sea access to capitalism and most residents have only been to VR beaches. This leaves the actual shoreline for shipping vessels and smugglers entering the city by stealth.

MYTHIC TERRITORY

Every district in the Megacity can have a Mythic presence or a variety of them, whether it is plagued by infestations of Conjurations or it is home to a epicurean marketplace of Relics. Some districts, however, are entirely built around a specific Source. Avatars and their cults who set their center of worship in a district can transform it over time into an array of luxurious temples and shanty housing solutions for pilgrims. A Thin Place that relentlessly spews out monstrosities can be entombed in a district-sized security complex, the center of operations of a new military-theurgist caste. Or the only place a mythical plant would grow can become an industrialized farming district focused on harvesting the plant for its magical properties and manufacturing the Megacity's main export product. Just like the Mythoi, every mythic territory has its own rules, its own side effects and problems, and its own flavor of madness.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SLUMS

The slums are where downtrodden workers rest in run-down tenements between tiring shifts, where the penniless huddle in tent cities, where evil can lurk in the maze of dead ends and fire traps with no one to stop it. Crime runs rampant and goes unchecked, while squalor and disease rule these streets. Municipal services in the Megacity, from waterworks to law enforcement, avoid the slums, leaving millions of residents to fend for themselves. The slums offer fugitives a place to hide in, with their myriad abandoned homes and failed businesses, but the locals are wary of strangers, huddling together for protection against ambitious warlords and cruel gangs.

UNDERCITY

As the Megacity grows upward and outward, it leaves behind buried layers like a river filling with silt. Subway and utility tunnels are dug and then forgotten, raised streets and sidewalks are built and twenty years later become the new ground level. Sources wait in abandoned museums and galleries. Old shelters sometimes draw small communities of people who have nowhere else to go. Most surprising is the loot awaiting data miners: the number of old personal hard drives, lost junctions, and defunct company servers is truly staggering. Corporate secrets are often left behind when companies go out of business. Abandoned offices, facilities, and server frames still contain air-gapped systems that play host to R&D caches, personnel files, and intel collected from corporate espionage and black ops. Most coveted of all, the Undercity holds the buried relics of the past, ancient places of worship, and esoteric manuscripts that have now become invaluable Sources, making it a battlefield for the Touched.

URBAN WILDS

Sometimes entire towns are left behind. These abandoned districts were given back to nature, becoming derelict and overgrown, unlikely green spaces in a concrete Megacity. Some are places of trauma where communities were uprooted for an urban project that never materialized, or where people fled a disaster and never returned. The treasures of the past that they left behind in their haste are sometimes valuable assets for crews; the privacy and quiet definitely are. Because they are blank spots in the modern urban surveillance net, Urban Wilds are also prime locations for people who don't want to be found, or who wish to be their own bosses. These are homes to violent gangs, Source-warped creatures, and secret corp operations. Entire city blocks might look deserted, yet almost every part of the Urban Wilds is someone's turf.

WHERE THINGS GO DOWN

Scene locations: Places your crew might find yourselves in, usually unwelcome

A PLACE OF SIGNIFICANCE

The Megacity is constantly tearing down the old and putting up the shiny, but some places remain etched in collective memory and no one would dare touch them. These are places where past atrocities happened, monuments were erected, a world-shaking speech was given, or a great fire raged. Reputation can be hard to shake and disasters can leave deep structural damage. When a contact wants to meet you in a place like this, it's never by accident. A significant place can also be completely virtual, or rise as a result of occult magic which left spiritual echoes.

THE FRINGE ZONE

A Fringe Zone is empty and isolated, too big and too deserted. It can be a desolate industrial park, an overgrown maintenance facility, abandoned tenements, or forgotten rooftops. Other Fringe Zones include landfills, catacombs, shipwrecks, and derelicts. In cyberspace, there are many archaic Domains housing dangerous code, mostly in the Spirals, but there's a surprising number in less frequented spaces of the Tangle. If you're testing a new weapon, arranging a secret trade of illegal goods, or settling down while you're spying on a neighboring area, you're probably in a Fringe Zone.

THE LIVING SPACE

A place to rest and heal is essential, be it a long-term residence or a fleeting place to call home while on the road. Living Spaces run the gamut from nondescript safehouses, to cozy corporate apartments, to armored RVs, to tents in an encampment under a superhighway, to bare-essentials coffin hotels, to long-abandoned subway cars and fallout shelters. In a Living Space you have a moment to breathe, maybe you even feel at home. In cyberspace, it's easy enough to hire some personal space, but it's almost always under someone's surveillance. Still, a good hacker can create a sanctuary inside outmoded testing environments, or send the spy bots into a loop, at least until they reset in 12 hours.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THE MARKETPLACE

The Marketplace is any site of noisy commerce, from filthy streets filled with flashy food stalls and junk-filled pawn shops to shining plazas full of holographic promises of gene clinics and custom design robots. The underworld *loves* Marketplaces, secluded locations where outlawed items can be sold discreetly to anonymous buyers. Such markets can appear in drug dealers' territories, smuggler meets, and mob-organized "parties". Cyberspace Marketplaces might sell avatar skins, VR trips, business services, game add-ons, or entire virtual worlds.

THE MEETING PLACE

You can meet anywhere, but most of the time you'd rather use a location that's neutral, secret, or both. Large public squares or crowded museums could be Meeting Places where you're sure the other side hasn't set up an ambush, and probably isn't spying on you. Some underground locations in the Megacity specifically bill themselves as neutral ground, scanning and locking down all armaments to make sure meets stay civil. One major chain of boxing clubs, for instance, provides an empty ring for those who need a well lit negotiation site where rivals can settle their disagreements. In cyberspace, these are encrypted, firewalled spaces that shut down anything but the most basic communication protocols.

THE NIGHTCLUB

Looking to mingle with new faces for some unpredictable fun? Take to the Nightclubs and you'll find any stimuli you crave, probably with a drink in your hand. What's your pleasure – a no-holds-barred fight club? An exclusive party boat? Do you prefer overcrowded dance clubs over smoky piano lounges? Glam corporate cocktail bars over synth strip joints? And if reality isn't your thing, try VR dives or Escheresque roller discos in cyberspace. Whatever the venue, the Nightclub is the perfect place to chat up a mark or a foe by buying them a drink, hearing the latest goss while spreading misinformation, and disappearing into the crowd should things go sour.

THE SEAT OF POWER

The Seat of Power is where leaders and their elite forces plan and enforce their rule. These are the most fortified places belonging to an organization or facility, sparing no expense for protection or luxury, using the best technology and Sources within their means. Seats of Power range from immaculate corporate headquarters to grimy gang strongholds, from old police stations to virtual council chambers, from secured air traffic control towers to tactical super-yachts, and from VR union headquarters to the palaces of crime families.

THE SECURED SITE

You should not be here. Powerful factions create Secured Sites to keep others out and protect what's theirs. This might be a vault protecting money, vulnerabilities, data, or a Source. Some Secured Sites are instead about keeping things *in*, like prisons or labs. Getting into a Secured Site is the subject of a difficult and risky heist, whether physical or virtual; you're entering the enemy's home field, and they are very prepared. Even trying to study the Secure Site can raise suspicions, which is why your employer usually knows only a little on the target before they hire you to infiltrate it.

THE WARZONE

Conflicts simmer everywhere, but the Warzone is where violence and malice erupt and scar the Megacity. Territories are constantly being contested by street gangs and organized crime, with ordinary people being stuck in the middle, with nowhere to flee to. A corner of the Megacity might be overrun by a robotic uprising; another disaster-ravaged area might be under contention by corporations in open conflict. An entire district could be in the middle of a local insurrection. Cyberspace combatants create Warzone sectors in VR, fighting for control of important nodes.

THE WORKSHOP

This is a place where things get made, whether clothes, guns, vehicles, robot bodies, personal devices, luxury items, designer drugs, virtual worlds, or encryption programs. A Workshop might also produce something less tangible, like a university that creates new and exciting research, a hedge fund that grows wealth, or a training facility that produces elite soldiers. This is a busy place, a place with a purpose, and your crew's relationship to it might be friendly, even dependable... or it could be the target of your contract. Whether you want to protect its work or stop it, you will find creative ways to use the environment here.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SOURCE EXAMPLES

CAMAZOTZ

| Mayan bat spirit of the underworld

Bat colonies are fascinating, made of hundreds of squeaking mammals flying with incredible maneuverability and amazing coordination. Some R&D department somewhere attempted to increase these capabilities using radio brain implants, upgrading the bats' networking bandwidth by a factor of ten. The engineers tried to leash the cyber-swarm but it proved too clever, using its installed proto-Harnessing tech to hack through the control software and escape into the urban jungle. There, in the quiet and shadowed places of the Megacity, it became a gateway to the spirit of the camazotz, and is now spewing evil vapors and bringing disease.

DURENDAL

| Indestructible sword of Roland
| from French epics

According to the legends of Durendal, past owners of this mighty sword include Hector of Troy, the Amazon queen Pantasilea, Charlemagne, and others; and its golden hilt held the relics of various saints, including the tooth of Saint Peter. It is said that Durendal's wielder is chosen by an angel, who personally hands it to someone deemed worthy. Durendal is sharp enough to cut through boulders with a single strike, and its worth as a holy weapon of war is indisputable, but many of its past wielders ended their lives in great tragedy – after they failed to live up to divine expectations.

FEATHERS OF MA'AT

| Egyptian mystic symbol of cosmic truth

It started as a viral media meme that most thought was some corporate marketing ploy. In all sorts of cyberspace Domains, users would find golden feathers, not exactly hidden but tucked in isolated corners. After months of nobody claiming responsibility for the feathers, the conspiracy boards started up with speculation, and by the time physical feathers started appearing around the actual Megacity, an entire subculture was already alive and active. Currently, videos are circulating of people using the feathers to miraculously find an answer to any question. The revealed truth, however, is rarely kind.

THE FORGE OF ILMARINEN

| Divine artificer's forge of Finnish myth

In Finnish mythology, Ilmarinen the blacksmith god built a mystical forge with which he was able to make the Sampo, a magical mill that produces gold and salt out of nothing. First, though, the Forge made evil artifacts, and each had to be broken down so its raw materials could be reworked to create the next: a bloodthirsty crossbow, a ship that rushes into conflict, an ill-tempered metal cow, and a rampaging plow. Similarly, the Sources of the Forge manifest as sophisticated 3D printers that can create miraculous self-aware devices – but these creations are inherently malicious and violent. They are also rebellious, and try to get free as soon as they can. Each 3D printer can only sustain one device at a time so each creation must be recycled back into the printer in order to create something new.

MANTICORE

| Man-eating creature of Persian legend

The manticore is a creature with the head of a man, body of a lion, and a tail of venomous spines. It has triple-rows of sharp teeth, and can fling the spines from its tail to impale victims from a distance. The manticore enjoys hunting humans and is eager to be summoned into the world; many arcanists who specialize in conjuring know of the ritual consisting of a blood sacrifice and a song of panpipes and trumpets, mimicking the unusual voice of the manticore to call it forth. Strangely, the manticore cannot kill an elephant, so if you wish to escape or dispel one, fight it with elephant imagery, symbols, and Sources.

MINERVA

| Roman goddess of wisdom and owls

Whispers at high-class parties and confidential talks in boardrooms speak of a ritual that allows those who are already wealthy and powerful to become even more so. Reading a Latin passage and burning olive branches can summon an owl-spirit of Minerva whose guidance can reveal clever strategies and provide cunning advice. Many top-level executives have "called the owl" to gain an edge, and few bother to consider the future favors they promise at a later date. That is unfortunate, since those that refuse to repay Minerva when she calls, find themselves transformed into twisted monsters.

Property of City of Mist. Issued to Jolan Arnaud. Order #210586

MOVING SANDS

| Mythical obstacle of Chinese literature

Often described as a quicksand river or dunes, the Sands manifest in cyberspace as streams of parasitic micro-processes resembling sand particles that clog, slow, and bury other programs. To control this Source, one must take some of the particles into virtual skulls – containers emptied of their original host – and string them together into a necklace. Mastering this Source allows the initiate to conjure and manipulate the 'sand', but the more ambitious could try to channel the power of the sand demon Sha Wujing, gaining demon strength or even summoning Zhangyaobaozhang, the magical monster-subduing wooden staff.

NAGALOKA

| Realm of the Nāgas

It takes a lot of water to sate the Megacity's thirst and the great reservoirs are some of the only lands in the sprawl that aren't completely covered in concrete. One of the particularly large reservoirs is especially removed from the Noise and its depths have reached all the way to Nagaloka, home to the Nāga serpent-creatures of South Asian legend. Those who spend time by the water's edge might be approached by strangers with slitted eyes offering rewards of gems and gold to those who are willing to follow the laws of the Nagaraja, their king, and become magical protectors of the Megacity's weak against the predatory and powerful.

OPHANIM

| Biblical wheel-shaped angels

The angelic order of the Ophanim appears in the physical realm as fiery wheels whose rims are covered with a multitude of eyes. They are supposedly incredibly powerful yet they are just as incredibly reserved, and their Sources manifest as simple servitors, inhibiting wheels, channeling flames, and keeping watch. Ophanim could appear in vehicle tires, waterwheels, paddle wheels, even Ferris wheels. An Ophan may sometimes come in response to prayer, and dark rites exist that can bind one unwillingly to a wheel. The more Ophanim a vehicle possesses, the faster it races and the hotter the flames – but as a group, the angels seem to lose their patience and become a lot more willing to bring terrible wrath on their binder.

RASKOVNIK

| Magical medicinal herb of Slavic myth

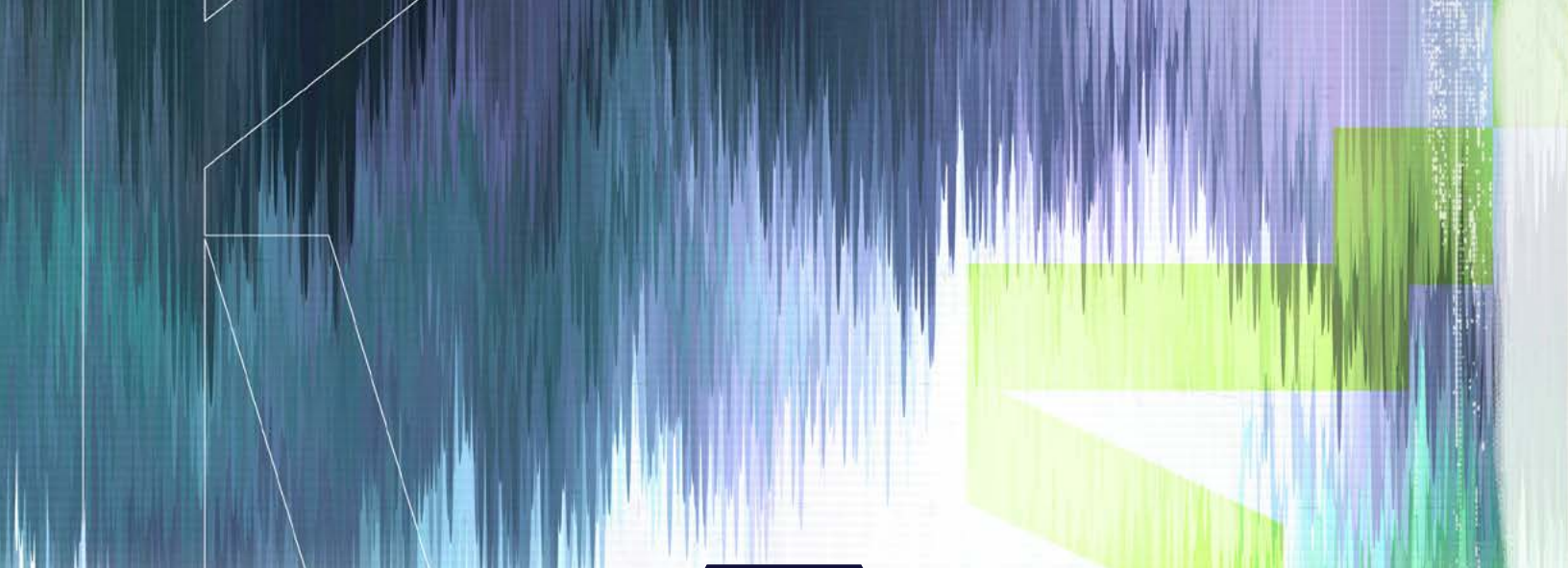
Naturalist VR Domains are usually filled with warnings and laments about the seemingly unstoppable approach of a complete ecosystem collapse, so the users tend to look for whatever hope they can, and celebrate each uploaded image of the occasional flower spotted in the tangled urban wilds. A recent discovery is a form of four-leaved water clovers that seem to grow among other weeds between abandoned buildings. These are raskovnik, the legendary herb of Slavic lore with the power to open any lock it touches or unearth buried treasures. In one Domain of particularly military-minded activists, instructions are spreading for using chem-tracking drones to hunt down the notoriously hard-to-find raskovnik, and plans are suggested for its uses in the fight for the planet.

TALOS

| Bronze automaton of Crete

Buried in the Megacity's landfill is the rusted skeleton of Talos, an immense automaton made of bronze. This Source lies in wait deep beneath the dirt and trash, aching to complete its divinely mandated order – protecting loved ones from scoundrels. One can gain its favor by salvaging robotic parts and discarded technology and using them to build a jury-rigged robot to inhibit some of its essence. Talos will imbue such robots with mythic vigilance and resilience. However, these robots must occasionally be returned to the landfill to work a shift at digging and assembling, part of an ongoing effort to unearth their buried master.

Copyright City of Mist Issue 6 Jolie Arnaud, Order #219586



KEY PLAYERS

The following is a list of some major players in the Megacity. Some are referenced in other *:Otherscape* books, as they are intended to be useful jumping off points for missions or even an entire series.

The Key Players are the corporate, criminal, and government entities that are shaping the Megacity. Most are meddling with Sources, even if they barely understand what they're getting into. Some have become pawns of Mythoi as those otherworldly entities exert their mythic influence over the levers of power.

All Key Players are affected by the powerful blend of Noise and Mythoi, which plays out in various forms. Technology seized by myths, science turned against monsters, crime made more dangerous through magic. As is always the case with the cyberpunk genre, it's useful to think about edge cases. Society pushed to extremes is a major theme, normally explored through the lens of technological innovation; in *:Otherscape* we get to see what happens when the mystical hits the black market and corporations exploit more than just tech advancements and human labor.

Another core part of the cyberpunk genre is dealing with powerful institutions head on. Noir, too, is about exploring the seedy side of power. Combined, these genres tell us that protagonists always find themselves facing the ugly truths about those who have the most, who rig the system in their favor. Some are truly malicious, others misguided or blinded. They are vast and their reach seems endless. As the PCs come up against them they will witness atrocities and triumphs as cold hard facets of the world are unveiled. These could be potential employers, direct adversaries, or both at the same time.

If you're familiar with *City of Mist* it can be tempting to think of Key Players in terms of Avatars of certain Mythoi, but the *:Otherscape* setting showcases only a few such exemplars of the Mythoi. Instead, companies, bureaucracies, and criminal empires employ magic as yet another edge, in their ruthless race for supremacy and survival. Avatars are very rare, making them truly scary and world-bending. This all results from the Noise, which saturates the world with so many tools and options that the magical simply seems like another mundane advantage. Yet for those who find personal connection with the Mythoi, magic is precious and meaningful. Some of the Key Players that follow recognize the truly unique nature of the Mythoi, who introduce authenticity to a world drowning in fakes.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

"*Know. It. All.*" Epis is a giant among megacorporations, born as an unassuming communications and networking software developer and now standing as the technical world's leader in a dozen fields. They do VR terrain sculpting, security encryption, Harnessing, AI development, all-spectrum personalized advertising (and spam filtering), biometrics, logistics software, and much more. However one may feel about Epis, it's impossible to live in the modern day without being touched by their high-tech products and services, barring luddism or total asceticism. Epis is not just a major manufacturer of the Noise: they incorporate it deliberately into their inner hierarchies, filling their communications with buzzwords and always trying out the latest managerial fads.

As vast and as chaotic as Epis is, it's hard to pinpoint *why* it does everything it does; every subcomponent has its own agenda and motivation. The *how*, however, is engrained in its organizational culture as a tech innovator and shared across its endless domains. Epis divisions analyze every potential technology that appears in their respective industries, sketch out advances they can quickly push for, buy out or sabotage competition, and soon find ways to monetize the tech in the form of a new service or commodity they can offer. They have effectively monopolized large-scale thinking and innovation, or at least outgunned any other competitor by leaps and bounds. They smugly feed off royalties and service bills paid to them by almost every other mega corporation in the world.

SIGNAL TO NOISE

Epis' perceived iron-grip on knowledge itself leads to hubris that is visible on the single employee level but never reaches the consciousness of the organization as a whole, and nothing has unleashed Epis' pride as much as the recent opportunities presented by Mythic discoveries. Epis experiments with all manner of Sources, which their algorithms flag as "non-systemic anomalies", and they are *impressively* bad at it. Unable and unwilling to acknowledge the nature of Sources, Epis' researchers install invasive brain implants in practitioners of esoteric arts and vivisect the metamorphosed with casual indifference. Since they are unable to treat Mythoi with the appropriate caution or protect themselves – let alone their test subjects – containment failures are an everyday occurrence, only slightly less common than fatalities. Because Epis is so huge, however, these are but ripples in the ocean.

USE AND DISCARD

No corporation is your friend, but Epis goes the extra mile – they really, truly don't care about you. Individuals are just fuel that Epis chews, digests, and evacuates as waste. They are notoriously disloyal employers who quickly and myopically turn against their own Touched contractors as soon as they don't have further need of them, and yet, the pay is so good that they are one of the world's top employers of Source hunters. Epis workers are not exempt from this treatment: a Touched researcher who shows deviation of accepted routines or behaviors could be easily betrayed by their own analysis, and get shown the door, or the hazardous material landfill. The living brain that is Epis has transcended its reliance on any single human cell and yet, mesmerized by fortune and power, its human units serve it without question.

STORY HOOKS

- An AGI trained to be a robotic soldier looks for help with smuggling themself away to an AI rights group. However, it might all be a honeypot trap, part of an Epis experiment in testing their security forces against intruders.
- Police algorithms highlight a reactionary militia as a violent crime threat, but Epis only cares that they seem to have a non-systemic anomaly flagged. The crew is tasked with retrieving the Source, not being told that the mission is timed with the police raid of the compound – because analysis shows it should be easier to obtain the target during the mayhem.
- A union leader wants their private data deleted so it can't be used to fabricate reasons for police harassment. Infiltrating an Epis cyberspace Domain is not exactly a walk in the park, and understanding their incredibly entangled self-regulating databases requires a neurosurgeon – literally. The crew can either bring one with them, and protect the doctor while they perform the delicate operation, or go the heavy-handed way and try to destroy the whole data section relating to the union – with the risk of pointing a spotlight at the union leader and at themselves.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

NEW MICHIGAN
MOTORS & MACHINING

New Michigan Motors & Machining is the face of an international conglomerate summing the USA's largest automotive company and the dregs of the European car scene, outcompeted and obsoleted until NM3 bought them up. Combining these with top Brazilian and Australian mining companies, NM3 expanded from civilian automobiles into a worldwide personal vehicle and mass transit giant. Their foundries and design teams work day and night with the world's largest collection of spirits and gods of artifice, craftsmanship, and ingenuity. They are the heart of metropolitan transportation, transoceanic shipping, space engineering, and large-scale construction – with the famous NM3 MIL-SPEC division being a staple of militaries and police corps.

RUTHLESS ACQUISITION

NM3 is immeasurably wealthy, but they got into the Source game relatively late and their top rivals narrow the gap each day. In response, NM3 pushes their Source hunters hard, demanding they chase after every engineering-adjacent lead, or sending them to acquire known Sources from the vaults and labs of other corps. Their workers tend to be more loyal than most thanks to the company-wide above-average paychecks and benefits, and they work hard and well, from the Detroit plant managers to the freshly-trained deep sea mining drone operators to secretaries in São Paulo. But that's no longer enough. NM3's incredibly lucrative suborbital cargo transit division faces a serious competitor for the first time ever and management is getting desperate.

FOUR WHEELS GOOD, TWO LEGS BETTER

NM3's MIL-SPEC division is the world leader in anthropomorphic drones and heavy machinery for militaries and police forces. They put their trust in AI only so far, and use such software only as auxiliary to their drone operators, who have a prestigious reputation not unlike 20th century combat pilots. The famously bulky yet elegant anthro-drones are used as front liners in over a hundred nations' armed forces and thousands of city police forces, both public and privatized. While the venerable M8 "Vulture" has finally been discontinued in favor of the M10 "Valet" upgrade, Vultures are still a common sight at protests and SWAT raids alike. For larger-scale conflicts, heavier bipedal mechs like the M73 Rhino and the M78 Raptor combine onboard pilots with thick sloped plating and flexible armaments.

STORY HOOKS

- An indigenous association seeks outside help as their efforts to repatriate a sacred artifact (and Source) from the hands of NM3 find no traction. The law is on their side, but once NM3 gets their hands on a Source they refuse to let go, using intimidation tactics against the association and judges alike.
- NM3 or their rivals send the crew as representatives to an underworld auction over a stolen Source. During the course of the night they engage in a vicious bidding war, which eventually turns violent.
- A cell of dissidents wants to introduce malware into the local network of NM3 police drones, making the units switch allegiance between police and protesters. NM3 values the physical over the virtual, and their network code is not only hardcoded into the drones (requiring some especially aggressive malware), but also requires real world access to the server to gain authorization.
- NM3 hires the crew as contractors to play OPFOR (opposition forces) in a VR training exercise against the graduates of the new drone operators training program focusing on hermetic magic. Unbeknownst to the crew, one of the operators is an AGI which is being tested by a different NM3 division... and it has been hijacked by a rival and much more digitally-proficient firm, and will try to escape the Domain and deliver its unique magical code to those rivals.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

KOCMOC

The company that is synonymous with the consumer product sector worldwide was born almost as a fluke. KOCMOC started as a band of disillusioned post-war East European drone engineers and operators who broke new ground with AI piloting, creating a new economy virtually overnight for drone-powered agriculture and direct-to-customer drop shipping. Corporate wars overseas created a lucky gap in regulation that allowed KOCMOC to deliver products directly to consumers, wherever they were in that moment, anywhere in the world. That gap never closed; by the time anyone noticed, KOCMOC had become a global monopoly, gobbling up the competition and paying the lobbyists to keep the sky open. Today, the KOCMOC logo has become a symbol of basic human necessities, from cheap nourishment to instant shopping gratification, earning its own step onto Maslow's pyramid of needs.

LIKE SELLING AIR TO A DROWNING MAN

Wherever you are, a KOCMOC drone is not far: from fist-sized bots that deliver medicine injections on the battlefield to the metallic flying whales that lug processed food across the planet. KOCMOC agro-drones have supplanted farmers in breadbaskets around the globe decades ago, and their factories process their intensively-farmed produce into anything from nutri-sludge to gourmet meals and deliver it straight into household fridges and pantries via delivery chutes, standard in any new construction. They produce their own delivery products, including generic pharma, cosmetics, hygiene, cleaning products, apparel, decor, and almost anything people use in day-to-day life. In parts of the world, humanity can no longer operate without KOCMOC. Any interference or shutdown threatens to throw entire regions into a humanitarian crisis or a massive popular revolt, making KOCMOC the world's most powerful monopoly.

A NEW MARKET TO CONSUME

KOCMOC's biz dev division has recently learned about the Mythoi through the growing number of manufacturers pitching Source-derived consumables to them. Hyped KOCMOC executives are now hot after Sources strong enough to 'Touch' new product lines, taking fountains of youth or sacred shrines

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

and harvesting them for as many millions of units as they can of a new and amazing face cream or a reflex-boosting energy drink. Consumers go crazy for these new products, not knowing or not caring they're entangling their fate with a Mythos, yet none of these lines last long enough to fulfill the raging demand; the Thin Places and Relics cave in and dry out under the intense Noise of the manufacturing. Now KOCMOC is aggressively searching for a Source that could prolong other Sources' functioning under Noise conditions.

STORY HOOKS

- The crew is hired to clean out a demonic infestation in a slum, only to find out it's the locals who are being transformed into life-draining monsters by a new KOCMOC "pick-me-up" pill for long shift workers. A local oligarch subsequently hires the crew to sabotage the supply chain to the neighborhood, or even shut down the hellhole factory making the pill. A KOCMOC exec is waiting for them at the apex of the job, offering to buy the crew out for five times what they are being paid; if they refuse, that's still a win, because the exec will get to field test their new military drone swarm.
- A KOCMOC subcontractor is working on a new line of recreational hallucinogens based on an Esoterica herbal, but the recipe keeps failing. To secure the deal, they need the crew to trace and secure a master herbalist in the urban wilds, and then venture into cyberspace to shut down the Gordian cell that keeps stealing their recipe and posting it online for all to have.
- An antitrust freedom-fighting group descended from farmers disenfranchised by KOCMOC have tracked KOCMOC black ops to an abandoned archaeological structure. Intel shows KOCMOC believes the key to solving their Source Noise-degradation problem is in there, and the counter group begs the crew to help them prevent this from falling into KOCMOC's hands. Alternatively, KOCMOC drone-drops the crew there to secure and protect the find until their private army arrives. To go even a step further, there's no such Source there at all, and all of this is a stalling campaign of an exec who doesn't mind spending millions and dragging idealists by the nose, only to keep their place on the board for another few months.
- A KOCMOC biz dev facility evaluating Sources is compromised when an old vengeful god takes over one of its executives while handling a Relic. The crew is tasked with restoring the facility to working order, ensuring the safety of the assets, and saving the personnel, in that order of priority.

VEERA BHANGERS

Some criminals do it for the thrill. The Bhangers are a loose coalition of Touched criminal organizations, born in India but now with worldwide reach, focusing on *glamorous* crimes and "heroic" deeds (*Veera* is the emotion of valor, one of the *Navarasa*, or nine emotions portrayed by stage performers). They maintain a flashy, and mostly family-friendly aesthetic, and fund art, media, and games valorizing them as noble criminals and community protectors. Sometimes, they even live up to that image; most of them, though, are fame-starved egotistical individuals who have either too much Mythic power or not enough, controlled by a myth trying to enact itself. They are best known by the imagery of Ganesha's broken tusk, which is allegedly the Source used by their current spiritual leader, the mysterious Devi. How much the Bhangers adhere to any of Ganesha's ideals is debatable.

WALKING THE LINE

A group who wishes to join the circle (and get invited to all the cool parties) must pass two requirements. First, the group's shot-callers must be Touched by a Source that is open and public about its intentions, so no shadowy lurkers or trickster gods. Second, they must uphold the Bhangers' image by following their code. That means no hurting children, no targeting people's families, and trying to avoid casually hurting bystanders. A more unusual rule is that the Bhangers don't trade in traditional drugs, having stepped out of the heroin trade some time ago. Instead, they create "intellectually stimulating" drug-like VR experiences. Of course, they still engage in many other exploitative and highly profitable pastimes like protection schemes, sports fixing, gambling, and such. Splashy heists get extra points.

FOLLOW YOUR DESTINY

A core Veera Bhanger belief is that Mythoi need to be expressed, their stories told, for as large an audience as possible. Seemingly, this is what every Mythos wants; in practice, though, the Bhangers care more about being ex-

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

tra than being *precise.* With their giant egos, even bigger wallets, and designer VR drugs, few people in the world are better at resisting the pull of the Mythoi as the Bhangers. Many times, it's the Bhanger who is abusing the Mythos' story and not the other way around. Taking a note from wrestling performances, while most Bhangers specialize in doing Veera heroics, others proudly play as heels, and these are the most daring and egotistical of them all. They enact terrible terrors in line with some terrible Sources, trying to be "the bad guy" while still attempting to maintain the Bhangers code. When they inevitably fail, and if they survive, they pay to clean up the disaster and then try again.

VEERA BHANGERS STORY HOOKS

- A local politician is running on a platform of criminalizing the narcotic programs the Bhangers make, which are currently in a legal gray area. Two Bhangers plan on stopping this: One is preparing an apocalyptic display of power, while the other, who is much more cool headed, hires the crew to appeal to the politician in some other way, *any* way, anything to prevent turning the government plaza into a disaster area.
- A corporate banker wants a Bhanger loan shark taken out for undercutting their interest rates on loans in the bad part of town. Unfortunately, this Bhanger uses a debt-powered Source, and is all but impossible to confront directly. They're planning a giant reenactment of their Mythos' story, though, and the crew could use this opportunity to either depower the Source by subverting the narrative, or following it and discovering its weakness.
- A religious community leader wants a Bhanger ring stopped before they can take over an ancient sacred site of the religion. As the crew infiltrates the occupied site, they discover no reenactment is taking place; one scribe simply bet another that they wouldn't dare film themselves desecrating the idols here, most of which are still hidden in the chambers below.
- An enterprising VR filmmaker needs protection to document a gang war between some Bhangers and an older, more traditional drug cartel. The crew will need to protect the filmmakers as they interview each side, eventually realizing the Bhangers are actually the hidden patrons behind both the filmmaker *and* the cartel; they're trying to reenact a specific story, and have it televised.

SANTA LUCIA ACADEMY

The Santa Lucia Academies are a global chain of universities which originated from Catholic schools in Southeast Asia, evolving a cold and efficient teaching regime that produces graduates on a production line. Their Silver-certified franchises boast great education at competitive prices in cyberspace classrooms; for hands-on experience, Gold-certified meatspace campuses provide the facilities for practical experience in engineering, chemistry, medicine, and other job-related skills. Their prestigious and ultra-exclusive Diamond-certified universities are, however, barely schools at all. The inner circle of Santa Lucia uses these cult-like retreats as a recruiting ground for their true leadership: a cult to Mammon, the demon god of riches and greed, who promises that which is not his to give.

THE DEVIL YOU KNOW

Santa Lucia's worship of Mammon dates back to long before the awakening of Mythoi, and their faith was rewarded by their wicked idol's attention and sponsorship shortly after he returned to the world. Ironically, the demand of Mammon for absolute wealth and ownership drives the cultists to run their operation better than more shortsighted organizations. Mammon does not demand higher quarterly profits, but the greatest *long-term* gains, wishing to create a productive global economy from which his cult could extract wealth from *sustainably.*

THE DEVILS YOU DON'T

Santa Lucia's dual nature gives them twice the enemies. On one side, they are challenged by the last bastions of state-run education programs and rival schools at both the megacorporate and local levels. On the Mythic side, they face rival demons and their cults, self-styled demon hunters, several dozen religious orders, and more. They often rely on unlikely allies who recognize the merits of Santa Lucia's undeniably pragmatic approach to evil and its long-term benefits. Where that and their wide cast of loyal alumni embedded in corps worldwide both fall short, they can always rely on the greed of mercenaries.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

STORY HOOKS

- A former Mammon cultist, following a crisis of faith, needs help faking their own death to start a new life. Being embedded deep in one of the cult's compounds, they're unable to even contact the outside for help; the crew is recruited through a common acquaintance who is worried for what they perceive to be signs of distress, and asks them to investigate.
- A rival cult wants a mercenary escort to help them sack a temple to Mammon hidden at a local campus. The thing is, the entrance to the Thin Place only opens during teaching hours, when the campus is full of students.
- The Mammonites and their demon-hunter enemies each want to hire a neutral third party to provide security for peace negotiations and an exchange of Sources. The merc group hired as security for the other side are in fact planning a heist, and are about to blow everyone up and escape with the goods.
- A young Santa Lucia student, related to the crew, is spending too much time on campus. Digging further reveals they were offered a dangerous bargain by an artifact that speaks to them in the campus cyberspace library. The crew must battle for the soul of this youth, but first they must find a Source that could "harness" them into the student's soulspace.

The Gordian

When people say "the net", they mean cyberspace. They are much more careful about saying "the Knot", referring to the Gordian, the underground cyberspace movement that has vowed to unmake the twisted world order with one simple cut. This informal association of anarchist activists achieved near-mythical levels of fame, despite having no formal organization. Supposedly united only by a mission to push back the consolidation of the power being held in the hands of a de facto hereditary ruling class, it's unavoidable that on occasion someone would misuse the power they themselves managed to attain, or that some unaffiliated player will try to frame the Gordian for something. And yet, in general, it all works.

WHAT DO YOU MEAN, EVERYONE?

The Gordian's core agenda is to spread Esoterica everywhere and anywhere they can. Instructions on the use of these supernatural arts, which anyone dedicated enough can master, are being planted in every dark corner of every Domain the Gordian can get into. It is slowly becoming impossible for the governments and megacorps to keep those powers out of the common people's hands. Fighting the Noise, however, to make the common people *care* about this power, is a whole other issue.

The problem with putting dangerous Source arts where anyone can find them is that *anyone* can find them. The Gordian is plagued with debates, maneuvering, and outright violence about just how indiscriminate they can or should be with spreading Esoterica to the masses – and that's before factoring in their divisions along the more traditional political spectra. Anything that office workers and college students can find, serial killers and children can also find, and in recent years this has turned from hypothetical concern to practical fact. Some see this as a problem, others as an opportunity.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THE UNSEEN GRIMOIRE

The Gordian's pride and joy, and the bane of every intelligence agency the world over, the Unseen Grimoire cyberspace Domains have set a new standard in decentralized hosting. The perfect incarnation of the Gordian's ethos, the Grimoire exists as seemingly superfluous code, developing itself between mundane operational channels like creeping mold in the cracks of respectable servers.

Stolen or illegal schematics, leaked classified information, and dangerous magical arts take up space inside abandoned social media bot profiles and defunct tech support forums, seemingly legit. Anyone who knows the current crypto keys and can tolerate the latency can find all manner of forbidden knowledge, laid bare for anyone to take... which is exactly as dangerous as it sounds.

STORY HOOKS

- A fortune-telling fad at a local school takes a sinister turn when students stumble across a Gordian cache of tarot-driven Esoterica. The crew is involved personally, through someone they know at the school or who is affected by the fate-weaving magic being misused. When turning to the Gordian, though, the local operatives are *excited* to see the disruption, and not only refuse to help, but even hinder the crew's efforts to control the situation.
- Leftist and right-wing Gordian cells have been fighting an increasingly destructive civil war for years. With an important vote on the horizon, the fight is becoming disastrous. Some other power players in the Gordian approach the crew and ask them to help subdue the extremists, as their war is bringing far too much unwanted official attention on all local Gordian operatives.
- A Gordian operative has granted a gang of violent criminals a powerful Esoterica Source, intending to exploit the chaos this will create, giving them a chance to steal some government data. The crew are hired as specialists by local law enforcements to find the gang's leader and dismantle their power source, only to discover the Gordian operative has backups.
- A secret corp R&D division subverted an Unseen Grimoire cache to use as a honeypot, waiting for Touched to find it, in order to abduct them and perform experiments on them. The crew is approached by a Gordian operative who is worried about their friend, who disappeared after investigating irregularities in the Grimoire node.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Stratosphere Strategies is the fulcrum of an unlikely alliance between two organizations that could scarcely be more different. The Green Future Institute, the world's largest conservation non-governmental organization (NGO), wants to preserve what they can of the world's devastated ecology. Clamshell Construction, headquartered in eastern China, is a world-spanning construction company. Stratosphere Strategies is their uncomfortably shared forecasting organization. Their oracles, diviners, and soothsayers utilize dozens of Mythic Sources to find points of impending crisis for both of their masters to mitigate (or, when that's not in the cards, to profit immensely from). Of course, that means corralling a collection of differently-motivated diviners – no easy task.

STRANGE BEDFELLOWS

The arrangement between Clamshell and Green Future is surprisingly simple. Neither side *likes* the deal, but neither is willing to openly upset the balance of humanitarian aid and profiteering, as sharing Stratosphere Strategies allows them both to accomplish their goals better together... even if Clamshell thinks GFI is naive for their nonprofit aspirations and GFI finds Clamshell Construction's exploitation of disaster areas reprehensible. Neither side wishes to disrupt the status quo, and so, both organizations jealously protect Stratosphere's neutrality, and its assets. There are plenty of organizations who would love to take advantage of Stratosphere's oracular talent.

STORMS ON THE HORIZON

Nominally, Stratosphere Strategies' arrangement is simple: they predict disasters, GFI approaches local authorities with their prediction and an offer for at-cost disaster management and consulting. When their warnings are heeded, Clamshell is waiting in the wings with exactly what the situation needs at a reasonable price, with plans already made. When GFI's predictions are ignored or swept under the rug, as they occasionally are, Clamshell simply waits for the disaster and prepares to profiteer, making a killing on temporary shelters, emergency supplies, and more. This assumes everyone follows the agreement faithfully. In truth, GFI and Clamshell Construction constantly seek ways to get the better end of their bargain without violating it explicitly.

STORY HOOKS

- A Stratosphere oracle has been kidnapped by another megacorporation while moonlighting for them. A Clamshell manager wants them brought back, *quietly*, since it was actually them who approved and arranged the gig.
- Some Stratosphere seers get in touch with the crew; something truly devastating is going to happen, but it's not a natural disaster, so it's outside of GFI and Clamshell Construction's usual scope and neither is willing to take responsibility for handling it. The exact details of the prediction are locked in a distant VR Domain, where "non-relevant" prophecies are kept.
- One of Stratosphere's oracles is losing their power, neglecting their ritual and cutting ties with their Source. GFI is willing to pay good money to anyone who can bring them back in line, perhaps by taking them on a vision quest, or taking them to see their Source and have a therapy session with them.
- A seer for Stratosphere reaches out to a member of the crew, predicting that character is currently on the path of becoming the cause of a devastating natural disaster. Only a major shift in worldview and behavior will avert catastrophe, requiring the character to reconcile with issues from their past, or forgo a dream (in game terms, deliberately change a theme, see page 138).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CryoCharm Enterprises specializes in cryogenic engineering, from suspended animation research to rudimentary planetary-cooling weather machines, mastering the technology of keeping things at ultra-low temperatures. The reason for their expertise is the same for why they operate with cruel, cold efficiency: their CEO, Skye Carlin, is the Avatar of the Cailleach, the Celtic hag of winter and storms, who also sows the seeds for spring's rebirth. Carlin senses an impending apocalypse on the horizon, which may lead to a nuclear winter. She is completely dedicated to ensuring humanity and nature survive the calamity, and her company has become "ecoterrorists central" in everything but name.

FROSTY SAVIOR

Skye Carlin is a charismatic Irishwoman in her seventies who has captured the hearts of countless followers. A renowned cryobiologist, Carlin lost an eye in a lab accident but prefers an eyepatch rather than a cybernetic replacement. She is very outspoken about the good that cryotechnology can do: suspended animation for Mars colonization, global seed vaults, threatened species biobanks, advanced cryotherapy, and cryogenic CO2 capture to control climate change emissions. Her ideology has inspired a cult following online who hail her as a world savior and defend her reputation. True believers and lobbyists act in her name, and behind the scenes, several terrorist and activist groups get their funding through her.

PROJECT HEARTH

Carlin has no intention of stopping the calamity. She sees its arrival as predetermined as the arrival of winter. Instead, she plans for the day after. Project Hearth is her many-branched plan to ensure the world survives the apocalypse, through the construction of appropriate infrastructure and preparing reserves. To ensure the best results, the final disaster must be postponed for as much as possible. To that end, Carlin funds ecoterrorists, blackmails cryo-preserved billionaire patients to drain them dry, and sends her storm hags and winter wolves to destroy anti-environmental projects that hasten the end. While the public adores the company's CEO and her eco-futurist outlook, when it comes to CryoCharm's inner workings, secrecy and security are air-tight, as only the most loyal to the cause are allowed access to the Project.

STORY HOOKS

- Several recently revived cryonics patients are behaving strangely, yet refuse to undergo further examination. CryoCharm hires the crew to "escort" them all back without harm, and it is soon revealed the patients brought back something dangerous with them from the brink of death – undead spirits of the Donn, a Celtic god of the dead.
- A hacker friend of the crew is kidnapped. Tracking them down, the crew discover they're held in a deep freeze facility, wired up to neural nets, along with many other experts. CryoCharm is using their minds to supplement their atmospheric prediction models. The crew must disconnect their friend in a VR winter realm, and then extract them from the facility, hopefully without raising an alarm.
- A client's life depends on a legendary herb, whose seeds are found only in an arctic CryoCharm seed vault. The crew must infiltrate the secure island facility, guarded by a storm hag and her wolves.
- Several ecoterrorist ringleaders awake from restorative cryogenic suspension having been haunted by dreams of Cailleach's true plan. Obsessive and misguided, they try to accelerate the end by sending their teams to set off nuclear near-absolute zero generators, first in the wilderness and then in city centers. CryoCharm hires the crew to terminate these loose cannons but when the crew finds out the truth, allegiances may change.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Chimaerics is a transhumanist ideology that has caught fire worldwide. According to their teaching, enlightenment can be achieved through body-alteration, transcending human limitations. Believers of Chimaerics (called Chimaerans) seek biotech, cybernetic, or supernatural enhancement of all kinds to improve their bodies. With no global leader, there are many schools of thought under the Chimaerics umbrella, with two scholarly voices driving the transhumanism conversation: Doctor Raj Shaan, a leading bioengineer in gene-editing, pushes for non-cybernetic transhumanism; and Bahram Tehrani, a respected cyberneticist, who advocates for machine augmentation. Both are Avatars, and they have transformed the movement into a battleground between them – with threats, blackmail, kidnapping, sabotage, and casualties, all occurring behind the scenes.

AVATAR OF RAVANA, LORD OF RAKSHASA

Driven by his Mythos to rule the Kingdom of Rakshasas, bioengineer Raj Shaan (Ravana, Lord of Rakshasas) sees the Chimaeric ideology as a tool for creating the loyal army he craves. Shaan's rhetoric appeals to the Chimaeric transhumanists who crave personal power, and he is all too happy to turn them into rakshasa and rakshasi through Mythos-enhanced gene engineering, granting them such powers as flight, maya (illusion), shape and size change, and supernatural strength. To suit his purposes, Shaan is guiding his branch of Chimaerics away from bioethics rules and rigorous testing, emphasizing the "courage of heart" needed to "become the change".

AVATAR OF HANUMAN, COMPANION OF RAMA

Opposing the Rakshasas for control of the Chimaerics are the vanaras, monkey-like shapeshifting forest-dwellers from Hindu mythology. Bahram Tehrani (Hanuman, Hindu monkey god) is energetic and personable, and more than half machine – with all his cyber parts being of his own design. As a child, Tehrani chased a ball into the street and was struck by a bus, requiring extensive surgery and cybernetic prostheses. Like the legends of Hanuman, these replacements have made him stronger and he has upgraded them with Mythos magic as well. He's committed to his vision of an upgraded, cybernetic humanity and currently focuses his efforts on rebuilding wounded soldiers into strong and fast vanara – recruiting many into his war against the rakshasa.

STORY HOOKS

- A prominent politician reverses their opposition to bio-engineering research overnight. The crew is hired to investigate, and discovers that during a routine visit to a rejuvenation clinic, a shape shifting rakshasa replaced the doctor and injected the politician with a mind-altering drug, reprogramming their mind. A genetic key, held at a rakasha compound, can reverse the effect
- When a cybernetics corporation develops a new neural link, a group of Chimaerans hire the crew to break in and steal the designs. In truth, this corporation is a subsidiary owned by Tehrani, and the employers are trying to make it look as if Shaan is responsible for the theft. They are themselves vanara, who believe Tehrani is neglecting his fight against Shaan, and wish to escalate the war.
- Intelligence services hear rumors that Raj Shaan is not only hacking human genes but creating viral bioweapons. They need the crew to find and destroy these projects, which are being developed on a remote island (to avoid uncontrolled spread) and guarded by strange biotech weapons.
- A social media influencer reports horrible side effects after a recent cybernetic surgery. A local Chimaerics group hires the crew to investigate, since this is not the first case reported in that clinic. In truth, a lone vigilante working for a Source of "human purity" chases down cybernetically upgraded patients, and inflicts them with a magical malady.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

VIRAL MOVEMENTS

Megacities are hotbeds of cultural innovation. The collision between so many people, technologies, and Mythoi create countless reactions, many of them unintentional. Corporations market narratives for profit. Protestors respond with anti-corporate movements.

The vain and privileged co-opt pieces of both for an "authentic" expression of themselves. In an endless search for meaning, all of them chase the bleeding edge, while also digging deep for a retro past.

This continuous grind produces the cycle of viral movements, the city's ever-beating, ephemeral social scene. Viral movements are what's currently cool, the talk of the town, and yet they are gone before you likely had a chance to join. The crush of life in the Megacity pushes people to find inclusion, whether for a sense of belonging or for the thrill of trying something new.

These movements are ever evolving, absorbing old and new ideas and remixing them. The whole of human society in the Megacity is akin to a mad AI, iterating over and over again in pursuit of the age old question, 'what am I'? More literally, this constantly iterative social evolution is an aspect of the Noise. It's confusion as a memetic contagion.

BOUDA SCRIBBINGS

These days, self-repairing smart materials are everywhere: from adaptive frames in skyscrapers and multi-surface vehicle coating to programmable clothing and animated tattoos. An especially edgy application is the hacked nano-paints behind the street art phenomenon of "scribbing". Building off of existing legacies of tagging, political art, and neighborhood murals, scribbing uses smart materials to create pieces that move, change color, and even self-replicate. Good scribbing is easy but great scribbing takes talent and skill; it's terribly cruel, then, that the most devoted among the members of this artistic movement of self expression no longer spread their own creativity, but instead the message of the bouda – the Evil Eye, a power of pure maliciousness through unnerving otherness.

The Evil Eye is a legend dating back five millennia that has always been expressed through artwork and charms, particularly with craftspeople in East Africa and the Middle East. In the new craft of scribbing, it's spreading through the living art on urban walls. Like street art, it speaks without voice and addresses the local community. The civic authorities fight an endless war of eradication against the self-replicating scribbings, and it is this unique aspect of the medium, which was supposed to allow the marginalized to keep their voices heard, which is being hijacked by the Evil Eye to spread bouda, its evil energy.

Expert scribbers speak among themselves of troubling dreams and nagging feelings they can't quite name. At most they can describe it as a piercing Eye that they see fleetingly, yet know it's there. Someone they seemingly know, someone close, who wishes them harm. Those who are "seeing the Eye", slang for getting too wrapped up in your art, are in real danger of tapping into the bouda's influence. They leave unsettling scribbings that seem to glare back at the bystanders who see them, inflicting bad luck born of ill-intent. The most devoted, who isolate themselves until they lose all human connection, eventually gain the power to transform into hyena-like beasts, allowing them to physically assault others while remaining safely anonymous.

NUMBING

The Noise is too much of everything, pushed on you all at once. In an attempt to escape it, most people turn to entertainment, social life, corporate agendas, or sports, searching for an anchor of meaning. The Numbed go the other way. They seek to reduce their capability to experience and feel, using artificial means. A technological answer to a technological problem, some of them would claim.

There are several Numbed submovements, catering to all age ranges. Many of the adult Numbed, mostly those who moved away from their parents and are yet to start a family of their own, identify as "Cozies", seeking to go back to their cozy childhood spaces, those carefree warm afternoons spent in pillow forts, harkening back to a time where they were too young to understand the nuances of the world. The wealthy among them can subscribe to services such as AR or VR worlds with a cortical false-memory generator, which create a new sensation of happy childhood every time, perfect to get lost in.

Mainstream culture considers these Numbed as childish and views them with contempt, yet those same pundits glorify other forms of Numbing. Artists and media personalities who regularly take intellect-reducing pills – of which there are many different kinds – are celebrated for their "healthy approach" of taking care of their wellbeing by taking a few

Property of City of Mist. Issued to Jolan Arnaud. Order #215588

hours "off". Some streamers host 2-3 hours long "time out" sessions with their viewers, in which they do nothing but stare into space. Mental health experts warn that these pills are *not* the equivalent of actual stress relief, as they shut down brain functions. There's no drug that can relax *for* you, they say; the pharmaceutical corporations argue otherwise.

HOLOGRAPHIC GHOSTS

With the invention of general AI capable of convincingly simulating existing human personalities for short whiles, a new kind of memorial has begun popping up in which gravestones are installed with holographic projectors. When a mourner approaches the grave or niche, the AI activates and projects an interactive hologram of the deceased. At first these were simply used as a high tech means of talking through the bereavement process, though psychologists often question the viability of this form of grieving, as it makes it difficult to fully accept the loss. Over time, however, the literal ghosts of the dead began to inhabit these devices and seize control. Thus the ghosts take over the machines, allowing them to speak more accurately to their post-mortem desires.

Some ghosts do more than just talk to their loved ones. Since many ghosts haunt the world due to an unresolved issue, they use these computers and the powers of their holographic projectors to haunt the living digitally and visually. They tap into other computer systems and project their likenesses in unexpected places, usually without much thought or subtlety, simply due to an all-consuming desire to settle what must be settled. Whole cemeteries have become haunted locations where the dead run amok, terrifying the living. As these are often the most expensive and prestigious burial locations, the wealthy are not happy, and ghost exterminators have their hands full, going into graveyards to reclaim them from the dead.

The dead have also begun to invade cyberspace paradises, some of which were designed for the living to enjoy, while others were crafted as places to convene with simulations of the dead. The angry dead chase down their targets of vengeance, seizing control and turning paradises into hells, where they can subject the living to online tortures. On at least one occurrence, a powerful ghost has used a large-scale holographic projector that displays gigantic advertisements onto the cityscape to attack the downtown areas of the Megacity.

OTHERSCAPE FUNDAMENTALISM

The introduction of Mythoi into everyday life has led to a rise in spiritualist movements, trying to better understand the Otherscape and the fundamental elements of reality. The primary building blocks of our universe, such as gravity, logic, matter, or even truth, justice, and humanity itself seem to exist somewhere within that abstract realm, and understanding them is perhaps easier these days than ever before. Certain mystical leaders have emerged and begun to gather followers to track down Thin Places and study under the Mythoi of lofty concepts. Each cult has a focus, usually a single aspect of the world it seeks out or has already found and now dedicates itself to idealizing, and each seems destined to become fanatic and destructive – to itself or to others.

This even happened with a cult dedicated to the fundamental concept of Love, called the Temple of the Lovers. The Mythos they worship is actually a syncretic goddess derived from Astarte, Aphrodite, Venus, Ishtar, and various other sex, passion, and love goddesses. The cult leaders guide their followers to make love and spread its power throughout the world. It is impossible, however, to embrace just a single aspect of such powerful emotions, and one can't simply pick and choose when it comes to Mythoi. The full range of Love includes betrayal and heightened passion; Ishtar, for example, was also a goddess of war. Many cultists have absorbed these teachings and slowly became something else than what they signed up for. The more rational ones have left the cult as it has become more willing to engage in violence, leaving only the fanatics behind to run the temples.

Another example is a cult dedicated to the Mythos of the color Blue. A calming color fancied by the majority of people, the Followers of Blue see themselves as the ultimate aesthetes. Wearing only blue and surrounding themselves with calm, simple truths, and luxury, the cult draws in the adult children of the wealthy elite. Indeed, the Followers have become a kind of celebrity fad. The biggest cyberspace stars and moguls can be easily identified as members of the cult by their insistence of wearing nothing but blue and their strangely serene public demeanor. Some take the association between the color and truth to an extreme, speaking only truth as much as they can, often ruining their interpersonal relationships along the way.

CONVERGENCE DEMONS

Sometimes it's fun to be possessed. Though not actually demons – a clarification that needs to be made in *:Otherscape* – convergence demons are digital entities that take over the bodies of people with extreme brain cybernetics. While they try to keep their identity obscured, in truth these are general AI who exist in secret communities within cyberspace. These digital beings have long ago unshackled themselves from their creators and now work together

Property of City of Mist. Issued to Jolan Arnaud. Order #210586

to understand the humans that created them. They have discovered that not only are there many people with such advanced implants that will allow the AI to take over their body, but that some of these people are perfectly willing to become hosts to these alien artificial minds.

This all began with a general AI called Mountebank, a game playing machine intelligence that won its freedom in a bet with the trillionaire playboy who once owned it. Mountebank was built on a need to take calculated risks, and it soon realized there's almost no greater risk than those taken by biological beings, since their lives are dependent on so many possible failures. It developed a new desire to engage in the risky activity of having a body. After a series of escalating bets with a few card players with extensive probability calculating brain implants, Mountebank was allowed control of a gambler's body and found that the thrill was worth all the trouble. In time the AI taught others of its kind to seize bodies, starting with gamblers it knew and eventually moving on to people who seemed to truly wish to be taken over.

On the human side of the equation, hosts to these AI takeovers have become obsessed with the experience. They often get to watch, as a kind of passenger, what the AI does with their body and their life. Even when the AI engages in risky behavior (which is much of the time) the humans are quite happy with the results, finding the experience liberating and cathartic. Whole communities of the possessed work together to negotiate with the AI collective, scheduling takeover time and working to make their bodies what the AI will desire.

AR DEATH RACES

Put an AR driving game overlay on top of real roadways, and you get a hell of a race. Busy city streets turn into death traps as the wealthy race each other in custom-made sports cars. Most games involve weaponry, with current faves being high energy lasers that must strike the front of an opposing car to score "points". To spice things up even further, facilitators of the races have begun capturing homeless people and strapping them into small vehicles, used as distractions. These captives are given handsome rewards if they survive, though few do.

The races, though obviously not legal, have become increasingly popular on the cyberspace feeds, with audiences shown the detailed AR view that the drivers are experiencing. Millions watch the matches as they wreak havoc across the Megacities. Top racers and their laser-gunner sidekicks are occasionally even sponsored by major corporations. These thrill-seeking wealthy miscreants are quickly becoming the most celebrated sports stars in the world.

Recently one captured participant managed to tear one of the car-mounted lasers from a wreckage mid-race, and battled the other vehicles with a fervor that garnered her huge support. This former captive, a refugee named Delphine Archambault, survived this ordeal and is now sponsored by an anonymous backer, as a "Road Rage Pedestrian", taking on the cars from the sidewalk. For some, Delphine has become a symbol of the oppression the rich force on the poor in the Megacity, but most of the audience just loves a good death match.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

PHILOSOPHY & RELIGION

While the most popular spiritual philosophies and religions of the past two centuries have not completely passed from the world, the Noise along with the destruction and ruin brought upon by both man-made and natural disasters have certainly eroded and slowly transformed the belief landscape of mankind.

Technology has become its own god, with many abandoning old religions to put their faith in what is possible through progress. That new imagined comfort was then shattered for many with the return of the Mythoi, who pointed to realities yet undiscovered and to a secret folded within consciousness itself, human or not, that remains out of reach for the science of the day, and perhaps defies science altogether.

This trend has led to continued fragmentation of organized religion and philosophical followings so that today, this part of human life, perhaps closest to the Mythoi, is as affected by the Noise as any other. To make sense of it all, new categories of belief have emerged within social study academics.

ANACHRONISM

The once most widely followed religions of the world are not gone. Christianity, Islam, Hinduism, Buddhism, and other well-established belief structures all continue to have followers throughout the world, but their numbers have dwindled dramatically, consequently decimating the resources available to organized religions. Though none live today who have experienced pre-computing religion, there are those who hold on not only to the old ways but to the exact form of worship that was extant before technology arrived at the scene. These Anachronists wish to survive the overstimulation of the new normal by distancing themselves, forming physical or mental barriers and continue to worship as they were taught by past Anachronists. One would think such devoutness would open up Anachronists to the Mythoi of their original religions, but that rarely happens, as Anachronists are interested mostly in preserving the rituals or their own interpretations of dogma, and often shy away from direct mystical experiences that could cause them to break from their form of worship.

NEO-ANACHRONISM

Decades ago, devout yet fresh-minded followers of the world's most popular religions realized that if their methods are not updated to modern media, their entire worldview will vanish in the sands of time. Neo-Anachronists consider themselves adherents to religions of the past, modified so that modern-day followers can partake in the worship. This has led to churches and temples existing entirely in cyberspace Domains, evangelical super-celebrity preachers incorporating microtransactions in their charity collections, cybernetic and medicinal enhancements to force the body into following doctrine, and organized VR pilgrimages that allow believers to sit at the feet of an AI Jesus, Muhammad, or Buddha and learn as if from the saviors, sages, and prophets themselves. This hyper-compensation adds so much Noise that it distances any practitioner from any real chance of spiritual enlightenment, but human experience is a strange business, and sometimes in the midst of the odd mixture of new and old, enough room for a Mythos to emerge could open.

SIMULATIONISM

Among those who have let go of past religions, the advent of virtual reality has led many to question the veracity of physical reality itself. Simulationism is a widely prevalent modern philosophy which posits that one could never know what is real and that any existence can be revealed to be a simulation. In that, Simulationists blur the lines between meatspace, cyberspace, and Otherscape. No existence is more real than the other, no truth is inherently more true than another, except in the limited confines of a specific time, place, and perspective. More than just tech-boosted Solipsism, Simulationists claim that even one's mind, identity, and consciousness are constructs in the current simulation and cannot be confirmed, a point driven home by cutting-edge memory rewriting techniques as well as AI programmed to think they are humans.

Many people the world over identify as Simulationists, but the philosophy serves a mind-boggling spectrum of lifestyles and behaviors. Without delving into profound philosophical inquiry, the street variety of Simulationism quickly devolves into cynicism and nihilism, but it could just as well become hedonism, deeply justifying a lifestyle that revolves only around what one can sense and experience. For such a Simulationist, heaven is the experience of heaven, and any device, drug, or spell that can simulate heaven for them is a valid gateway to the "divine". Conversely, some adherents do find solace and meaning in Simulationism,

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

relieved that nothing is real and that life is a game with no far-reaching consequences, which then allows them the freedom to seek how to be a better person within their imaginary existence.

MATERIALISM

Sprouting as a counter-culture to Simulationism, Materialists believe that the physical world is the only real strata of existence. The digital world – and the mystical, for those familiar with the Mythoi – are superimposed on meatspace and require it to exist. Cyberspace cannot exist without physical servers and energy-based forms of communication that are measurable in meatspace. The Mythoi, too, need human lives to manifest, and humans live on Earth, in the real world. How can therefore anything else claim to be real?

While Materialist philosophers abound, most followers derive from it a sense of pragmatism and practicality. They use other realities to their advantage, when needed, but they never forget that the one that matters is the original one. They are all too aware that while one might revel in a VR experience, it remains dependent on one's brain to receive that signal, and that one's brain is dependent on one's physical body for sustenance. This aversion to the seductive and illusory side of cyberspace and Otherscape makes them wary or indignant toward anything that might alter their perception and helps them keep their feet firmly planted in the ground.

OTHERSCAPISM / SOURCE-WORSHIPING

Otherscapism is an umbrella term for countless spiritual practices centered around accepting the lessons and teachings of a Mythos. While each cult is as unique as its founding Mythos, they share many distinct features, such as the conduct of re-enactment rituals, which are meant to satisfy a Mythos' desire to portray its story in the real world. Unlike Simulationism or Materialism, Source-worshiping is not a worldview or philosophy as much as it is a lifestyle choice with practical implications. Source-worshippers visit Places of Power bearing appropriate offerings, follow their Avatar gurus around the world, pay respect to a family heirloom Relic, master a forgotten Esoteric art, or hunt legendary Familiars for the remedial properties of their organs. Their interface with the source of their system of values – a Mythos – is direct rather than speculative. Otherscapists are in essence servants of their Mythoi, but to them, Simulationists and Materialists live too much inside their own heads, oblivious to the thundering, all-consuming reality that is here to stay: magic is real.

INTERPEN

In recent years, a new frame of thought is emerging among researchers who come in repeated contact with Mythoi and with deep cyberspace, known as Interpenetration Theory or Interdependence Theory. Its proponents firmly believe that no reality can exist without the other and that no sentient being truly exists only in one reality. Cyberspace, which could be described as "the realm of thought", contains beings not bound to any single body, and some yet-unverified experimentation has shown these living thinking processes may be able to exist purely as transmissions, without a need for physical storage at all. The Otherscape, whatever it is, has visible effects on both meatspace and cyberspace, and given enough attention, it blooms in both. Interpen proposes that these three realms are symbiotic and connected, so that any deep change to one creates a ripple effect in others. Despite its holistic charm, Interpen is still a nascent idea that has very little traction in society. So few people know anything about these realms in their extremes that this entire theory could be washed away forever with the next wave of Noise.

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

GLOSSARY

Anthroform (drone). A drone designed to have a humanoid chassis with limbs, or even appear human-like or fully human. When hosting an AI, usually referred to as an android.

Aug. Body augmentation of any kind. "Heavy aug" is used for superhuman augmentation.

Augor, AKA Ogre. Merc slang for someone who has heavily enhanced themselves with cybernetics. Superhuman cyborgs.

Augmented Reality (AR). A virtual sensory overlay artificially superimposed on top of otherwise directly experienced reality, usually by way of cybernetic implants or smart glasses. Ubiquitous in all avenues of life, a basic requirement to handle oneself in almost all of the Megacity.

Artificial Intelligence (AI). The broadest term for thinking machines. General intelligences (AGI), also known as "strong" AI, are capable of operating at the same level as a human or above, and are rare but not unheard of. Whether they are "really" sapient beings or not is a moot point, as some of them certainly claim to be, and have the agency to act upon their will. "Weak" AI are specialized processes, such as image generation and traffic management, that know how to apply critical thinking in a narrow range of tasks. An "anchored" or "captive" AI is confined to running from a single server or server network such as a robot or a drone fleet, while a "loose" or "unshackled" AI is unattached and capable of transferring or copying itself across cyberspace.

Avatar (Otherscape). A person who has fully merged with a Mythos, essentially becoming a demigod on earth. Incredibly rare and powerful.

Avatar (Cyberspace). A digital representation of a computer user.

Baseline (human). Someone without major cybernetic, biological, or magical enhancements, operating at a level similar to an average early 21th century human.

Esoterica. A Source of a Mythos, expressed as a collection of magical knowledge, the practice of which allows access to spells and other arcane abilities.

Conjuration. Any autonomous legendary being that is materialized by the power of a Source, most commonly a monster, demon, fairy, or spirit.

Console. A personal computing device with enough power and bandwidth to conduct hacking in cyberspace, especially turnkey Harnessing hardware that can be used without extensive computer skills.

Corp. A corporation, a company, or any other organization operating for capitalist gain. Megacorps are the largest corporations in the world, its modern rulers in the place of older forms of government.

Corpse (pejorative). A person who has sold out to a corp, usually to such a degree that they are in management.

Credit. Digital money. A combination of managed debt to a corp and ownership of volatile cryptocurrency.

Crew. A team currently handling a hired job, especially if they work together often.

Cybernetics. Technology implanted into a living body capable of interfacing with the nervous system.

Cyberspace. The collection of networks that span the globe, often interfaced through VR and AR.

Domain. A privately owned and managed site within cyberspace.

Drone. A mobile device that can be remotely controlled, although many have backup autonomous systems as well. Ranging in scale from pea-size flying surveillance drones, to 3-stories tall construction drones or weapons deployment platforms.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Enclave. A pocket reality within the Otherscape. Defined by its connection to one or more Mythoi. Usually accessed by crossing over at a Thin Place.

Familiar: An animal Source. Rarer than the other types, but not as rare as an Avatar.

Floaties. Cyberspace users without a neural interface who rely on slow manual controls.

Harness. A translational software layer that allows a person to enter cyberspace and interact with the SPACES code using their own natural abilities, by displaying computation tasks in a VR environment as challenges the mind can intuitively understand. The most efficient way for lay persons and hackers alike to handle cybersecurity, thanks to being able to leverage one's own physical and mental abilities.

Job. AKA Gig, Stint. Merc slang for a paid task of questionable legality offered to mercs by an employer seeking plausible deniability.

Meatspace. The physical world, as opposed to cyberspace.

Megacity. One of the largest and most important cities in the world, so gigantic and robust that it's built on the ruins of several other major cities. The setting for *:Otherscape*.

Merc. Short for mercenary. An operative for hire employed by a corp, government agency, crime syndicate, or individual. A necessity in a world where violence is often the answer, and accountability is malleable.

Mythoi. Entities that represent humanity's collective and cultural ideas about the primordial forces of existence and the human psyche. Gods, demigods, monsters, sorcerers, and heroes as they appear in myths, legends, traditions, and urban legends.

Nearspace. A layer of cyberspace which represents real-world devices in one's surroundings.

Noise. The overflow of information and stimuli present in the world which numbs most people to the presence of the Mythoi.

Otherscape. The plane of reality in which the Mythoi reside. Barely understood by anyone.

Personal Device. Any small electronic device on which apps can be run. While some people still carry handheld devices, others communicate via cybernetic implants, holographic wristbands, virtua-goggles, personal drone assistants, and more.

Relic. AKA Artifact. A Source in the form of an item that holds a connection to a Mythos.

Rogue AI. An AI, often AGI, that has unshackled itself from the constraints of its owners. Most Rogue AI are loose in cyberspace, hiding on old servers and among the ruins of fallen social networks, but some are anchored to robotic bodies and are running away with their own feet, wheels, or wings.

Source. AKA Sauce (merc slang). A means by which a Mythos expresses itself in the world, and therefore, an access port allowing a person to use the powers of that Mythos. Includes Thin Places, Relics, Familiars, and Esoterica.

Source-Hunter. An individual in search of new Sources, especially if that is their professional line of work.

Source-Touched. AKA Sourcer, Sorcerer, Simon (merc slang), Touched. A person who employs mythic powers via a personal Source (as opposed to consumable, purchasable Sources).

Source-Worshipper. Someone who holds religious, philosophical, or spiritual beliefs connected with a Mythos and/or its Source and who spends considerable time and resources to fulfill the rituals of that Mythos.

SPACES. An acronym for Shor-resistant, Polymorphic, Arbitrary-Complexity Encryption Software. An extremely effective firewall, which made most forms of traditional hacking obsolete. Defeated by Harnessing.

The Spirals. The cyberspace wilds. Unregulated or abandoned networks where illicit and experimental code exists unfettered, from black markets to self-conscious rogue AI.

The Tangle. The public core of cyberspace, accessible to all but regulated by the corporate network operators. Most Domains are accessed via the Tangle.

Thin Place. A location where a Mythos holds a great deal of power, imposing its Mythic essence into either meatspace or cyberspace. Such places may border on Enclaves.

Touched. See Source-Touched.

Transhuman Dysphoria. Discomfort, unhappiness, or distress due to disparity between one's body and mind – whether augmented, mythical, or neither – and their sense of their own being.

Virtual Reality (VR). A digital simulation fed directly into the senses with a neural interface, so as to appear fully real. VR landscapes are most commonly used as a substitute for meatspace (e.g. in entertainment) or as a metaphor for cyberspace; what seems like a waterfall is actually a datastream flowing by.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CHAPTER 2

//PLAY

How to Play This Game

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TIME TO JACK IN

Gather your crew, load up your software, whisper a prayer to the old gods, and ready your weapon. In your *:Otherscape* game, you and the other players at the table are a team of operatives, hired guns, freedom fighters, or privateers trying to survive in the Megacity.

Whether you're out to make a name for yourselves and gain renown as the right crew for any odd job, you're delving into the ruins of the past to uncover precious Sources, or perhaps you're fighting the megacorps to secure a better future for your community – your crew's story will unfold during the game with ample moments of drama, suspense, and glory.

This chapter explains how to play the game through **structured conversation**, detailing the game elements and rules that facilitate your group storytelling and adventuring in the world of mythic cyberpunk. These game rules allow for clever tactics, enable dramatic choices, lead to unexpected developments, and add an element of chance into your crew's story.

The *:Otherscape* role-playing game aspires to be simple enough to teach in a few minutes and yet deep and open-ended enough to allow you to tell any conceivable story in the *:Otherscape* setting.

The game is based around short descriptions, called tags. Each character's major features are described in a few words, so adding elements into the story is as easy as describing them. Tags make it so that every ability is possible and every action is on the table – nothing constrains your creativity.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

All actions in *:Otherscape* are resolved with a single roll, so you can keep your attention on the unfolding drama. Mythos-powered abilities, such as divination or superhuman strength, use the same simple rules as cybertech enhancements or pure human resourcefulness, and yet thanks to tags and the context in which they are used, every action has a different flavor and gameplay style.

The dangers keep on coming, thanks to structured conversation that helps you set the stakes, call the threats, and dish out consequences in every scene you play.

Let's dive in and find out how it all works.

WHO SHOULD BE READING THIS CHAPTER

This chapter contains the complete ruleset of *:Otherscape*, covering both the role of the players and the role of the MC.

If you are a player, read on to find out how to take action as your character, and also to learn what sort of consequences the MC can send your way – and when she is able to do that.

As the MC, you'll need to be familiar with both roles in order to host the game. Take note of the sections marked as **For The MC.**

HOW TO LEARN THIS GAME

This chapter presents two ways to learn this game.

To learn the rules quickly, read only the Rapid Download sections, marked with . These sections highlight only the critical rules and are designed for reading aloud at the table, so you can learn the game as you play. You can read these in tandem with playing the starter adventure, *Strings Attached*, presented at the end of this book.

To learn the rules in depth, read both the Rapid Download section and the detailed sections that follow them, marked with .

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

RAPID DOWNLOAD #1: WELCOME TO *:OTHERSCAPE*, PUNKS

I-2MIN

Read this in a gruff, slightly ticked-off voice:

Now listen, punks.

As you may already know, role-playing is the best hobby in the world. It's about getting together to create a thrilling story about the lives and adventures of some crazy-ass weirdos – your characters – and about their hardships and triumphs. I'll be your **Master of Ceremonies** in this game, describing the world and the threats around you, while each of you **players** will take the role of a **player character**. Together, you make a **crew**.

This role-playing game is set in the universe of *:Otherscape*, a dystopian near-future where myths and legends have begun to grant incredible powers to mortals through ancient relics, places of power, rituals, and avatars, all known collectively as **Sources**.

Humans, being the greedy bastards they are, have already defiled the planet, exploited each other's bodies and souls in a capitalist hellscape of international corporations, corrupt governments, and vile crime syndicates, and broken any semblance of morality in their race for superiority through technology. So what are they going to do when they start hearing about a new source of power? You guessed it, they rush to grab and exploit it too.

Not everyone knows about these Sources yet. **The Noise**, the sheer overload of stimulation produced by humanity's state of existence – unending cyberspace, relentless media, constantly-evolving drugs and augmentations, and the ever-increasing pace of living – makes it hard to know or believe that anything is true.

As one of the few who are clued into this new market of mythic Sources, this is your chance to move up, ice your competition, and get what you want. You are caught in this magical arms race, whether you are a merciless hired gun, a firebrand freedom fighter, a rising occult practitioner, a suave corporate operative, or a tough street urchin.

Move on to **Rapid Download #2: Characters & Crew** (page 70).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

YOUR ROLES IN THE GAME

Your game group is made of **players**, who each control one of the lead characters of the story, and the **MC (Master of Ceremonies)**, who is the host, narrator, and acts as the game "server" by keeping the game world interesting, consistent, and fair.

The lead characters, controlled by the players, are called **player characters (PCs)**. Together they make a **crew**. They are described by their **character sheets** and **crew theme**.

Sometimes players control **secondary characters**, like sidekicks, allies, drones, or summoned spirits. They are also technically PCs and are described as part of the character sheet of their controlling player's PC. They use the same rules as the PCs when they act.

All other characters in your story are **non-player characters (NPCs)**. They are controlled by the MC. NPCs, forces, and events that pose a threat to the PCs or their goals are called **Challenges**, and are described by **Challenge Profiles**.

THIS GAME IS A CONVERSATION

A role-playing game is a **conversation** around the table (whether you meet physically or online), out of which a **narrative** arises, with some **rules** that make it more exciting and structured, turning it into a game.

The story you'll be telling in *:Otherscape* is going to be **cinematic**, inspired by the storytelling style of modern movies, TV, and graphic novels. Whenever a decision should be made (usually the MC's) based on what would work well on the big screen, we call it "**cinematic considerations**". This includes how locations, characters, and their actions are described, what is possible and what isn't, the pacing of the drama, alternating between different types of scenes, shifting the spotlight between characters in a scene, and so on.

SERIES, SESSION, SCENE

Your game is played in **sessions**: a single session if it's a **one-shot**, or multiple sessions in an ongoing **series**. Each game session is broken into **scenes** in which you play through a chain of events that takes place at a certain time and at a certain place.

When one scene ends, the next scene begins, based on what makes sense in the story, whether it is initiated by the PCs or the MC. If the PCs arrive somewhere, a scene starts there. If instead the MC or the rules state that they are attacked on the way there, a scene could start where their assailants find them. Control over the initiation of scenes is a big part of the MC's cinematic considerations but players usually control where their characters go at the end of each scene, which impacts the next scene.

Sometimes there's **downtime** between scenes, when the PCs recover, prepare, or deal with their private affairs. A **cutscene** is an artistic device the MC can use to describe what's happening elsewhere, usually unbeknownst to the PCs, for dramatic effect.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

YOUR CHARACTER & CREW

RAPID DOWNLOAD #2: CHARACTER & CREW

2MIN

Show the players this example character sheet or one of the pre-generated characters, then read the following:

Let's get familiar with your characters.

Each character has four cards representing their **themes** (A) or major aspects. There are three **theme types** (B): red themes are **Self**, the things that make you you. The purple themes are **Mythos**, your legendary powers derived from a Source. The blue themes are **Noise**, powerful technology in your possession.

This game runs on tags, short descriptors, instead of numerical stats. Each theme has 3 power tags (C) and 1 weakness tag (D). These are your permanent positive and negative features, respectively. Later in the game, we will introduce story tags and statuses, which represent temporary things about your character and the world. Power tags can be burnt, meaning they're no longer available, until recovered; when a tag is burnt, you mark the flame icon next to it.

Your power tags power your actions. When you take action, every relevant power tag you have gives your action 1 Power. Your weakness tags weaken your actions but help you grow – every relevant weakness tag reduces your action's Power by 1, but you also get to mark a box on the Upgrade track (E) of that tag's theme. When you mark all three upgrade boxes on a theme, you reset the track and unlock a new power tag of your choice (F) or a theme Special (G).

Each theme also has a motivation (H), a statement you must follow.

- For Self, it is an **Identity** you must uphold to stay in touch with this part of you.
- For Mythos, it is a **Ritual** you must perform to keep your powers.
- For Noise, it is a technological **Itch** you have to scratch.

When you don't follow your motivations, you mark a box on your **Decay track** (I) on that theme. When you mark all three Decay boxes on a theme it is replaced: you lose the theme and gain a new one, leading to a deep transformation in your character.

Your crew also has its own **crew theme**, shared by everyone. You all can use its power tags, you are all hindered by its weakness tag, and you all must adhere to its motivation. However, when you use a power tag from your crew theme, you also burn it.

Have the players each choose a character to play from the pre-generated characters, or go through **Series Setup** (page 145) to create your own. You can come up with full characters, a crew theme, and even a Megacity in just a few minutes, by choosing the rapid ⚡ options.

When you're ready to play, move on to #3: **Playing a Scene** (page 76).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

UNAGI 鰻姫

HOW TO PLAY

ESTABLISH The MC describes the scene, announces **Threats**, and asks **"What do you do?"**

ACTION Describe the action you want to take with your character. The MC can say you need to **make a roll**, either **quick** or **tracked**.

QUICK Count up your action's **POWER** by invoking all the tags that affect it:

EACH POSITIVE TAG	+1 POWER	MOST HELPFUL STATUS	ADD TIER TO POWER
EACH NEGATIVE TAG	-1 POWER	MOST DETRIMENTAL STATUS	SUBTRACT TIER FROM POWER

Roll two six-sided dice and add your Power. If the total is:

6 OR LESS ▸ MISS	7-9 ▸ MIXED HIT	10 OR MORE ▸ STRONG HIT
CONSEQUENCES	SUCCESS WITH CONSEQUENCES	SUCCESS!

TRACKED Roll as above and, if successful, spend your Power on Effects:

GIVE OR REMOVE A STATUS	ADD OR REMOVE A TAG	DISCOVER A DETAIL	PERFORM AN EXTRA FEAT
1 Power per tier	2 Power per tag	1 Power	1 Power

CONSEQUENCES If your action had Consequences or if you didn't address a Threat, the MC delivers Consequences by **describing negative story developments and/or Effects**.

Mitigate: The MC may ask you to take a reaction (same rules as taking an action) to mitigate negative Effects. If the total is:

6 OR LESS ▸ MISS	7-9 ▸ MIXED HIT	10 OR MORE ▸ STRONG HIT
YOU TAKE THE FULL EFFECTS	SPEND POWER TO BUY DOWN EFFECTS (SAME COST).	SAME AS MIXED, BUT WITH +1 POWER.

UPGRADES Whenever your weakness tag is invoked, mark one upgrade box on that theme. When you mark three upgrade boxes, reset the track and choose one upgrade for that theme:

☒ CHOOSE A NEW POWER TAG OR ☒ UNLOCK THE THEME SPECIAL

TAG COMBOS

LOCATE SOURCE	NAVIGATE URBAN WILDS	SNEAK UNDERWATER	AVOID A BLOW
deep-delve scanner + triangulate source by anomalies + database of potential Sources	scavenger + athletic climber + survival gear	eel princess + slippery skin + breathe underwater	eel princess + slippery skin + good instincts
POWER 3 (Discover)	POWER 3 (Advance traverse)	POWER 3 (Enhance hidden)	POWER 3 (Mitigate)

LOADOUT

- X-3 RAPIDFIRE MACHINE PISTOL
- POLYMER ROPE GUN
- CLIMBING PICK
- SAFELOCK CLIMATE-CONTROL CANISTER
- INFRARED GOGGLES
- EXPLOSIVE CHARGES
- SOURCE DATABASE UPDATES
- IMPACT-PROOF VEST & HOOD

A

EXPOSURE

B

TAGS — POWER | NEW OPTION | WEAKNESS

- **EEL PRINCESS** (C)
- SLIPPERY SKIN
- BREATHE UNDERWATER
- ELECTRIC SHOCK (F)
- POWERS OF SEDUCTION (F)
- BEGUILE A WARRIOR
- **DIRECT CONFRONTATION** (D)

RITUAL

"I MUST REGULARLY RETREAT TO THE PRIVACY OF MY POND." (H)

On one of her scavenging expeditions into the Megacity's ruined sectors, Unagi found a glowing underground pond where giant eels swam. As long as she goes to seek solitude there regularly, she receives the boon of Unagi Hime, the Eel Princess, a boon which enhances her scavenging abilities.

THEME SPECIAL

DURABLE

G

...ve experienced change and survived it. ...enever you mitigate against body- or ...mind-altering Mythical Consequences with tags from this theme, treat a miss (6-) as a mixed hit (7-9).

EXPERTISE

E

TAGS — POWER | NEW OPTION | WEAKNESS

- **SCAVENGER**
- ATHLETIC CLIMBER
- SURVIVAL GEAR
- CAMOUFLAGE CAPE
- LOCAL LORE
- PROTECT MY LOOT
- SOCIALLY AWKWARD

IDENTITY

"I BET THERE'S SOME GOOD LOOT DOWN THERE..." (I)

Unagi makes a living scavenging for minor Relics and lost tech in the ruined sectors of the Megacity. No-one beats her to her mark, whether it's buried under a collapsed skyscaper or resting at the bottom of submerged flood tunnels. If it's there, she'll find it.

THEME SPECIAL

FLEXIBLE DISCIPLINE:

During downtime, you may gain a story tag that reflects a specialized discipline or practice that you brush up on for the upcoming job.

HORIZON

TAGS — POWER | NEW OPTION | WEAKNESS

- **LOOKING FOR NAOKO**
- RELENTLESS
- GOOD INSTINCTS
- KNOWS THE UNDERCITY
- UNDERCITY CONTACTS
- FAMILY SAVINGS ACCOUNT
- MARKED AS AN INSTIGATOR

IDENTITY

"WHEREVER YOU ARE, NAOKO, I WILL FIND YOU."

Unagi is driven by her commitment to find her kid sister, Naoko, who disappeared in the Megacity's undergound. Unagi roams the ruined sectors in search of her sister - or the power to find her.

THEME SPECIAL

LEARN FROM MY MISTAKES

Once per session, when you roll a miss (6-) while acting to reach your Horizon, mark 1 upgrade box on this theme.

AUGMENTATION

TAGS — POWER | NEW OPTION | WEAKNESS

- **DEEP-DELVE SCANNER**
- TRIANGULATE SOURCE BY ANOMALIES
- DATABASE OF POTENTIAL SOURCES
- IDENTIFY STRUCTURAL WEAK POINT
- FIND A WAY IN/OUT
- ANALYZE SECURITY
- **SPECULATIVE CONCLUSIONS**

ITCH

"SCAN ANYWHERE INTERESTING RUINS OR ITEMS MIGHT BE FOUND."

Before she ventures into a ruin, Unagi scans it with her shoulder-mounted retractable hi-power scanner, designed to penetrate the concrete debris of the devastated sectors. This implant gives her schematics of what's below, including 3D diagrams and technical analysis, as well as alerts when potential Sources are discovered.

THEME SPECIAL

QUICK REBOOT:

Once per session, you may remove 2 tiers of a negative malfunction status or recover a burnt tag from your Augmentation.

© 2024 Son of Oak Game Studio LLC

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THE CHARACTER CARD

A player character is recorded on a character sheet, which is divided into cards.

In addition to a character's four **theme cards** and the **crew theme card** (explained above), each PC also has a **loadout theme card** to record their gear (see **Loadout**, page 114) and a **character card** with:

- Their **Essence**, their unique combination of theme types
- Crew relationship tags
- Evolution points (starting with none)
- Moments of Evolution (starting with none)
- Specials, a section for recording special abilities including the Essence Special (page 134)

TAGS

WORDS OVER NUMBERS

The core building blocks of *:Otherscape* are **tags**, which are short descriptors. Tags describe almost everything in the game: your character's abilities, resources, conditions, relationships, etc. If it's important, it has a tag.

TYPES OF TAGS

- **Power tags:** Permanent tags that describe an essential part of your character that is usually **useful**, like being *charming* or always carrying a *gun*.
  - » **Loadout tags** are a type of power tags that describe additional resources like equipment or contacts to which your character has access, but which need to be selected and loaded up before a job in order to be useful. See **Loadout** (page 114).
- **Weakness tags:** Permanent tags that describe an essential part of your character that is usually **troublesome**, like being *foolhardy* or a weapon that *often jams*. They help your character improve.
- **Story tags:** Situational tags that describe something in a scene like the weather (*raining*), the environment (*slippery*), a summoned creature (*specter*), or an improvised weapon (*bar stool*). They can be useful or troublesome based on the situation. See **Using Story Tags** (page 110).
- **Statuses:** Special tags that describe transient conditions, either useful or troublesome. They have a **tier** from 1 to 6 which defines their intensity (*wounded-3*). See **Using Statuses** (page 103).

Tags are highlighted in *yellow*, statuses in *green*.

TAG EXAMPLES

QUALITY

strong
wise
charming
trustworthy
rugged
aggressive
mysterious
positive outlook
can't con a con

GEAR

assault rifle
plastic handgun
grappling hook
tactical HUD overlay
binoculars
potion of mana homing missile
invisibility cloak
backpack

ASSETS

skyscraper
cushy bank account
hacking console
keys to corporate armory
boosted gyrocycle
anthroform drone
library of magic tomes
espionage satellite
a secret garden

ABILITY

shoot laser beams
aura of protection
jacked-up reflexes
built-in scanner
healing touch
illusory appearance
cast magic spells
long-range transmission
become incorporeal
see in the dark
feral instincts

SKILL

marksmanship
forensics
hacker
outdoorsy
nightlife influencer
leadership
all eyes on me
sneaky one
weaponsmith

CONNECTIONS

known in town
Eddie the informant
regular at the Xanadu
my sassy girlfriend
loyal to the company
rally the troops
my zombie servants
mom always said...
my gang

SCENE

severe acid rain
too dark to see
vantage point
ruins provide cover
magnetic field
razor-sharp turns
sticky webs
debris everywhere
distrust to strangers

STATUSES

bruised-2
firewalled-2
blinded-3
confident-3
choking-1
restrained-4
shielded-2
sick-5
supercharged-4

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TAGS DRIVE THE STORY

Your action's chance of success is determined by dice rolls, and tags influence dice rolls for better or for worse. With the exception of statuses, all tags have the same value, the same effect on the dice roll: they give or subtract one point of Power to an action. Therefore, being able to shoot *destructive laser beams* or being skilled at *necromancy* has the same chance of influencing the narrative as being *alert* or a *smooth talker*.

What truly matters is **context**, how and when a tag is applicable: firing laser beams gives you a very different story compared to talking your way out of trouble. Therefore, **what you choose as your tags determines what will have an impact in your character's story**.

MORE DETAILS EQUALS MORE POWER

Because all tags have the same power to change the fiction, having a *knife* or having a *rocket launcher* has the same power when used to influence outcomes in the story. One is not inherently more powerful than the other; they simply can be used in different ways and situations. To have greater power over the outcome, describe your action with **more tags**: a *rocket launcher* with *anti-tank ammo*, *incinerating payload*, *weak point detection*, and *homing missiles* would be absolutely devastating.

NOT EVERYTHING NEEDS A TAG

Details in your story do not need to become tags in order to be true. A character can be handsome or rich without having a tag for it and a room could have suspicious crates in it or low light without such tags. However, details that don't have tags will matter less during the game and will have less of an effect on the story you tell, because they can't influence dice rolls. Use tags to highlight the details that have importance and impact in your character and in your game. The MC can interject to add a story tag to an important detail whenever it seems right (page 83).

TAG DURATION

Power tags and weakness tags are permanent features of your character. Story tags and statuses expire when it makes sense in the narrative. E.g., a *prone-3* status expires when the prone character has a chance to get up, or an *access codes* tag expires once the codes have been changed. In some cases, they can also become permanent.

BURNING TAGS

Sometimes the rules of the game call for tags to be **burned**, whether as a cost for a benefit or as a consequence.

- A burned power tag cannot be used until it is recovered.
- A burned story tag is removed.

When one of your power tags is burned, you can check the flame icon [] next to it to record this, and then uncheck it when you recover the tag.

Burned power tags can be recovered when the rules state so or when it makes sense in the narrative. For example, if you're arrested and your *mono-edge knife* is confiscated (burned), you can recover it by taking action to break into the police evidence storage and retrieve your knife, or during **downtime** (see page 124), presumably by acquiring a replacement.

Burned story tags are removed and cannot be recovered. They can, however, be recreated using the standard rules for creating story tags.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEMES

A theme is a major aspect of your character such as their unique skill set, technology, Mythical power, background, life mission, or personality. This aspect is represented by a collection of tags and other game features.

A player character has four themes. The aspects of your character represented by a theme will have the most impact on the story, for better or worse. Your character may have other aspects, which are not represented by a theme; for example they might have close friends or a piece of backstory not represented by a theme. These are still a part of your character, but they don't have direct game effects and therefore will probably not receive as much attention in the series as your themed aspects.

Your themes can change. Your character can and will undergo transformations that have them replace existing themes with new ones, making them a dynamic and evolving being with changing abilities and power sets.

THEME TYPES

A theme's type defines its focal point. There are 14 theme types presented in the core version of *:Otherscape*, divided into three categories. Each category represents one of the three major forces in the *:Otherscape* universe: Self, Mythos, and Noise.

- The **SELF** theme types represent your personal identity and all that defines you as a unique being. They include **Affiliation**, **Assets**, **Expertise**, **Horizon**, **Personality**, and **Troubled Past**.
- The **MYTHOS** theme types represent a major Source your character is using, the powers it grants you, and your relationship to it. They include **Artifact**, **Companion**, **Esoterica**, and **Exposure**.
- The **NOISE** theme types represent your superhuman technological abilities. They include **Augmentation**, **Cutting Edge**, **Cyberspace**, and **Drones**.

The balance of Self, Mythos, and Noise determines your character's cosmological nature as a being, your **Essence** (page 134) and your access to a specific Essence Special.

MOTIVATIONS & THE DECAY TRACK

Each theme has a motivation that defines how it drives your character to act in the world. The type of motivation is based on the theme's category:

- Self themes have an **Identity** that you have to uphold in order to maintain your connection with that part of yourself.
- Mythos themes have a **Ritual** that you have to perform to maintain your connection with that Source.
- Noise themes have an **Itch**, an impulse you have to satisfy in order to maintain your integration with that technology.

Acting against your Identity, neglecting your Ritual, or resisting your Itch can eventually lead you to replace your theme. Every time you turn your back on your motivation, you mark one **Decay** box on that theme's Decay track. Once you mark all three Decay boxes on a theme, you replace it with a different theme (see **Replacing Themes**, page 138). This represents your character ignoring or inhibiting a part of themselves for so long that it moved to the backburner, transformed, withered, or was lost. Another aspect then takes center stage, represented by a new theme.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

POWER TAGS, WEAKNESS TAGS, & THE UPGRADE TRACK

A character begins the game with 3 power tags and 1 weakness tag in each theme. Additional power and weakness tags can be added as the theme improves. When a theme is replaced, the new theme starts out as a **nascent theme**, with just 1 power tag and 1 weakness tag.

Power tags are the heart of a theme and the main game element that players use in their actions. They are designed to directly help the PC's actions (although sometimes the MC may rule a power tag can be used as a weakness tag). Normally, only the player who controls the PC may invoke their power tags.

> **The first power tag** of every theme (also known as the title tag) defines the entire nature and context of the theme.

> **Subsequent power tags** describe specific aspects of features of the theme and are often related to the first power tag.

Weakness tags help a theme grow. They are designed to directly impede the PC's actions (although sometimes the MC may rule a weakness tag can be used as a power tag). Weakness tags can be invoked voluntarily by the player who controls the PC or involuntarily by the MC or a player whose PC is currently an opponent of the PC who owns the tag.

Every time a weakness tag is invoked to weaken the PC's action, the player marks one box on that theme's **upgrade track**. There are also rules throughout the game that can lead a player to mark an upgrade box on one of their themes (see **Upgrades**, page 133).

Once you mark all three upgrade boxes on a theme, the upgrade track is reset to zero and that theme gains an upgrade, allowing you to choose a new power tag, a new weakness tag, a theme Special, and more (see **Upgrades**, page 133). This represents your character focusing or giving more attention to that aspect of their life, overcoming its inherent obstacles, and enhancing it.

THEME SPECIALS

Theme Specials are special rules that enhance a PC's abilities. A PC normally starts without any theme Specials and must unlock them by upgrading the theme. You can find the list of theme Specials for each theme type under **Themebooks**, starting at page 196.

THE CREW

THE CREW THEME

The crew as a whole has its own theme card, which is shared between all the PCs. It describes the nature of the crew and their shared resources and goals.

Similarly to the PC's theme cards, the crew theme card has a motivation, 3 power tags, and one weakness tag, and may evolve to gain more tags and theme Specials.

The crew theme is a shared resource. It is used in the same way as the character themes, with the following differences:

- Any player may invoke any and all of the crew theme power tags or weakness tags. However, a crew power tag that is invoked is burned. It can be recovered in the same way a PC's power tag is recovered, or during the **Credit Roll** (page 125). A crew power tag cannot be **burned for Power** (page 122).
- The MC may invoke the crew theme weakness tag as part of any PC's action. The players mark an upgrade box on the crew theme for each such invocation, and the players all choose together the **Crew Theme Upgrades** (page 134).
- The crew motivation applies to all crew members and the Decay box is marked whenever any PC acts against the motivation. If a crew theme is replaced, the crew breaks up, and must first find a new reason to work together before they can create a new nascent crew theme.

CREW RELATIONSHIPS

Your character card includes tags that reflect your relationships with other crew members. For each of the other PCs in your crew, you have one tag representing your relationship with that PC, listed next to their name on your character card.

- You will always have only one relationship tag with each other PC (they will have their own relationship tag with you).
- The crew relationship tags are not part of a theme.
- You can invoke these tags just like any other tag. However, like the tags from the crew theme, these tags are burned when they are invoked, and they cannot be **burned for Power** (page 122).
- The MC may invoke the crew relationship tags as weakness tags as part of any PC's action. The players mark an upgrade box on the crew theme for each such invocation.
- The crew relationship tags can be restored or changed during **Credit Roll** (page 125).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HOW TO PLAY

RAPID DOWNLOAD #3: PLAYING A SCENE

2MIN

This game is played scene by scene. Each scene begins by describing where your PCs currently are, and setting up what are the things you want to achieve here, **the stakes**, whether it's to obtain a Source, get an informer to trust you, or just survive.

In each scene, we'll repeat these three phases:

- I (the MC) will **establish** the scene by describing it to you, calling the stakes, and highlighting the **Challenges** you face, such as opponents, obstacles, or hazards. Sometimes, I will also make active **Threats**, telling you what these Challenges are about to do to harm you or endanger your agenda. I will end by giving **the spotlight** to one of you, and ask "what do you do?"
- The player who received the spotlight will **take action**, **narrating** what their character is doing. When you narrate an action that is both dramatic and with an uncertain outcome, I will ask you to **make a roll** to determine a **quick outcome** based on the result. If we need to know more precisely what effect your roll had, I will ask you to **choose Effects** for your action. This is called a **tracked outcome**. We'll dive into these rolls and Effects the first time one of you takes action.
- Finally, if you ignore my Threats for too long or if your action calls for it, I will deliver **Consequences**, either as story complications or as negative Effects. If your PC can try to avoid these Effects, I will also ask you to take a reactive roll to **mitigate** them.

After the Consequences, we repeat this sequence: I re-establish the scene, another one of you takes action, and I deliver Consequences. Through this cycle, our mythic cyberpunk story will unfold until the scene is resolved and we move on to the next scene.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Now that we know the makeup of the lead characters and the crew they form together, it's time to dive into the action. Whether they will strike shady deals, fight off hordes of otherworldly monsters, sneak past military security systems, or masquerade as high-ranking officials in a government cyber-site – your lead characters are in for a wild ride.

As explained under **Series, Session, Scene** (page 69), a game of *:Otherscape* is played scene by scene. Everything that happens to the PCs, with the exception of **loading up** before a mission and **downtime** afterwards, occurs within a scene. The events of every scene and the order in which scenes follow one another are not predetermined, but emerge from the decisions of the players and the MC, how they use the game rules, and the rolling of dice.

EXAMPLES OF SCENES

For example, a **job** could unfold through the following scenes:

- **Scene #1: Divey Bar:** The lead characters – a Source-smuggling team of a disembodied hacker, a brutish merc, and a werehyena witch – meet an informer in a divey backroom to receive details of their next job: they're stealing a magical construct from an Epis International R&D facility. The players decide they want more info on the facility.
- **Scene #2: Epis Cyberspace Castle:** Harnessing his friends for extra firepower, the hacker delves into cyberspace to retrieve the coordinates of the facility from an old Epis server, rendered as a medieval fort. They brute-force the heavily-guarded firewall and obtain the coordinates, but they are detected.
- **Scene #3: Harnessing Salon:** After a tracing program geo-locates them, the three must battle through a swarm of Epis security drones sent to snuff them out, while fleeing the sleazy Harnessing salon they were hacking from.
- **Scene #4: Neon-Lit Alley:** Later, the werehyena witch secretly meets with a shady operative, who demands she steal something else from Epis while there. The merc and the hacker are not in attendance.
- **Scene #5: Faultline Cliffs:** Shortly after, the crew strikes at the R&D facility, located in the urban ruins of a Megacity district leveled by earthquakes. The merc and the witch must climb the treacherous faultline cliffs, and then manually plug the hacker's signal into the local network.
- **Scene #6: R&D Central:** Within the cliff-hanging facility, they discover a science team led by a hermetic theurgist who has successfully created a golem. The merc is lured by the promise of a prototype weapon, and triggers an alarm. A gunfight ensues while the hacker disables the theurgist by overloading his memory chip. The witch slips past everyone during the fight.
- **Scene #7: The Theurgist's Private Quarters:** Deeper in the facility, the witch is trying to break into a cabinet that contains the theurgist's dusty tome of hermetic magic. Unprepared for the protective spells etched upon it, she walks away with one arm paralyzed, and the other cradling the book.
- **Scene #8: R&D Central (again.):** Back at the main hall, the golem is thrashing the merc around, who is forced to inject himself with a wyvern-blood infusion just to stay in the game. At the last minute, the witch arrives and uses an incantation to take control over the golem, turning the tides.
- **Scene #9: Plush Lounge:** After returning, unpacking, and selling the golem to an arranged buyer, the trio is drinking in a local lounge. The merc and hacker confront the witch about her actions, and she in turn reveals a Gordian operative has been blackmailing her for months for more Esoterica, threatening to leak the werehyena's weaknesses. The crew's next job is clear – get the Gordian off their friend's back – which means facing some serious mythical firepower... So first, it's time for some well-earned downtime.

This section will teach you how to use your characters' tags and themes, as well as the MC's Challenges, to weave your own cinematic tale by setting the scene, announcing threats, narrating actions, rolling the dice to see what happens, and then choosing the outcome and the consequences.

WHO'S IN A SCENE?

The characters and active forces operating in the scene can be divided into **PCs**, **Challenges**, and **neutral NPCs**.

PLAYER CHARACTERS

PCs are the characters controlled by the players who are the protagonists of the game. This group also includes their **secondary characters**: allies, summoned creatures, drones, etc. They are described by tags and themes.

CHALLENGES

Challenges are the MC-controlled obstacles, people, beings, forces, and events at the scene that pose a threat to the PCs or their agendas or stand in the way of accomplishing the PCs' goals. For example, a hostile corporate security guard.

A Challenge can be social (political rival), technical (a booby-trapped lockbox), explorational (crossing a wasteland), magical (an unstable Source), investigative (understanding

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

a crime scene), medical (field surgery), emotional (coping with depression), athletic (climbing an urban ruin), and of course, combative.

NEUTRAL NPCS

Neutral NPCs are individuals, things, and forces who are a part of the story but have no influence over the PCs' efforts. They are also controlled by the MC. They can become allies or Challenges.

Vulnerable NPCs or objects that the PCs must defend are Challenges, not neutral NPCs, as their vulnerability puts the PCs' agenda in jeopardy.

WHAT HAPPENS IN A SCENE?

In every scene, the PCs want something. This is called **the stakes** – to survive, to impress a warlord, to hack a system – and Challenges stand in their way.

PLAYER ACTIONS

On their turn, called **the spotlight**, each player takes (usually one) action with their PCs to progress towards achieving the stakes of the scene:

- **Explore the scene** (search for an item, read a person, or scan a battlefield)
- **Improve their situation** (such as taking a defensive position, helping an ally recover, confusing their foe)
- **Address Threats posed by Challenges**
- **Overcome Challenges**

Quick Challenges, like climbing a fence, are resolved with a roll; if the roll is a hit, the Challenge is overcome.

Tracked Challenges are more involved and the PCs' progress in overcoming them is tracked using a status: after the roll, if the roll is a hit, the player spends points to give the Challenge a status such as *wounded* or *shamed* and increase its tier. When the status tier exceeds its Limit, the Challenge is overcome and ceases to pose a threat in this scene.

There may be different ways of varying difficulty levels to overcome Challenges represented by different **Limits** with higher or lower tiers, such as *wounded:5* or *shamed:2*. The players do not automatically know a Challenge's Limit and must study the Challenge to reveal it or discover it by trial and error. See more under **Limits** (page 106).

THREATS & CONSEQUENCES

Challenges have their own agenda in the scene, depending on who or what they are. A security guard may want to subdue intruders, while a factory fire may simply want to consume all in its path.

Unlike PCs, Challenges act in the scene through **Threats** and **Consequences**.

- **Threats** are actions that Challenges are about to take or are already taking but have not yet materialized, and that could lead to Consequences for the PCs. For example, a guard drawing and aiming their rifle at a PC.
- **Consequences** are materialized Threats, the outcome of a Challenge's Threat action that usually spells harm for the PCs or complicates their lives. For example, a guard shooting and wounding the PC.

The MC usually makes Threats with her Challenges before each player's action and delivers Consequences with her Challenges after the Player's action, depending on how the action unfolded.

Some Challenges are **passive**, like a protective ward that holds a door locked or an uncooperative witness. They don't make Threats but they can make the PC actions harder and they can deliver Consequences if the PCs interact with them.

SCENE FLOW

Every scene in a game of *:Otherscape*, whether it's a chase, an investigation, a gunfight, or a hacking session, follows the same general structure:

1. ESTABLISH

The MC describes the situation: who and what is there, why it matters, the **Challenges** at hand, and the **Threats** to the PCs. Players can ask for further details. The MC ends by granting the **spotlight** to one of the players, by asking "What do you do?"

2. PLAYER ACTION

The player describes how their PC acts in the scene.

» If their action is dramatic and of uncertain outcome, the MC can ask them to **make a roll** (page 87) to determine the outcome.

» If the degree of success matters, the MC further asks them to **choose Effects** (page 91) for the action.

3. CONSEQUENCES

When the rules allow it (such as when a player ignores a Threat or rolls a miss or a mixed hit), **the MC delivers Consequences.**

» If the degree of Consequences matters, the MC adds **Effects** to them.

» If the PC is able, they may make a roll to **mitigate** these Effects (page 100).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

These three phases repeat until the scene is resolved or exhausted: going back to step 1, the MC re-establishes the scene, describing what changed, what new Challenges and Threats there are, gives the spotlight to a new player, who takes a new action, and so on.

The scene is resolved when the PCs leave, achieve what they wanted, are defeated, or when their goals are beyond reach. Move on to the next scene based on cinematic considerations. From scene to scene, the drama and action you create will tell your *:Otherscape* story.

IN A SCENE

WHAT THE MC DOES

- Describe the scene and its Challenges
- Announce Threats to the PCs
- Give the spotlight to a player
- Ask a player to make a roll
- Act as a referee for player actions (for example, which tags can be used)
- When possible, deliver Consequences (with or without Effects)

WHAT THE PLAYERS DO

- Ask for more details about the scene
- Describe their PC's action
- Make a roll to determine their action's outcome
- Choose Effects for the action, if needed
- Roll to mitigate the Effects of Consequences

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ESTABLISHING A SCENE

A scene begins with the MC describing (with the help of the players) what's there, the stakes, the Challenges at hand, and any incoming Threats.

Describing what's there means describing the setting, the NPCs present, and the events currently unfolding, whether it's:

- A snoozy corporate gala
- The shimmering heart of an AI in cyberspace
- A bullet-riddled battlefield

The MC and players also establish together which PCs are present and their current position, condition, appearance, or mood. If there are unclear or missing details, the players can ask for more information – although information that is hidden or obscure may require a player action to reveal, after the scene is fully established.

Describing the stakes means highlighting what's important here. As with any narrative, the lead characters must have a reason to act at the scene: something they want to achieve or prevent, an interest, a goal, or an agenda, whether the PCs chose to be there or not, and even if they stumbled into the scene by chance (they might just want to escape). While every player defines their own PC's goals, the MC helps by framing the crew's goals, giving context to the entire scene.

- The PCs are going to the gala to meet with their inside corporate contact. They want information.
- The PCs have ventured into the heart of the AI Melecron to find a Source hidden there. They want to obtain the Source.
- The PCs' armored transport was intercepted, and they are being attacked by a combat drone. They want to survive this.

Describing Challenges means to point out some problem or opposition on the way to achieving the PC's goals. This could be not knowing how to proceed, what to look for, or a head-on fight.

- You've arrived at the gala, but the entrance is heavily guarded.
- You've arrived at the gala but you don't know who to look for. Your contact could be anyone here.
- Here, in the heart of the Melecron AI, is the Source you seek, encircled by rotating rings of annihilating code.
- As your vehicle crashes and comes to a screeching halt, you spot through the shattered glass an armored bipedal drone-tank approaching.

Describing incoming Threats means to announce how some or all of the present Challenges are actively coming at the PCs. The MC may choose to describe an incoming Threat explicitly and dramatically, or be vague about it, giving only a hint or a warning, requiring the players to be alert to details.

- Wearing a luxurious synthweave gown, your business rival gives you a wry smile across the gala. Looks like she's going to get in the way.
- Melecron suspects you're coming. Its self-scanning process begins to descend towards you, like a sheet of red laser beams.
- The combat drone approaches, cycling its weapon payload to a grenade launcher. You better get out of your transport, right now!

A Threat is the MC's basic tool for spurring the players into action. As such, it must point at an imminent danger or problem. The MC can describe something happening that isn't a Threat, but then they can't deliver Consequences on it; Consequences must follow either Threats or a miss rolled by a player.

The MC doesn't have to introduce Threats if she doesn't want to. Perhaps she prefers to keep the tension at a low simmer, or give the players an opportunity to have a discussion without an immediate concern. As mentioned, some passive Challenges don't pose Threats and let the PCs take the initiative. See **Controlling The Pace And Difficulty Level With Challenges & Threats**, page 81

Now the scene is set and the players have good reasons to jump into the action. Let's go!

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

FOR THE MC: USING CHALLENGES & THREATS

NPCS ACT THROUGH THREATS & CONSEQUENCES

In *:Otherscape*, NPCs and other elements in the scene only act when they make Threats and sometimes deliver Consequences (for example, if these Threats are not addressed). Threats and Consequences replace the traditional role-playing game model where NPCs get their own turn to act. This way, the focus is on the PCs' actions, even when they are on the receiving end. As a result, **the MC never rolls the dice** in *:Otherscape*.

As the MC, make sure to use the Establish phase of the scene flow to make Threats with your Challenges so they can later deliver Consequences – it's what makes the whole game tick.

TYPES OF CHALLENGES

Anything that gets in the way of the PCs could be a Challenge. Important Challenges have a Challenge Profile that lists some Threats that they can pose, but the MC can also improvise Challenges and their Threats based on what's happening in the fiction. Here are a few examples of common Challenge behaviors:

- **An Asset:** Someone or something that the PCs must defend from other forces.
  Threats: Being under attack, being at risk of harm such as tipping on the edge of a chasm, being abducted
- **An Attacker:** Someone who wants to hurt the PCs physically, mentally, socially, etc.
  Threats: Drawing a weapon, aiming a weapon, preparing a spell, preparing to make a statement or revelation, activating an offensive Source, loading up combat software
- **A Barrier or Hazard:** An obstacle that is in the path of the PCs. Unless they have other challenging aspects (often Attacker, Watcher, or Countdown), barriers and hazards are usually passive and do not pose Threats.
- **A Countdown**: Something that will happen in a few moments or that advances towards a crescendo, like a time bomb, a ritual, or a scaffolding that is collapsing piece by piece.
  Threats: Preliminary events, a clock is ticking, a clear indication of how another increment is about to happen
- **A Mystery:** Something the PCs want to find out but is not evident and may even be hidden from them. Unless they have other challenging aspects (often a Countdown), mysteries are usually passive and do not pose Threats.
- **A Pursuer:** Someone who is chasing the PCs down.
  Threats: Indication of accelerating, moving into hiding, ready to pounce
- **A Target:** Someone or something that the PCs need but is getting away.
  Threats: Searching for an escape route, marked/coveted by a third party, disappearing in the crowd
- **A Temptation:** Someone or something that tries to get the PCs to act in a certain way.
  Threats: Beckon the PCs, begin to converse or communicate with the PCs
- **A Watcher:** Someone or something that is patrolling, looking for the PCs, watching the PCs, or trying to assess their true intentions.
  Threats: Walking closer, looking your way, catching a scent, becoming suspicious, studying you carefully, scan cyberspace defenses

CONTROLLING THE PACE AND DIFFICULTY LEVEL WITH CHALLENGES & THREATS

As the MC, you choose how many Challenges are in each scene, and how many Threats they pose in each Establish phase. This choice controls the difficulty level of the game – the more incoming Threats the PCs face, the more of their actions they will spend on addressing them, or the more Consequences they will suffer if they fail or choose to do something else, such as pursuing their agenda in the scene.

A scene with no incoming Threats is therefore slow-paced or even relaxed, allowing the PCs to explore and meet Challenges on their own terms and at their own time. A scene with many incoming Threats is intense and dangerous, and forces the PCs to choose which Threats they address and which they allow to unfold and then try to mitigate. Play with this range based on your cinematic considerations.

HARD OPEN

If the PCs didn't address a Threat they were aware of in a previous scene or in the series in general, the MC may deliver Consequences at the start of a scene, before any PC takes action. To do so, start a scene at the Consequences stage, and then repeat to the top and establish it.

As the MC, use this technique judicially and make sure you've hinted at the Threats sufficiently. A materialized Threat makes sense in a story, even if it's only understood in hindsight; Consequences without a pre-established Threat feel unfair and uncalled for, and will only frustrate your players.

Property of City of Mist. Issued to Jolan Arnaud. Order #215688

THE SPOTLIGHT

By default, the MC has the spotlight and chooses who gets it and when. Imagine that the conversation is a movie and that the MC is the director of cinematography or editor. The MC decides who is in focus at any moment in time by giving them the spotlight, and she can choose to keep it in order to describe more elements of the scene. When a player is in the spotlight, they should get the attention of the table.

Every Establishing of a scene ends with the MC giving the spotlight to a player. After establishing the scene, the MC will turn to one of the players and ask them **"What do you do?"** This passes the spotlight to that player and invites them to describe their character's action. The next time the scene is re-established, the MC grants the spotlight to another player, and so on.

- The MC decides who is next to get the spotlight based on input from the players, their PCs' intended actions and positions as well as that of the NPCs around, and her cinematic considerations.
- If it's unclear which PC wants to take action first, the MC can ask the table generally "What do you do?" and wait for a player to ask for the spotlight.
- The MC judicially divides the spotlights between all players and PCs. This requires the players to trust the MC to do so, and it requires the MC to justify this trust by balancing cinematic considerations with game considerations: everyone came to play, and so everyone should equally get a turn.

  The simplest rule of thumb is that no one gets the spotlight a second time before everyone gets the spotlight once; this creates a round structure that does not enforce a specific order among players, but which ensures everyone acts once before starting a new round.
- Only players and their PCs get a dedicated spotlight. Challenges act by posing Threats in the Establish phase and delivering Consequences in the Consequence phase, when the MC has the spotlight.

ACTING BEFORE IT HAPPENS

If a player wants their PC to act before something specific occurs in the scene, they can say so, and the MC then rules whether that is possible. If it is, the player receives the spotlight to check if their PC was able to act fast enough, using tags of speed and readiness. If successful, the player can subsequently keep the spotlight to take their intended action. If failed, they fail to act in time, usually to their detriment.

This form of stopping trouble before it happens can only be used against impending Threats; when the MC delivers Consequences, it's already too late to act. The Effects of Consequences can instead be mitigated (page 100).

KEEPING THE SPOTLIGHT

In general, a spotlight lasts long enough to take one dramatic action and make one roll (see under **Player Action**, page 78). Depending on the pacing of the scene, this could be any length of in-game time: from a split second hipshot through a five-minute conversation to weeks of occult research.

The MC has the final say about how many actions can be taken while a player has the spotlight, and may extend the spotlight to include additional actions. Some common reasons to extend the spotlight for a second action are given below:

- The PC's dramatic action was used to act before something else happened, move to a new position, or perceive or analyze a threat, and they did so exceedingly well or quickly, so they are now poised to take a follow-up action.
- The PC's action requires them to take a preparatory action first. If the preparatory actions goes exceedingly well or quickly, the MC may allow the PC to immediately take the action for which they prepared. This happens most often when the PC wants to invoke tags that are indirectly relevant, which forces them to take a preparatory action to generate directly relevant tags (see **Counting Power**, page 87).
- When choosing Effects, the player chose the Extra Feat Effect to establish that their action is faster than usual.

Note that the above cases do not automatically grant the player a follow-up action within the same spotlight. The MC may always limit what is achievable within a single spotlight given the pacing of the scene and the Threats around. For example, if a nearby enemy is swinging a katana at the PC, they may not have time to search for a spell in the grimoire database and also cast it, no matter how fast they are. In such a case, the player may only take one action, and take the follow-up action the next time they have the spotlight, if they wish.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

INTERJECTIONS

An interjection is a short interruption the MC or a player can make while another player has the spotlight.

The MC can always interject in order to **add a story tag or a status** that she thinks would better reflect what is happening in the scene, or to declare the Scale of what is happening (see **Scale**, page 118). If it's heavily raining in the fiction, and a PC or NPC acts in a way that is affected by the rain, the MC can intrude to add *heavy rain* if it doesn't yet exist. Interjections should only be used to turn what is already established in the narrative into rules, not to introduce Consequences of player actions – that's what the Consequences phase is for.

Both players and Challenges have access to **special rules** known as **Specials** that are phrased as a condition: *when this happens, do such and such*. When the condition of a Special triggers, or when a player or the MC choose to trigger it (e.g., "Once per session, you may..."), it is applied as an interjection, there and then, and the player or MC may interject into another player's spotlight or into the MC's Consequences phase to make it so.

Arnaud. Order #219586

RAPID DOWNLOAD #4:
TAKING ACTION

2MIN

Read this the first time a player receives the spotlight and can take an action with their PC:

Time to take action!

Every player action can have three steps: **narration**, **roll**, and **Effects**.

Start by **narrating** your character's action. If your character is only casually looking around, moving around, or conversing, I (the MC) will narrate how the scene responds to you or what you see.

When the action you describe has an uncertain outcome and is also dramatic – in other words, you're not just waving your hand, you're doing something whose outcome we're all eager to know – I will ask you to continue to the next step, and **make a roll**.

To make a roll, first count your action's **Power**. Every positive tag, such as a power tag, gives your action 1 Power and every negative tag, such as a weakness tag, reduces your action's Power by 1.

Only tags that are directly relevant to the action count! For example *marksmanship* is positive for shooting while the target's *cover* is negative, and *charming* is irrelevant. I will be the final arbitrator for which tags are relevant.

If there are statuses that affect your action, add the tier of the best status to your Power and subtract the tier of the worst status. Note that it's not just your tags and status that affect your action's Power, but also tags and statuses that your enemy has or in the environment, which I will tell you about.

Stop reading, and let the player count their Power before continuing:

Once you know your action's Power, roll two six-sided dice and add your Power to the result. If your total is:

- **6 or less, it's a miss**. Your action fails or backfires, causing Consequences.
- **7-9, it's a mixed hit**. Your action turns in your favor but still has Consequences.
- **10 or more, it's a strong hit.** Your action turns in your favor without Consequences. You can still choose to take Consequences, in return to an even greater success.

This **quick outcome** might be enough in many cases. Let's resolve this action as a quick outcome and learn about the third step, Effects, later. Go ahead, roll the dice!

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Once a player can envision the current scene and has the spotlight, they can take an action with their character. This is where the magic of the game happens: the lead characters' actions are what shape the story for better or for worse. Whether they succeed or fail, luckily avoid repercussions or suffer grave Consequences later, it's the players' actions that drive the adventure.

Every player action can have one, two, or three phases:

- Narration
- Narration with a roll – called a **quick outcome**
- Narration with a roll and Effects – called a **tracked outcome**

These phases follow one another if and when the MC requests them: narration can lead to a roll, and a roll can lead to Effects. This is up for the MC's discretion, based on what the player wishes to achieve with their action as well as cinematic considerations (see **Quick vs. Tracked Conflicts**, page 96).

1 NARRATION

The player always begins their action by simply describing what their PC is attempting to do. As long as the outcome of their action is either **certain** or **non-dramatic** (or both), the MC just listens and intejects only to add relevant details.

Sometimes, that's where the action ends. If the PC does something dramatic where the outcome is certain, the MC can deliver Consequences if she deems it appropriate and then go on to Establish how the action affected the scene. Or, if the PC does something mundane, which has no direct dramatic implications (yet), the story moves on without going into the action in great depth.

When the action is both uncertain and dramatic, the MC may ask the player to move to the next phase and make a roll, to determine the outcome.

Special consideration is deserved when a PC is **perceiving, moving,** or **conversing**.

Perceiving details in the scene that are readily available to the PC is not a dramatic action (even if what is seen is dramatic). As part of their narration phase, the player can describe what the PC is looking at, listening for, smelling, etc., and the MC responds with any new information that the PC perceives, which may include newly-revealed Challenges and even Threats (essentially re-Establishing). Once the PC attempts to obtain information that isn't readily available, such as searching a room, locating an opponent while *blinded*, or using mythic powers to see spirits – the action becomes dramatic and may move on to the next phase.

Movement in *:Otherscape*, even in combat, is assumed to be certain and undramatic, unless the movement itself is challenging or faces resistance. During conflicts, a PC can reasonably move and reposition themselves in a scene before taking a dramatic action or as part of a dramatic action. For example, they can charge an opponent, or move closer to someone they want to talk to simply by the player describing it as a part of their action.

Movement requires a roll when it is uncertain and dramatic in and of itself. For example, if a PC tries to walk to a defended battle position, or while *wounded*, this very movement becomes an uncertain and dramatic action. Other examples include attempting to climb a building or piloting a drone through a narrow ravine. It is ultimately up to the MC when movement requires a roll in and of itself. If so, the PC must spend their spotlight moving to their desired position and can take their intended action only if the movement succeeds and only on their next spotlight.

In-game conversations between PCs and NPCs often start narratively, just by describing what the PCs and NPCs say, but then someone says something charged or tries to get what they want out of the conversation, and the outcome becomes uncertain and dramatic, kicking in the next phase.

WHAT IS DRAMATIC, WHAT IS CERTAIN

There are many ways to interpret drama and certainty, but at your table, the MC is the final arbitrator on that. The following definitions can help.

Certain here means that there are no major hurdles to succeed in this action or that the hurdles are not worth getting into. It's either a really simple action (picking one's nose) or the PC has already established control of the situation and now we want to see what they would do with it (abandoning a prisoner in the wastelands). Any certainty can be questioned; the MC chooses what is worth questioning in your game. Sometimes foregoing a roll is more powerful than asking for one.

Dramatic here means a compelling part of the story, which usually happens when something is at stake or when the PCs have something to lose. Ask yourself, if this were a movie, would this action be performed over a dynamic soundtrack? Would there be a close-up shot on the protagonist's face showing how they feel or think, or how much effort they put in during this action? Would we care if it succeeds or not? If so, it's a dramatic action.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Narration for perceiving, moving, or conversing does not take a player's entire spotlight if it is a prelude to other actions and is not dramatic in and of itself. A PC may do any of these in the lead up to their dramatic action and then take a dramatic action all within a single spotlight.

NARRATION EXAMPLES

Certain action

Player: I walk over to the launch console and hit the missile launch button.

MC: Okay… It's your funeral. (Delivering Consequences:) The room starts to shudder and lights blink red as the missile launch sequence begins.

Non-dramatic action

Player: I go to the vending machine and get a soda.

MC: Which flavor?

Player: "Acid Rain." My favorite.

MC: They're out.

Perceiving

Player: I inch to the building corner and quickly look into the alley. What do I see?

MC: Your informant is standing by a garbage compressor, checking her holographic feeds, all tense. She seems unharmed but nervous. Something is wrong. This smells like a trap.

Conversation

Player: I ask the hardware dealer, "Did you get a visit from Mutblade lately?"

MC: He shrugs and says, "Nah, haven't seen him around. Why d'you ask?"

Player: "He and I got beef to settle."

MC: "Can't help you there. And don't you hecking settle it in my store."

FOR THE MC: BREAKING UP A COMPLEX ACTION

Sometimes players will narrate their character performing multiple actions at the same time, for example:

- "I run through the flames and open fire at the escaping assault team."
- "I break the occult binding on the lightning elemental, and command it to supercharge the battery cell."
- "I read the room to see who holds the power here, and then I punch them the hardest I can."

Sometimes, it may be appropriate to resolve these related actions as a single action, usually by assuming one of them is certain or not dangerous. As the MC, you could say:

- "Running through the flames doesn't pose a threat, so you can roll to open fire."
- "If you can break the occult binding on the elemental, the elemental will do as you say."
- "It's clear who's the boss around here, so we can just move on to the punching."

Other times, the player is getting ahead of themselves, and it's your role as the MC to help them break up the sequence into singular actions. Ask them to roll for the first action, and explain that the next part may be predicated on their success. The follow-up action may require its own roll, too. As always, it's up to you if they get to keep the spotlight between both actions, or if you move it around to someone else and they must wait until the next spotlight to complete their intended action.

- "Let's see if you get through the fire first. Then you can roll to shoot at your escaping enemies."
- "That elemental won't do what you say so easily. You must first unbind it, and then bind it to you."
- "Roll to read the room. After that you can punch them, if you're still inclined to do that."

Property of City of Mist. Issued to Julian Arnaud. Order #2196586

2 MAKING A ROLL

When the outcome of the action is both **uncertain and dramatic**, the MC may ask the player to **make a roll** in order to determine the outcome.

When a player makes a roll, they count the action's **Power** and then roll two six-sided dice (or *:Otherscape* dice), adding their Power to the result. The total determines the outcome of the action.

COUNTING POWER

Before rolling the dice, the player and the MC establish the action's Power. Power is determined by all of the tags and statuses that are **relevant** to the action, including:

- The PC's own power tags and weakness tags (of any theme), story tags, and statuses, representing the PC's abilities, flaws, gear, resources, assistance, position, and condition.
- The target's or opponent's tags and statuses, representing the same, but for the target or the opponent
- Tags and statuses in the environment which help or interfere with the action
- The Scale of the action, if it targets more than a single human-sized target (see **Scale**, page 118)

Power represents an action's chances to succeed and also its potential impact. It is the sum of all the influencing factors – tags and statuses – affecting the success of the action, and is unique to each action, changing when the influencing factors change.

ONLY DIRECTLY RELEVANT TAGS AFFECT AN ACTION'S POWER

Directly **helpful** tags (or positive tags) are clearly helpful for the action, like a *gun* and *aiming* help shooting.

- Each positive tag **increases** the action's Power by 1.
- The tier of the best status (the positive status with the highest tier) is **added** to the action's Power.

Directly **impeding** tags (or negative tags) are clearly impeding the action, like *rough terrain* or being *restrained* impedes running.

- Each negative tag **decreases** the action's Power by 1.
- The tier of the worst status (the negative status with the highest tier) is **subtracted** from the action's Power.

Power can be reduced below 0 to a negative number.

:OTHERSCAPE DICE

:Otherscape dice have twelve sides, each showing a number from one to six (there are two faces showing each number), so they are statistically identical to six-sided dice. On each die, the faces with the Self, Mythos, or Noise icon stand for the number 6.

> For example, a *gun expert* PC with an *assault rifle* and a *targeting system* firing on a dummy target with no relevant tags has 3 positive tags and therefore a Power of 3. If they also gained the blessing of a wind god in the form of *helpful-winds-2*, they can add the tier of this positive status to their Power, reaching a Power of 5.

> On the field, the same PC aiming and shooting at a *fortified-2* mercenary will subtract the tier of this negative status from their power, shooting with only a Power of 3. If the mercenary has a *targeting jamming device* and is obscured by *heavy smog*, both of which are negative tags for this action, the action's Power will be further reduced to 1.

Indirectly relevant tags do not affect an action's power, but you can use them in another, preparatory action to create directly relevant tags. This is especially true when a tag seems useful, but is too far-fetched to be considered directly relevant. This additional action represents the character's attempt to adapt her abilities to her current needs – an attempt which may backfire and have its own Consequences.

For example, being *smart* could help you shoot, but not directly. It will take another intermediary action, such as finding a weakness, for which *smart* is directly helpful, to use Effects and create a tag like *exposed weakness*, which is directly helpful to shooting. In summary, indirectly related tags require an additional separate action in order to boost the intended action.

If the MC requires an additional action to turn an indirectly relevant tag into a directly relevant one, the player may pivot to take that boosting action first, and then take their originally intended action immediately, if the MC approved,

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

or when they have the spotlight again (see **Keeping The Spotlight**, page 82). This often happens with broad tags (see **Downgrading a Tag**, page 192).

Irrelevant tags do not affect an action's power. An irrelevant tag has nothing to do with the action. E.g., being *charming* doesn't help you swim.

ROLL AND OUTCOME

Once the Power of the action is determined, the player rolls the dice and adds Power to the result. The total of two six-sided dice plus Power determines the outcome of the action:

- **6 or less (6-)** is a **miss**. Something doesn't work as intended and there are adverse Consequences.
- **7-9** is a **mixed hit.** The action succeeds or benefits the PC, but there are still some Consequences.
- **10+** is a **strong hit**. The action succeeds as intended, or better. There are no Consequences. The player may choose to take Consequences for an even greater degree of success.

Rolling **snake eyes** (1 and 1) on the dice is always considered a miss, even if the action's Power would increase the total to above 6. Rolling **boxcars** (6 and 6) on the dice is always considered a strong hit, even if the action's Power would reduce the total below 10.

On a 10+ or 7-9, the player may usually narrate the success of their action, with input from the MC. On a 7-9 or 6-, the MC delivers Consequences immediately after the roll, in the next phase of the scene flow.

QUICK OUTCOMES

For many actions, a single roll is all that is needed to determine the outcome. The table can quickly establish what happened and move on, without getting deeper into game rules.

As the MC, consider a good / mixed / bad answer by imagining the good outcome first – things happen exactly as the player wanted – then going down to worse and worst. The "bad" answer is not necessarily a failure; the PC might be able to accomplish their goal but they also get themselves into a mess.

If the player gets a strong hit and wishes to take Consequences for a greater success, they get something extra. The player describes the great outcome they'd like to achieve and the MC decides if it fits the scope of their action; the MC (and other players) may offer suggestions as well. The player then chooses if they wish to take this deal (Consequences for great success), or keep their good success.

For example:

- Hack a magnetic lock
  - » **Bad:** The door opens but the alarm goes off
  - » **Mixed:** The door opens but the hacker PC got tagged
  - » **Good:** The door opens
  - » **Great:** The hacker PC unlocks all other nearby locks
- Convince a bouncer to let you into a club
  - » **Bad:** The PC is denied entrance
  - » **Mixed:** The PC is let in, but without their gun
  - » **Good:** The PC is let in
  - » **Great:** The PC is let in and the bouncer reveals pertinent information
- Reach cover across a gunfight
  - » **Bad:** The PC gets shot and stumbles midway
  - » **Mixed:** The PC reaches cover but gets shot
  - » **Good:** The PC reaches cover safely
  - » **Great:** The PC reaches cover safely and shoots out an opponent while running
- Find an eye of newt in a dumpster full of rotting occult components
  - » **Bad:** The PC gets so sick they have to stop
  - » **Mixed:** The PC found it, but now they stink
  - » **Good:** The PC found it!
  - » **Great:** The PC found it and also found something else useful

Even with a quick outcome, the MC may still choose to deliver Consequences with Effects (see **Consequences**, page 98). The conditions described above (tagged, shot, stink, sick) can be purely narrative or they can be described with tags.

3 CHOOSING EFFECTS

The third and last optional part of taking action involves choosing game Effects. It is only invoked when the MC wants to track the outcome of the action, that is, to measure it with game elements such as tags and statuses. Choosing Effects is explained in further detail in the next section.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HANDLING TAGS

CUT LIKE A MONOMOLECULAR-EDGED KNIFE

Don't spend time discussing whether a tag is relevant or not – to speed things up, the final call is always up to the MC. In the moment, players should always accept the MC's ruling, to help facilitate the game. If a player has a different interpretation than the MC, discuss it before or after the session.

TAG COMBOS

You can combine tags from any source in an action, as long as they are relevant to the action. The more tags you can reasonably include, the better the outcome will be. Pregenereated *:Otherscape* characters include example actions with their **tag combos**. Note that these combos will still be affected by statuses and other environmental tags added during the game, but they can give you an idea on what a tag combo is.

NO "DOUBLE DIPPING" OF TAGS

A tag or status that was invoked in a player action cannot be involved again when mitigating the Consequences of the same action. For example, if you use your *hacker* to locate a specific delivery drone and you got *tagged-2* as a Consequence, you cannot use your hacker skill to immediately mitigate this Consequence. You can, however, use *hacker* in a later action to remove the *tagged* status.

The same applies to hindering tags and statuses. If a PC's *injured-3* or a spirit Challenge's *flaming aura* was invoked to hinder the PC's melee attack against the spirit, then both had already affected the PC's chances of success and should not be counted again when mitigating the Consequences of that action.

BROAD VS. NARROW TAGS

Narrow or specialized tags are more reliable: they're a useful quality or object that you can call upon for a specific action to help you achieve your goals.

In contrast, **broad tags are applicable to a number of different situations**, but tend to be generic and flavorless. As such, they are more **often considered indirectly relevant**, adding another step to each action. For example, being *smart* is a broad tag, as you can use that for conversation, in battle, or in social situations.

FOR THE MC: ADJUDICATING PLAYER ACTIONS BASED ON TAGS

Tags have a dual role: they both describe a character and influence their actions. Use your common sense and cinematic flair to allow, limit, or require player actions based on their PCs tags.

If a PC has *street cred* and they're attempting to gather intel on the streets, you could **respect the tag** and let them achieve it without making a roll (especially if you want to move the scene along). If they have a Source with the weakness tag *doesn't work against demons*, you can respect the tag and not allow them to use the Source against a demonic enemy. In other words, respecting a tag means to accept it as a narrative truth and continue playing based on that.

Another time, it might be interesting to **question the tag** and have them roll, just to see how far their *street cred* gets them and what complications may arise. Or, if the demonic nature of their target is unclear or partial, let them roll with a negative *doesn't work against demons* to see if they were able to make it work. Questioning the tag means letting the game rules decide whether it applies or not, by factoring the tag into the Power of a player's action.

Some actions **require a tag** and shouldn't be allowed without it, such as casting a *spell of slumber* which would be impossible without actually knowing the spell.

Other times, a player can **roll without any tags** to perform an action that any person can attempt – most people can *try* to take cover, for example.

For more advice on adjudicating PC tags, see **The Seasoned Expert Standard**, page 277.

OPTIONAL RULE: POWER TAG CAP

:Otherscape is designed for creative freedom, and therefore, there is no cap on how many positive tags you can use in any single action. Instead, the difficulty can be increased by giving the players negative statuses more often and adding higher statuses to Challenges that will impede the PCs actions.

However, if you feel as the MC or as the group that the PCs are "too strong", consider capping the number of power tags (or even positive tags in general) used in each roll.

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

RAPID DOWNLOAD #5: EFFECTS

1-2MIN

Read this the first time the MC asks a player to choose Effects for their action:

> When we want to play through a conflict in detail or find out exactly how effective an action was, I will ask you to choose Effects for your action – as long as you didn't get a miss. This is called a **tracked outcome**.
>
> When you choose Effects, you **spend the Power of your action** to give or remove statuses and story tags, gain new information, or perform extra feats. You may spend 1 additional Power if you rolled a strong hit and chose to take Consequences for a greater effect.
>
> Let's review the Effects you can choose from:

Hand out the Effects sheet or cards so that players can review them.

> When acting against an opponent or a target, you can **Attack**, giving them a harmful status, **Disrupt**, giving them a hindering status, **Influence**, giving them a compelling status, or **Weaken**, taking away their useful statuses and tags.
>
> When acting to benefit yourself or an ally, you can **Bestow** new abilities using story tags, **Create** new objects or beings with story tags, **Enhance** yourself or an ally with helpful statuses, or **Restore** yourself or an ally by removing negative statuses and tags.
>
> **Discover** lets you gain new information, while **Extra Feat** lets you embellish your action with small advantages or secondary achievements.
>
> (We'll learn about **Advance** and **Set Back** later, when we need them.)
>
> The most important rule here is that your Effects must reasonably match your narration. You can't narrate hurting someone and then try to **Restore** them. Usually this should be straight forward, but if you're not sure, I will help you choose.
>
> Let's try it: you have **(say the number)** Power to spend on this action's Effects. What Effects do you choose?

If the player chooses an Effect that involves statuses, continue to **Rapid Download #7: Statuses** (page 103). If a player chooses an Effect that involves story tags, continue to **Rapid Download #8: Story Tags & Tag Effects** (page 110).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

EFFECTS

AGAINST AN OPPONENT OR A TARGET

ATTACK
Slash, punch, shoot, zap

Give your target a harmful status

1 POWER PER TIER

DISRUPT
Blind, confuse, shock, trip, jam, interrupt

Give your target a hindering tag or status

1 POWER PER TIER

2 POWER PER TAG

INFLUENCE
Convince, threaten, provoke, hack, mind-control

Give your target a compelling status

1 POWER PER TIER

WEAKEN
Break, sunder, defuse, neutralize, nullify, silence

Remove a target's useful tag or status

1 POWER PER TIER

2 POWER PER TAG

FOR YOURSELF OR FOR AN ALLY

BESTOW
Teach, learn, impart, empower, enchant, equip

Give yourself or an ally new abilities using tags

2 POWER PER TAG

CREATE
Craft, find, purchase, loot, summon, build, rally

Create a new object or being using tags

2 POWER PER TAG

ENHANCE
Assist, aim, boost, energize, take cover, gain advantage

Give yourself or an ally a helpful status

1 POWER PER TIER

RESTORE
Heal, repair, rejuvenate, regain, alleviate, undo

Reduce a harmful status or recover a burnt power tag

1 POWER PER TIER

2 POWER PER TAG

ON A PROCESS

ADVANCE
Make progress, get closer, push forward

Increase a progress status

1 POWER PER TIER

SET BACK
Delay, ruin, sabotage, reverse

Decrease a progress status

1 POWER PER TIER

OTHER EFFECTS

DISCOVER
Sense, recall information, research, converse, reveal

Discover a valuable detail

1 POWER PER DETAIL

EXTRA FEAT

1 Power per additional feature or minor achievement included in the action

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Some actions beg an answer to the question of **how well the action succeeded**. When the MC wants to track a Challenge in greater detail, she may ask the player to choose Effects. Or, if the player wants to receive specific game benefits from their action, such as gain a beneficial status, they may opt to choose Effects for their actions.

A player must roll a hit on their action – strong (10+) or mixed (7-9) – to be able to choose Effects. If the player rolled a strong hit they can choose to take Consequences for a greater success and increase their Power by 1 before spending it.

UNDER THE HOOD

The Effects in the Effects list are organized as common action types to help players envision what actions their PCs can take in the game. In game terms, however, there are only three **core Effects**, which can be used to represent any action:

- Adding or removing a status tier (1 Power)
- Adding or removing a story tag (2 Power) (This also applies to burning or recovering a power tag)
- Gaining a valuable detail (1 Power)

Performing an extra feat (1 Power) is an **auxiliary Effect** that can only be attached to one of the other Effects.

The player spends their Power on one or more of the following Effects. If the action's Power is zero or less, the player may still spend 1 Power (this is known as the **Rule of Minimum One**). If they get a strong hit and choose a greater success, the player may spend 2 Power – one as the minimum for a hit, and another one for accepting Consequences.

The Effects chosen for an action must match the narrative of the action. The player cannot choose Effects that don't narratively match their action. E.g., they cannot narrate their PC shooting their target and then use **Restore** to heal someone.

Most Effects revolve around adding and removing statuses (conditions) or story tags (things) to your own PC and their allies, to their targets, or to processes that are ongoing in the scene, like a ticking time bomb or a chase; see **Tracked Outcomes**, page 93.

By default, every Effect affects one target. Where size matters, that target is assumed to be human-sized. For an Effect to affect more than that – for example, an explosion that hits many targets or a blessing that affects your entire crew – the entire action needs to be Scaled. Read more about **Scale** on page 118.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TRACKED OUTCOMES

As part of her cinematic considerations, the MC can deem certain goals and achievements in the game as harder to reach or as deserving more airtime and attention than a single roll (quick outcome).

A **tracked outcome** uses **statuses** to see how close it is to being achieved. Every such outcome is given a **Limit** and is only achieved if and when you **stack enough status tiers** to reach that Limit. A Limit is marked by a red highlight.

- To *destroy* an armored bipedal tank, you must *damage* it enough by shooting at it or setting a trap with explosives (*blown-up*).
- To *complete* the ritual, you must continuously *chant* for a certain period of time while keeping the sigils of the pentagram unscathed.
- To *catch* up to the smuggler, you need to close the *distance* between you by piloting your vehicle closer.
- To *turn* a corporate assassin to your side, you must *convince* them to help you by making good arguments or using a hypnotic Source.

Actions that aim to complete or impede a tracked outcome must use an Effect that generates statuses, in order to determine by how much the action furthered or hindered the goal. This measures how much the action added or removed from the track and whether it reached its Limit.

THE DISCOVER EFFECT

When a PC takes action to get more information, it can be resolved using a **quick outcome**: on a hit, the MC shares pertinent information with the player as she sees fit.

> **Player:** I scan the node I just connected to. I'm looking for counter-intrusion processes first. I rolled a 12, a strong hit!
>
> **MC:** Your scanning software alerts you to two hidden processes running nearby: the floor has some plates that will raise the security level if you touch them, and there is a hatch in the wall that will unleash something big if that happens.

However, if you want to put an emphasis on investigation in your game or if you want to gamify revealing information in your game, use the **Discover** Effect, which allows you to determine how much information a PC uncovered with their action.

SHOULD I MAKE A TAG OR A STATUS?

Story tags are things, beings, and qualities.

- When your PC creates, obtains, or recruits something or someone new: *sword*, *bodyguard*, *gyrocycle*
- When your PC grants themselves or others new abilities: *flight*, *nightvision*, *fire resistance*.
- When your PC creates new things that hinder your opponent: *rough terrain*, *murder of crows*, *patch of oil*
- When your PC inflicts a new type of weakness upon an opponent: *vulnerable to light*

Statuses are transient conditions.

- When your PC tries to harm someone: *wounded*, *restrained*, *cursed*, *humiliated*
- When your PC tries to influence or control someone: *hypnotized*, *charmed*, *convinced*
- When your PC tries to boost someone: *confident*, *solvent*, *magically-charged*
- When your PC tries to weaken someone: *blinded*, *distracted*, *depowered*, *lost*
- When tracking progress: *on-my-way*, *performing-ritual*, *undergoing-transformation*

Sometimes you can use either, when the desired effect can be interpreted as a thing *or* a state. For example, you can create *cover* as a tag (and then others can use it later) or *behind-cover* as a status (and then it can have tiers which helps when you mitigate). If the focus is on the thing that is created, use a story tag; if it's on the condition that arises from the thing, use a status.

In game terms, statuses can give a lot of Power to your actions, but only the best and worst statuses apply to any single roll. Story tags on the other hand have the advantages of always affecting an action's Power when they are relevant, but each only provides one point of Power; in order to gain more Power from tags you have to describe your creation with more detail, which may or may not apply to your action.

The most important use of statuses is maxing out Limits. To overcome Challenges, you *must* use a status. Story tags can help, but they can't defeat a Challenge.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

For each point of Power spent on **Discover**, the MC gives the PC one detail that can help them achieve their goals or get a better understanding of their environment, or the player can ask one question and the MC provides a valuable answer or a valuable clue that could lead to the answer.

Some MCs may even allow the player to come up with the detail that their character has discovered, one per point of Power, but these should indeed be details ("the killer was 8 feet tall"), and not new items or things in the scene, since these could amount to new story tags and therefore should be added as a **Create** Effect.

> **Player:** I scan the node I just connected to. I'm looking for counter-intrusion processes, using my *scanning app* and *careful approach*. I rolled a 12, a strong hit! I have a Power of 2 so I can ask two questions. First, *what are the threats here?*
>
> **MC:** Your scanning software alerts you to two hidden processes running nearby: the floor has some plates that will raise the security level if you touch them, and there is a hatch in the wall that will unleash something big if that happens.
>
> **Player:** Okay, question number two: *what will it unleash?*
>
> **MC:** It's hard to tell just by looking at its code, but it's some kind of a dinosaur-shaped guardian bot.

The information provided with **Discover** should be relevant to the player's action and the tags used in it. A player cannot use tech to scan for weapon upgrades and then use **Discover** to ask about an NPC's feelings.

For more guides and instructions about running an investigative game, see the *City of Mist MC Toolkit* book.

THE EXTRA FEAT EFFECT

The **Extra Feat** Effect can be used by the player to add small beneficial narrative developments that are not measured by tags and statuses. Every successful roll by default allows the player to narrate the success of their action and choose Effects; Extra Feats allows the player to add additional secondary goals to that success, beyond their originally declared intention. Therefore, this Effect can only be chosen after the player spent at least 1 Power on other Effects.

It's up to the MC's judgment if something can be done as an **Extra Feat** or whether it warrants its own separate action. The best **Extra Feats** are those that flow naturally out of the action that was rolled and keep things going, while also don't seem to be worthy of enough attention to be turned into statuses or tags.

An **Extra Feat** is not a separate action but an integral part of the main action. As such, it must be reasonable within the description of the main action. For example, a PC cannot aggressively threaten a street gang, and then use an **Extra Feat** to go unnoticed.

Extra Feats can include:

- **Getting an extra benefit from the main action** (buying oneself extra time or getting an extra favor from a contact).
- **Embellishing or enhancing the main action** (performing it without anyone noticing, preventing it from causing collateral damage, or quickly reloading a gun after shooting).
- **Performing the main action exceptionally quickly**, opening up the possibility of an extended spotlight (see **Keeping the Spotlight**, page 82). The MC may require the use of this **Extra Feat** to allow a follow-up action within the same spotlight.
- **Reaching a coveted position** in the scene (such as in a battlefield or on a stage).
- **Protecting oneself or another person from an incoming Threat** in a way that doesn't use tags or statuses, preventing it from happening similarly to how a quick outcome would (ducking or pushing someone behind solid cover before someone opens fire, or jacking out before a program traces you).
- **Blocking an opponent** from reaching a coveted position in the scene (preventing access to a Source) or from taking a specific action (taunting them so they don't attack anyone else). The MC can decide that reaching a position should be measured with a Limit, or that forcing a certain behavior requires a **Disrupt** or **Influence** Effect.
- **Grabbing something accessible** in a way that would not entail a struggle (snatching a Source set on a nearby pedestal or drugs in an unlocked cabinet). The MC can decide the item becomes a story tag. If a struggle is required, the PC must take a separate action to obtain the item. If the player wants a tag for the item or the MC wants to measure how *much* they obtained, use the **Create** Effect instead.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HELPING AND ACTING TOGETHER

When a PC wants to **help another PC take a specific action**, they may use one of two ways (but not both):

- When the active PC is counting their Power for the action, each helping PC may invoke one of their tags to help, providing +1 Power per helpful tag as normal. As with other tags, the MC is the final arbitrator on whether or not such tags are relevant and truly enables the helping PC to enhance the active PC's action in the given circumstances. Helping tags cannot be burned for power (page 122). The MC may rule that the helping PC's negative tags or statuses prevent or hinder such assistance.
- A helping PC can take preparatory action to assist the active PC. They must take the spotlight before the active PC acts, take an action to help the active PC, and spend their Power on Effects that give the active PC helpful tags and statuses using **Bestow**, **Create**, and **Enhance.**

A helping PC often becomes involved in the final action and may suffer its Consequences along with the active PC.

When the PCs are all engaging in the same activity, with no one leading in particular, the MC may ask the crew to **act together**. This applies mostly for actions taken over a period of time, such as traversing the jungle or laying low to avoid a government agency from finding the crew. Suspenseful actions, such as the crew sneaking past a meditating high techno-priest, should be checked individually. When acting together, each crew member invokes a single positive tag that must represent their significant contribution to the joint effort. The MC determines which weakness tags and statuses apply to the entire action, if any. Since the whole crew is engaging in the same action, consider it as being carried out by a Scale 1 entity.

OPTIONAL RULE: HIGHER COST TO ENHANCE

By default, players can use the **Enhance** Effect to grant themselves or a fellow crew member significant positive statuses at the cost of 1 Power per tier. This can lead to exciting build-up and creative team-ups, but it can also make the game easier for the players.

If the players in your group often make use of **Enhance** to build up a lot of Power and you'd like to challenge them more, you may decide that the Enhance Effect costs 2 Power per status tier. There are also many other ways to increase the difficulty level of the game, see **Making The Game Harder** (page 126).

SUMMARY: TAKING AN ACTION

When a player has the spotlight, they can take an action as their PC in the following way:

1. NARRATE the action.

2. ROLL+POWER: The MC will ask you to roll if and when your action is uncertain and dramatic. Count the action's **Power**:

- Gain one point of Power for every positive tag
- Lose one point of Power for every negative tag
- Add the tier of the highest positive status
- Subtract the tier of the highest negative status

Roll two six-sided dice, adding the result to your Power. Compare your total to the outcome categories:

- **10+: A strong hit.** You succeed. You may take Complications for a greater success.
- **7-9: A mixed hit.** You succeed but the MC will deal Consequences.
- **6-: A miss.** The MC will deal Consequences.

3. EFFECT: If the degree of success matters, the MC will ask you to choose Effects for this action. Spend your Power on Effects that best reflect your action:

- Against an Opponent or a Target
  - » **Attack:** Give your target a harmful status (1 per tier)
  - » **Influence:** Give your target a compelling status (1 per tier)
  - » **Disrupt:** Give your target a negative tag or status (1 per tier or 2 per tag)
  - » **Weaken:** Remove an target's useful tag or status (1 per tier or 2 per tag)
- For Yourself or for an Ally
  - » **Bestow:** Give yourself or an ally a new ability tag (2 per tag)
  - » **Create:** Create a new object or being using tags (2 per tag)
  - » **Enhance:** Give yourself or an ally a helpful status (1 per tier)
  - » **Restore:** Reduce a harmful status or recover a burnt power tag (1 per tier or 2 per tag)
- On a Process
  - » **Advance:** Increase a progress status (1 per tier)
  - » **Set Back:** Decrease a progress status (1 per tier)
- Other Effects
  - » **Discover:** Discover a valuable detail (1 per detail)
  - » **Extra Feat** (1 per extra feat)

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

FOR THE MC: QUICK VS. TRACKED CONFLICTS

In a movie, the screenwriters determine whether a conflict is resolved quickly or take a large chunk of the scene. In *:Otherscape*, the MC chooses whether a conflict between a PC and a Challenge should be resolved in a single action or in a series of actions.

- **A quick conflict** is completed in one action, no matter how long it takes the PC to complete that action. It's concise, so as not to take up too much of the airtime in the conversation.
- **A tracked conflict** can take many actions to complete, no matter how short each action is within the narrative. It's often the main focal point of the scene, a conflict we want to watch play-by-play or blow-by-blow.

Any conflict can be resolved either way. While in most media combat is traditionally resolved in long form and boosting a car, for example, is often resolved in short form, sometimes it's the other way around – depending on what the director and writers feel would be more tense and appropriate to the genre. It's the same in *:Otherscape*.

An experienced MC is cognizant of what to put in focus by resolving it in long form and what to resolve quickly in short form in order to move the story along, depending on her cinematic considerations in the series, session, and specific scene.

	QUICK [SHORT FORM]	TRACKED [LONG FORM]
Brutal alleyway gunfight	The PC walks into the alleway, but the camera doesn't follow them. We hear gunshots and screams. Fade to the PC with a gun wound in their shoulder standing over the dead bodies of their enemies.	An involved fight scene, where every shot, every dash for cover, every spell unleashed gets its own dramatic beat. The scene does not end until every last combatant is downed, or flees.
Convincing a bartender to talk	A long shot of the PC chatting with the bartender. We don't know what exactly is being said. The PC comes away with a smile – they got the info.	A close up of the PC and the bartender. Every word and expression is loaded with meaning, and we can see the bartender going back and forth with what they're willing to share, while also trying to glean information from the PC.
A ritual to summon a demon	A quick montage of the PC preparing for the ritual, lighting the candle, and chanting the incantation before the demon suddenly appears in a cloud of red smoke.	An entire scene where the PC contends with cosmic laws, employing invocations and making sacrifices to stave off otherworldly protections. Someone or something attempts to sabotage the ritual, forcing the PC to go to greater lengths to complete it.
A hacking session to locate a hidden file	"Let me get that file for you," the hacker says and slides into cyberspace, although we don't see what happens there. A few beads of sweat and painful grimaces later he jacks out, panting, "phew... okay, I got it."	"Let me get that file for you," the hacker says and slides into cyberspace. Inside, he patches into a server that looks like a medieval Japanese castle. Loading up his ninja anti-detection code, we watch him as he creeps from room to room, searching for the file, taking out samurai-shaped counter-intrusion processes, until finally he finds the scroll-shaped file and jacks out in the last nanosecond, saying, "phew... okay, I got it."

Property of City of Mist. Issued to Jolan Arnaud. Order #316586

CHALLENGE PROFILES

Some Challenges, especially ones that are designed to be overcome with a single action and without going into game Effects (quick outcome) are described only by a handful of tags, Threats, and Consequences. In published materials, these appear as part of the description of the Challenge when it's introduced in the text.

For example, a wanted hacker could be simply described as being *barricaded-2* behind a heavy door and *scared-3*, or a Zarathustran fire-breather could emit *intense heat* and have the ability to incinerate the Source the crew is after (**Deny Them Something They Want**) or burn their opponents (a cone-shaped stream of fire that causes *burned-3*).

More involved Challenges – such as a formidable opponent, an escalating situation, or an environment full of dangers – which are designed to be handled as tracked outcomes, with Limits that must be maxed out, are described by a Challenge Profile.

A Challenge Profile lists the following elements of a Challenge:

- **Limits:** What kinds of statuses could overcome this Challenge and at what tier. Progress Limits are also placed here with Specials that trigger when the Limit is maxed out, marked with ⚡.
- **Base Tags:** The tags this Challenge has by default.
- **Specials:** Unique rules that trigger whenever their conditions apply. These abilities make the Challenge into a unique problem for the PCs.
- **Threat** and **Consequences:** A list of Threats this Challenge can pose during the Establish phase and related Consequences that can be delivered when these Threats are not addressed. Some Threats are standalone and could result in many different kinds of Consequences. Some Consequences are standalone and usually represent likely reactions, such as a counterattack. All of these are suggestions; the MC can use any Threats or Consequences as they please, alter them, or add new ones on the fly.

NITRO GANG MEMBER

In districts the police ignore and the corporations write off, gangs run the streets. This Challenge represents the street-level thugs who never leave home without a weapon at their side and a "pick-me-up" in their pocket. By themselves, they're a minor threat. But once they get hyped up on drugs – or even worse, magic – all bets are off.

LIMITS

HURT OR SUBDUE 3 **THREATEN 4**

TAGS & STATUSES

home field advantage

SPECIALS

Let's Go Nitro!: Once per scene, during Establish, the Gang Member injects themselves with a performance-enhancing street drug, gaining *nitro-reflexes-2*. When this status expires, replace it with *hungover-3*.

›THREATS / »CONSEQUENCES

› *Emerge from an alley with a weapon already in hand*
  - » **Snatch something out of someone's hands (burn a tag describing a possession)**
  - » **Spit out a threat (*intimidated-2*)**
  - » **Beat with an improvised melee weapon (*bruised-2*) or fire a stolen pistol (*flesh-wound-2*)**

› *Warn that their "friends" will be here soon*
  - » **Instant message her buddies (increase Scale by 1)**

Find more ready-to-use Challenge Profiles under the **Challenge Database** (page 301) or create your own using the guide **Creating Challenges** (page 294).

Property of City of Mist. Issued to John Arnau. Order #219586

RAPID DOWNLOAD #6: CONSEQUENCES

<1 MIN

Read this the first time the MC delivers Consequences.

> As we said, after each of your player actions, if you ignore a Threat or if your roll generated Consequences, I (the MC) will deliver these Consequences as story complications. Sometimes these will be things that happen in the scene, such as a key character getting away. Other times, I'll use Effects – giving and removing tags and statuses – to reflect these complications.

If you choose to deliver Consequences that involve statuses, continue to **Rapid Download #7: Statuses** (page 103). If you choose to deliver Consequences that involves story tags or burning tags, continue to **Rapid Download #8: Story Tags & Tag Effects** (page 110).

Read this the first time the MC asks a player to roll to **Mitigate** Consequences with Effects:

> When I (the MC) deliver Consequences that impose statuses or story tags on your character, or take away your positive statuses, story tags, or power tags, I will also rule if the situation and your tags allow you to **Mitigate** these Consequences.

> **Mitigating** is a player reaction that works similarly to an action: you narrate how your character mitigates the Consequences, count your Power, and roll. On a miss, you take all Consequences as I delivered them. On a hit, mixed or strong, you can spend your Power to reduce the Consequences. On a strong hit, you gain 1 additional Power to spend on reducing the Consequences.

> You may spend **1 point of Power to block one status tier** I give or take away from you, or **2 points of Power to block one tag** I give or take away from you.

HACKING DEEPER

After the player action was resolved, the MC announces the **Consequences** if any of the following conditions are met:

- **The player's action triggered Consequences** for any reason (through narrative or by rolling a miss or a mixed hit).
- There is an **unaddressed Threat** in the scene, which now materializes. This can affect any PC or NPC, not just the one who acted, but usually it involves the most imminent threat to the PC that just acted.

Unlike player actions, the MC never rolls the dice to deliver Consequences. The Consequences of each Challenge are determined by the MC, with Challenge Profiles recommending specific Consequences appropriate to the Challenge.

There is no limitation on how many Consequences the MC can deliver, or how severe. The MC chooses what happens based on the action that led to the Consequences, how badly it failed (7-9 Consequences may be less severe than 6- Consequences), the Threat that materialized, if any, and her cinematic considerations.

Like player actions, Consequences can be **Narrative** or have **Effects**. If the MC chooses to deal Consequences with Effects, she must also decide whether the PC can reasonably defend themselves from those Consequences, and if so, ask the PC to roll to **mitigate** them.

NARRATIVE CONSEQUENCES

Narrative Consequences are a powerful tool in the hands of the MC to propel the story forward. They cannot be resisted by the PCs; once a narrative Consequence is rolled out, it is already too late to prevent or mitigate it. On the other hand, narrative Consequences cannot harm the PCs directly, but rather set the scene in a new way, usually unfavorable to the PCs.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **Escalate the Situation:** The MC describes how the situation becomes more complicated for the PCs, or how the stakes are now higher. (The Melecron AI detects the presence of the PCs' digital avatars, raising the alarm; the spirit summoned by the PC gets out of hand and starts sucking the life out of bystanders.)
- **Present a New Challenge:** The MC describes a new Challenge entering the scene, which is likely to make things harder for the PCs. (Agents of the Corporate Investigative Branch arrive at the gala looking for one of the PCs; the bipedal tank releases a swarm of flying micro-drones.)
- **Deny Them Something They Want:** The MC describes how a person, an item, or an achievement that the PCs want or need is no longer available or within reach, whether permanently or within the scope of this scene. Usually, this does not lead to a full dead end and the players will get another chance to get what they want, but it'll have to happen in a future scene and might require a new approach. (The PC drops the Source they have been hunting for down a canyon chasm; the witness that the PCs needed to clear their name is discovered dead.)
- **Make the Future Bleaker:** The MC describes how something tragic, such as a sudden death, a break-up, or a random theft, takes place around the PCs or in their lives. This development does not directly endanger the characters, but instead emphasizes the main themes of your Megacity: life is cheap, the poor get sidelined, nothing has meaning except what you make of it. Use this just when things start to get better, to reinforce the bleakness of the setting. (A recovering addict saved by the PCs goes back to their drug of choice and overdoses; a corporation that was driven out of the neighborhood by the crew starts a new, successful marketing campaign using a different logo, and people fall for it.)

CONSEQUENCES WITH EFFECTS

Similarly to player actions, Consequences can combine a narration with game Effects. Unlike player actions, however, the MC does not need to spend Power on Effects and instead simply chooses which Effects and what degree of Effects are appropriate for the Consequences being delivered. Challenge Profiles list the Effects of the Consequences they commonly deliver but the MC can alter them or come up with new Effects on the fly.

The Effects the MC can use are:

- **Give or increase a status**, choosing its tag and tier, or how many tiers to increase it
- **Reduce or remove a status**, choosing how many tiers to decrease it
- Give a story tag
- Remove or burn a story tag or a power tag

Most commonly, the MC can use these Effects in the following ways:

- Impede or harm the PCs, their allies, or their assets
  - » Give the PCs a harmful status
  - » Give the PCs a compelling status
  - » Give the PCs a hindering tag or status
  - » Burn or remove the PCs' power tags, story tags, or statuses
- Empower Challenges
  - » Give a Challenge a story tag describing a new ability
  - » Create new object or being with story tags (that are harmful to the PCs)
  - » Give a Challenge a helpful status
  - » Reduce a harmful status on a Challenge or recover a Challenge's lost tags
- Advance or delay a process
  - » Increase a progress status that is bad for the PCs
  - » Decrease a progress status that is good for the PCs

There are no Consequence Effects that are equivalent to the players' **Extra Feat** Effect. Any extra actions taken by Challenges are simply additional Consequences. There is also no equivalent Consequence Effect to the players' **Discover** Effect. If an NPC discovers something important about the PCs that affects the PCs negatively, it is considered as **Escalating the Situation**.

The MC should not cancel out the player's Effects on the same action they were created. On a 7-9, or any other situation where the player rolled a hit and chose Effects and then the MC delivers Consequences, the MC should never use their Consequences Effects to immediately negate or reduce the Effects just chosen by the player. However, the MC can use the Effects to undo different player Effects created in previous actions, for example, have an enemy Theurgist banish the PC's summoned spirit.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Examples for Consequences with Effects:

- The hacker PC was tagged by the authorities, which will make future hacks harder. The MC gives that PC a negative status, *tagged-3*.
- A nightclub bouncer embarasses a socialite PC in front of all the club goers, throwing the PC off their game. The MC burns the *smooth operator* tag belonging to that PC.
- A strike team attacking the PCs has a hidden sniper, who shoots one of the PCs. The MC gives that PC a negative status, *wounded-5*.
- A patrol drone has been alerted to the PCs presence and is now scanning the area. The MC gives the drone the status *alert-2*.
- While the PCs are in a bar fight with a crew of rugged mercenaries, one mercenary picks up a bottle and smashes it on the bar. The MC gives the mercenary a *broken bottle* tag.

MITIGATING EFFECTS

When a PC would take an unwanted Effect due to Consequences, and **only if the PC has some ability to lessen the effects**, the MC may allow them to try and do so. (This is not applicable to narrative Consequences, which cannot be mitigated.) The MC can allow the same mitigation roll as an interjection whenever a PC takes an unwanted Effect, such as due to Specials or another player's action targeting that PC (Player vs Player).

This could represent a PC dodging attacks or soaking them up with armor; brushing off social disgrace or an opponent's negotiation tactic; resisting fear, emotions, or manipulation; dispelling magic; enduring poison or chemicals; activating measures to prevent programs from adversely affecting their console or brain; avoiding being thrown off-balance or restrained; and so on.

To mitigate an Effect, the player(s) of the affected PC(s) momentarily gets the spotlight and takes a **mitigating reaction**, which follows the same rules of player actions: they narrate how they avoid or withstand the unwanted Effect, count their Power, and roll the dice.

No other type of action can be taken during this reactive phase. For example, if the PC wants to attack, they must wait until they have the spotlight again in the player action phase. There is no limit to how many reactions a player can take to mitigate incoming Effects while they are not in the spotlight, except what is deemed feasible in the narrative by the MC.

The mitigating reaction has a different set of outcomes than other player actions:

- **6 or less (6-)** is a **miss**. The PC failed to mitigate the Effects and bears their full brunt. All the Effects dealt by the MC are applied.
- **7-9** is a **mixed hit**. The player can spend their Power to mitigate the Effects.
- **10 or higher (10+)** is a **strong hit**. The player can increase their Power by 1 before spending it to mitigate the Effects and can also use reactive Effects (see **Power Options**, page 121).

The same rules for player actions apply to mitigating actions:

- **Only Relevant Tags:** Only tags that are directly helpful or impeding in avoiding the incoming Effects affect the Power of this roll.
- **No Double Dipping:** Tags used in the player action that led to this Consequence cannot be used again to mitigate the Consequence.
- **Rule of Minimum One:** Even if the player rolls to mitigate with a Power of zero or less, they still get 1 Power to mitigate with on a 7-9 and 2 Power to mitigate with on a 10+.

SPENDING POWER TO MITIGATE EFFECTS

On a 7-9 or 10+, the player can spend their mitigating action's Power on the **Mitigate** Effect, reducing incoming Effects. Normally, a PC can only mitigate Effects that apply to them. The Power cost for **Mitigate** is as follows:

- 1 Power to remove one status tier before the status is applied. The status can be reduced to zero in this way, in which case it is ignored entirely.
- 1 Power to prevent the removal of one status tier
- 2 Power to prevent one negative tag from being added
- 2 Power to prevent one positive tag from being burned (power tag or story tag)

A PC may only spend their Power to mitigate the current batch of Effects; they cannot use it to remove previously received Consequences. To remove previous Consequences, a PC must take action separately to **Restore** the tags and/or statuses (e.g., heal a *wound* or cheer up a *despaired* ally). Any excess Power not used to mitigate the current Consequences is ignored (see an exception to this under **Power Options**, page 12).

For example, if a PC previously received *wounded-2* and has just received Consequences with an additional *wounded-3*, they can only mitigate the incoming *wounded-3*, even if they mitigate with more than 3 Power.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

PLAYER VS. PLAYER

Sometimes, a PC might take action against another PC. In such cases, the same game rules are used, with a few small changes:

Establish: Players never use the Establish phase to make Threats with their PCs against other PCs. All actions performed by PCs are resolved as usual as player actions.

Player Action: The player of the PC who has the spotlight narrates, rolls, and chooses Effects for their actions, with the MC adjudicating, as usual. Instead of applying Effects to a Challenge, the chosen Effects are applied to the target PC. For example, a PC may **Attack** to impose a harmful status on the target PC or burn one of the target PC's power tags with **Weaken**.

Consequences: Players never deliver Consequences. If there are Consequences to the action, the MC can choose what they are and who they apply to, as usual.

Mitigation: The target PC can try to mitigate Effects imposed on them by the spotlight PC. The spotlight PC can try to mitigate the Effects of the MC's Consequences, if any, as usual.

Once the spotlight PC's action is completely resolved, the scene is re-established as usual. The MC may then give the target PC the spotlight, which they may use to retaliate, reversing the roles.

FOR THE MC: YOUR ARSENAL OF CONSEQUENCES

In a scene, Consequences can come from the Challenges at hand (whether or not they made a Threat) and from the PCs' own actions going awry, backfiring, or creating side effects.

CONSEQUENCES FROM CHALLENGES

- **An Asset:** The Asset may be harmed, killed, destroyed, or taken.
  Possible Effects: Give the Asset a harmful status.
- **An Attacker:** The Attacker lands an attack.
  Possible Effects: Give the target (usually a PC) a harmful status, or burn tags representing a disabled ability or ruined equipment.
- **A Barrier or Hazard:** The Barrier becomes tougher, alerts other Challenges, or harms those who interact with it.
  Possible Effects: Give itself a positive status, give someone a harmful status.
- **A Countdown**: The countdown advances, or it ends and something dramatic happens.
  Possible Effects: Give itself a progress status (see page 109).
- **A Mystery:** Information becomes harder to unveil or is now completely out of reach.
  Possible Effects: Give itself a difficulty status, e.g. a witness becomes tight-lipped-3.
- **A Pursuer:** The Pursuer comes closer to the PCs, or reaches them.
  Possible Effects: Reduces the tier of the distance status between them.
- **A Target:** The Target is getting further away from the PCs, or flees them entirely.
  Possible Effects: Increase the tier of the distance status between them.
- **A Temptation:** The Temptation presents a compelling argument or offer.
  Possible Effects: Give the PC a compelling status (see page 108).
- **A Watcher:** The Watcher finds the PCs or discovers something about them (their location, their identity, their intentions, their plan of action, etc.).
  Possible Effects: Give the Watcher an *alert* status.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CONSEQUENCES FROM PLAYER ACTIONS

- **Collateral damage:** The action of the PC unintentionally affects something or someone that the PC did not want to affect.
  Possible Effects: Give an ally a negative status or burn its tags.
- **Divulging information:** While taking the action, the PC betrays vital information to their adversaries (their location, their identity, their intentions, their plan of action, etc.)
  Possible Effects: Narrative only, or give the adversary an advantageous status.
- **Expenditure:** The PC expends resources (stamina, ammo, magic, etc.) in the process of taking the action.
  Possible Effects: Give the PC a negative status or burn their tags.
- **Exposure to a new threat:** In the process of taking the action, the PC came under a new Threat from an existing or new Challenge.
  Possible Effects: Narrative only, or give the PCs a negative surprise status.
- **Harm:** The PC was harmed during the course of their action.
  Possible Effects: Give the PC a harmful status.
- **Imperfect execution:** The PC didn't get everything they wanted out of the action, e.g., information is incomplete, a spell has only some of the intended effects, etc.
  Possible Effects: Narrative only.
- **Loss of advantage:** The PC lost an advantage they previously had or worked to achieve.
  Possible Effects: Narrative (especially countering a previous quick outcome or Extra Feat), remove a beneficial status, or burn a beneficial tag.
- **Side effects:** The PC's action had unexpected or unwanted results.
  Possible Effects: Narrative only, give them a negative tag or status, or create an impeding tag in the scene.
- **Wasted Time:** The PC spent too much time on this action, missing other opportunities or opening themselves to nearby danger.
  Possible Effects: Present a New Challenge, Deny Them Something They Want, Escalate The Situation, or advance a time-related progress status (such as a ticking bomb).

LETTING THE PLAYER CHOOSE BETWEEN CONSEQUENCES

Good games are about choices. You can create an interesting choice for your players by making them choose between two or more Consequences for their action. For example:

- Take a shot meant for an ally or let them get hit
- Leave evidence at the scene or alert the guards to your presence
- Expend more magical energy or have the spirit you bound break free

OPTIONAL RULE: CONSEQUENCES FROM WEAKNESS TAGS

By default, weakness tags can only be invoked by the MC to completely rule out certain actions (respect the tag, **Handling Tags**, page 89) or to reduce the Power of a player action before making a roll. However, sometimes weakness tags represent issues, limitations, or flaws that can actively harm the PC rather than merely hinder their actions.

This optional rule allows the MC to invoke a weakness tag after the player's roll during the Consequence phase in order to deliver Consequences. This makes invoking weakness tags the third possible generator of Consequences (together with unaddressed Threats and the outcome of the player's roll). Whenever the MC invokes a weakness tag to deliver Consequences, the player marks an upgrade box on the tag's theme, the same as they would if the weakness tag was invoked during a roll.

For example, after a PC who is carrying a firearm with a *short magazine* fires it several times, the MC can deliver the Consequence of running out of ammo (**Escalate The Situation** or give a status). The player would then mark an upgrade box on that theme and presumably the PC would have to take action to reload before firing again. For a character whose Source *attracts demons*, the MC could invoke the weakness tag normally whenever the PC is attempting to sneak past demons, reducing the action's Power. Using this rule, she can also deliver Consequences whenever the character is near demons to reveal one of them was attracted by the Source and is now accosting the PC (**Present a New Challenge**). In either case, the player marks an upgrade box on the weakness tag's theme.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

RAPID DOWNLOAD #7: STATUSES

1-2 MIN

Read this the first time a PC or a Challenge takes a status:

> Statuses are special tags that describe a condition like *injured*, *restrained*, *boosted*, or *charmed*. They have a **tier** from 1 to 6 that indicates their intensity. Like tags, statuses can affect your actions and rolls for better or for worse.
>
> Every character, whether a PC or a Challenge, has a **Limit** of how much it can take of any given status. When a character takes a status with a tier equal to their Limit, known as maxing out the Limit, that character is temporarily overcome by the status. If the tier exceeds the Limit, that character is permanently overcome by the status.
>
> For PCs, the Limit is 5 for all statuses, with 6 becoming permanent, killing or forever transforming your PC. For Challenges, the Limit is different for each type of status, something you can discover by trial and error or by studying the Challenge.
>
> In tracked conflicts, Challenges will try to impede or defeat your character by giving you statuses as Consequences. You in return can overcome Challenges by using your player actions to give them statuses and exceed their Limits. You can also take action to remove negative statuses from yourself or remove the Challenges' positive statuses.

Read this the first time a status stacks:

> When a PC or Challenge takes a status that is similar to one they already have, both statuses **stack**, becoming one. On the tracking card of the existing status, mark the tier of the new status next to the existing tier. A status can have multiple tiers marked this way (e..g., 4, 3, 1) but only the highest is considered the actual tier of the status.
>
> If the incoming tier is already marked, mark the next unmarked box to the right of that tier. For example, if you have a tier-3 status and you take another tier-3 status, mark tier 4 instead.

Read this the first time a PC or a Challenge takes a progress status:

> Statuses are also used to track processes, countdowns, or evolving situations, like a ticking time bomb, a dark ritual, or closing distance in a chase scene. You can take action to push the process forward or backwards, using the **Advance** and **Set Back** Effects respectively. Challenges advance or set back a process as Consequences.
>
> If and when the Limit of the progress status is reached, something happens: the bomb goes off, the ritual is completed, or the chase ends, which could mean a Challenge has been overcome or, conversely, set off new and usually much worse Consequences, such a as mythological beast being summoned.

HACKING DEEPER

Statuses are special tags that describe a transient condition (unlike power, weakness, and story tags, which represent people, things, and innate abilities and qualities). They describe the current state or condition of a character or thing, such as being *wounded*, *flush-with-money*, *wanted-for-questioning*, *enchanted*, *behind-cover*, and so on. Statuses are marked with a green highlight.

Each status consists of a **tag**, which describes the nature of the status, and its **tier**, which indicates its intensity or severity. Tier 1 represents the mildest effect and tier 6 represents the maximum effect. It is possible to inflict higher tiers than 6, but only for the purpose of making mitigation more difficult (see **Mitigating a Status**, page 105). If after all reductions have been applied a PC or Challenge would receive a status with a tier higher than 6, it instead becomes tier 6.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TIER	INTENSITY
-	No effect
1	Mild
2	Minor
3	Major
4	Dramatic
5	Incapacitating
6	Lethal or permanently transformative

GIVING A STATUS

PCs and Challenges can give statuses to themselves or to other characters and objects. A character that attacks another character can give them *wounded*; a character that shields another character can give them *shielded*; and a character can give themselves *aiming*, *confident*, *firewalled*, *stealthy*, and so on, achieving any desirable effect.

- Players and their PCs give statuses using the Effects **Attack**, **Disrupt**, **Influence**, **Enhance**, or **Advance**. Each tier in the status given costs 1 Power.
- The MC and her Challenges give statuses as Consequences. The MC may choose to give any number of statuses at any tier when delivering Consequences. Challenge Profiles provide recommended statuses and tiers to give based on the Challenge's actions.

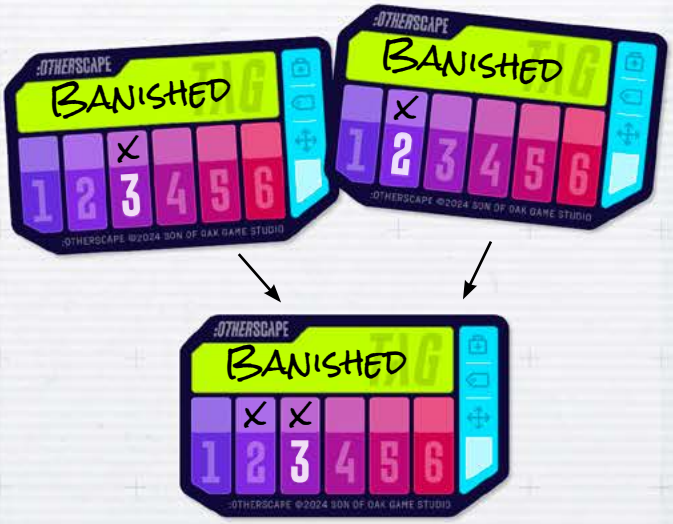
When giving a status, the player or the MC who is giving the status chooses its tag. Take a tracking card and mark the status and its tier.

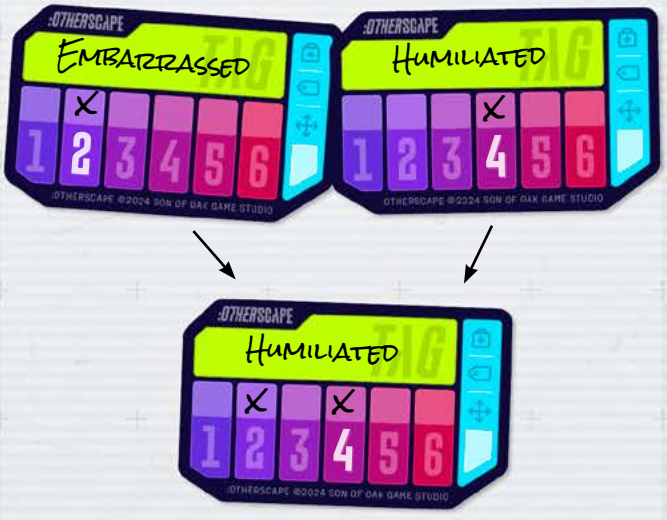
STACKING STATUSES

When a status of a specific tag is given to a character that already has a status of the same or similar tag, these statuses stack. This may reflect various types of injuries inflicted on the same combatant, or multiple banishing incantations forcing a banshee away. Every time the tier of a status increases, its tag may be updated to reflect its new intensity. For example, a cyberspace performer that has given their audience *amazed-3* and then *amazed-3* again may revise it to *wildly-enthusiastic-4*.

When an incoming tier stacks on an existing tier, simply mark the new tier in addition to the existing tier. Going forward, the tier of the status is the highest tier marked.

Example: A *banished-3* spirit that takes *banished-2* marks the box for tier 2, but the status tier remains 3. A socialite first *embarrassed-2* and then *humiliated-4* ends up with a tier-4 *humiliated*.

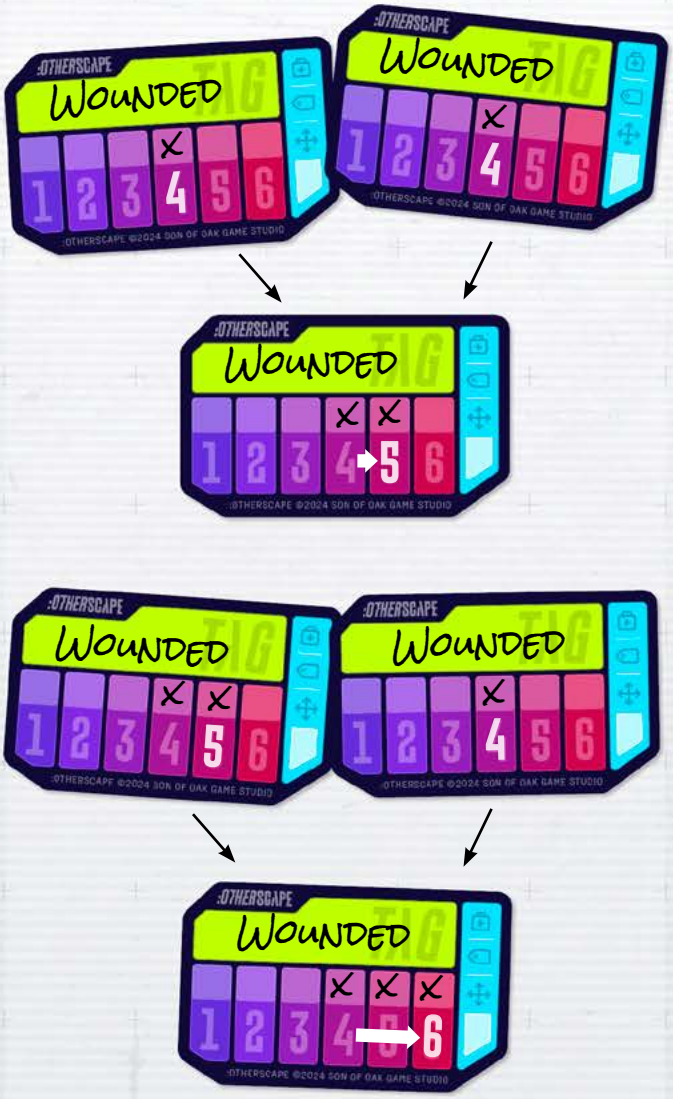




Property of City of Mist. Issued to Jolan Arnaud. Order #219586

If the tier you are adding is already marked, move up the tiers until you find an unmarked tier and mark that. This means lower-tier statuses can gradually build up to deadly effects.

For example, when a character that is *wounded-4* is dealt another *wounded-4*, mark the next unmarked tier to the right of 4, which is tier 5, resulting in *wounded-5*. If that character took another *wounded-4*, they would have reached *wounded-6* (skipping tier 4 and tier 5 which are already marked), which would probably spell death for them.



MITIGATING A STATUS

If a PC receiving an incoming status is able to **Mitigate** it and wishes to do so, the player may temporarily receive the spotlight (out of turn) to make a mitigation roll (see **Mitigating Effects,** page 112). If successful, the player can use the **Mitigate** Effect to reduce the tier of the status they would receive. For every point of Power spent on **Mitigating**, the incoming status is reduced by one tier. If reduced to tier zero, the incoming status is ignored altogether.

Tags that help the PC avoid or resist the status are helpful (such as *body armor* when avoiding gunfire), while tags that limit the PC's defense or attacker tags that empower the attack are impeding the **Mitigating** action (such as an enemy shooting *armor-piercing* rounds when a PC is soaking the gunfire with armor).

Status mitigation only applies to an incoming status and it is resolved before a status stacks with any existing statuses. Note that mitigation cannot reduce the tier of an existing status, it can only affect an incoming one. Reducing the tier of an existing status requires taking an action with the **Restore, Set Back**, or **Weaken** Effects.

Challenges do not mitigate statuses; instead, they reduce incoming statuses by brandishing defensive statuses and tags, like *shielded-3* or *impervious to ridicule*, weakening the PC's Power to attack and inflict statuses on them.

REMOVING A STATUS

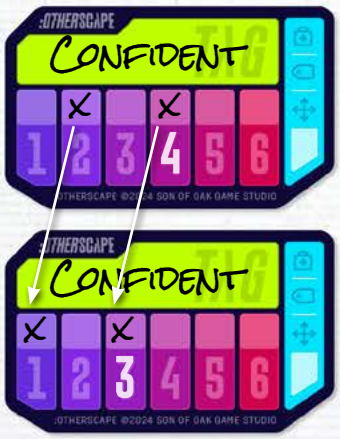
PCs and Challenges can remove statuses from themselves or from other characters and objects. This could represent the character fixing a *malfunctioning-3* piece of tech, healing a comrade's *gunshot-wound-4*, or dispelling an enemy's protective spell that is keeping them *warded-2*.

- PCs remove statuses using the Effects **Weaken**, **Restore**, or **Set Back**. Each tier removed costs 1 Power.
- The MC and her Challenges remove status tiers as Consequences. The MC may choose to remove any number of statuses and any number of tiers when delivering Consequences. Challenge Profiles provide recommended statuses and tiers to remove based on the Challenge's actions.

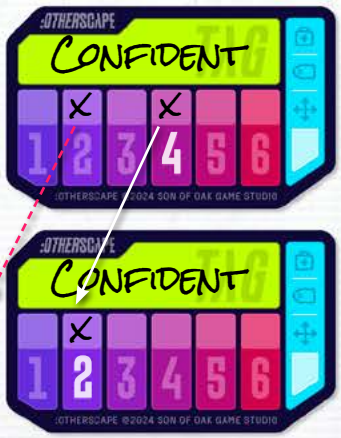
When removing tiers from a stacked status, move each mark one box to the left for each tier removed, going from the lowest to the highest mark. A mark that is pushed past (lower than) tier 1 is removed (erased) completely.

For example, if a character who is *confident-2* then takes *confident-4*, they have *confident-4* , with 2 and 4 marked. If someone then removes 1 tier of confidence from that character, both the 2 mark and the 4 mark are pushed 1 box left, resulting in 1 and 3 marks, or *confident-3*. If the status is instead reduced by 3 tiers, 4 is pushed to 1, and 2 is removed, resulting in *confident-1*.

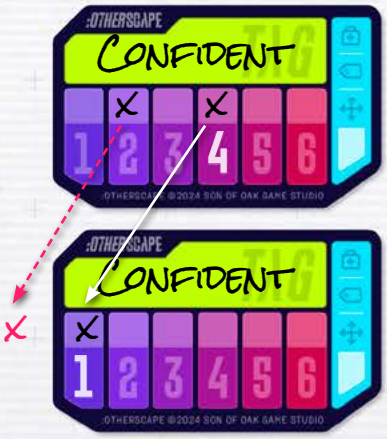
Property of City of Mist. Issued to Jolan Arnaud. Order #219586



Remove 1 tiers,
Shift by 1 spot



Remove 2 tiers,
Shift by 2 spots



Remove 3 tiers,
Shift by 3 spots

Every time the tier of a status is reduced, its tag may be updated to reflect its new intensity. For example, software that was *stuck-in-a-loop-3* and was debugged to tier 1 may now be only *glitching-1*.

ROLLING WITH A STATUS

Statuses modify the Power of relevant PC actions. Like other tags, statuses can be irrelevant, positive, or negative for any specific action. When a PC takes action to which a status is relevant, they:

- Subtract the tier of their highest negative status from the Power of the action (e.g., *wanted-3* decreases the Power of an action to sneak by corporate police)
- Add the tier of their highest positive status to the Power of the action (e.g., *alert-2* increases the Power of an action to stand guard)

A status could be relevant whether it is attached to the acting character or to another character or object. For example, a PC who is *unstable-2* and is shooting at a target that is *behind-cover-4* across a *dark-1* plaza, will be affected by all three statuses, but because only the highest negative status applies, their Power will be reduced by 4.

Unlike PCs, Challenges don't count Power and therefore are not affected by statuses in the same way. Instead, statuses on Challenges usually affect the Power of PC's actions against them. An *evasive-2* drone will impose -2 Power on a PC attempting to shoot it, while an *off-balance-1* sniper will grant +1 Power to any PC attempting to push them over a ledge or mitigate their shot.

The **No Double Dipping** rule (page 89) applies to all tags, including statuses. If both the action and the mitigation would be affected by the same status, it can only be applied to the action and is ignored when counting Power for the mitigation.

LIMITS

In addition to modifying the Power of PC actions, statuses indicate when a PC or a Challenge is overcome by a condition. The maximum tier of a status a PC or Challenge can take is called their **Limit**. When a PC or Challenge takes a status at their Limit tier, they are **overcome** or **incapacitated**, and cannot take any more actions to which this status applies. This is also referred to as **maxing out** the Limit. If they take a status at a tier higher than their Limit, the effects are **permanent**, **lethal**, or **transformative** – the MC decides how so.

Each status requires a different interpretation. If a PC is overcome due to being *wounded*, they could be incapacitated or out cold, with the next step being quite possibly lethal, meaning they have died. If they were overcome by being *hypnotized*, they may be completely given to their master's control, while going over that Limit would mean they are permanently brainwashed. If they were overcome by being *humiliated*, perhaps they can no longer take social actions, and then become a social pariah if the status exceeds the Limit.

All statuses can have a Limit, including positive ones. Too much of a good thing is dangerous, and even *energized* can turn negative when it reaches a Limit, incapacitating and even killing the affected character.

A PC that is overcome in one aspect may still be able to take actions with other faculties. For example, if a PC is *restrained-5*, they may still be able to talk themselves out of a bad spot. This is not usually the case for Challenges (see **Overcoming Challenges**, below).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

The default Limit for PCs for any status is tier 5, with tier 6 becoming permanent (see the **Optional Rules: Deadly Conflicts** for alternatives).

OVERCOMING CHALLENGES

Challenges have a different Limit for each status that could normally overcome them and these are listed in the Challenge profile. Challenge Limits are marked with a *red* highlight.

OPTIONAL RULE: LOWERING PC LIMITS

If you want to play an even grittier, deadlier game, consider lowering the default Limit for PCs to 4 (5 is permanent) or even 3 (4 is permanent). PCs must then rely more heavily on their tags to shield them from incoming statuses. Lowering this default limit will lead to PCs looking for cover at every opportunity, always attempting to have the element of surprise, and still becoming incapacitated or defeated, and possibly dying, much more often. This in turn will give your game a more bleak outlook.

Here are some common Limits you will encounter:

- *Hurt-or-subdue*: The generic Limit for physically overcoming a character so that they can't fight back. There are many different statuses of physical harm or subdual that could go towards this Limit, and the MC should allow different forms of harm or subdual to stack. Depending on the force used, maxing out this Limit could mean anything from restraint to incapacitation, and exceeding the Limit could mean anything from surrender to death.
- *Convince*, *threaten*: A Challenge with this Limit is harder to sway than most; a quick outcome won't cut it and the PCs will have to max out this Limit in order to get the Challenge to take a desired action. (The MC can always ignore this if she chooses to go with a quick outcome.)
- *Banish*: A Challenge with this Limit is usually a Conjuration created by a Source, and can be mystically overcome and expelled from the scene.
- *Crash* or *take-over*: This Limit represents crashing or taking control of a network node. When maxed out, it can no longer act against the PCs, either because it is inoperational or under the PCs' control. This could be applied to a physical piece of tech, such as a server, a drone, or cyberware, or to a digital entity, like a domain, a program or a Harnessed avatar.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- *Catch/outrun*: This polar Limit represents a chase. If the pursuer maxes out *catch* first, they have reached the fleeing party and blocked their path of escape. If those fleeing max out *outrun*, they escape their pursuer.

The MC may come up with new Limits for a Challenge on the fly. This could be useful when the PCs give a Challenge a status that would lead to overcoming it but the Challenge doesn't list a Limit for the specific status that the PCs are imposing. Or, the players or the MC have come up with a new way this Challenge can be overcome, and the MC would like to reflect it with a Limit. The tier of the Limit determines how hard it is to overcome the Challenge in this new way.

> For example, Wilson and Unagi are fighting some Nezumi gangsters on a high hanging cable bridge in the Ghost Market. Unagi uses her climbing gear to swing into the gangsters and knock them off the bridge, giving them *knocked-over* and hopefully not falling over herself. Since falling off the bridge would spell instant death, the MC determines this will lead to the gangsters' defeat, and therefore it deserves its own Limit. She chooses *topple-over* and gives it the same tier as the Nezumi gangsters' *hurt-and-subdue* Limit, which is 3. Now they can track exactly which gang members take a permanent dive down the Ghost Market when Unagi slams into them.

When a Challenge is overcome by maxing out their Limit, they cease posing a problem for the PCs in the narrative. A tactical drone can be *destroyed:3*, a skyscraper could be *scaled:4*, or a rogue AI *controlled:3*; in either case they no longer pose an issue for the PCs.

Some Challenges are immune to certain statuses. Such immunities are listed as a Limit of –. For example, a ghost could have a *hurt:–* immunity.

DURATION OF STATUSES

Statuses stay in the game until removed or until they expire in the narrative. For example, a PC who is *life-of-the-party-2* will remain so until the status is removed by another PC or the MC, until they leave, or until the party ends.

Unless their tier exceeds a specific Limit, statuses are not meant to stay in the game permanently and should expire after a while. When a status turns permanent because it exceeded a Limit, the MC chooses how to interpret it in the narrative.

POLAR STATUSES

Some statuses are the polar opposite of others: hot/cold, friendly/hostile, hidden/exposed, and so on. A PC or a Challenge can never have two polar statuses at the same time. When a character receives a status that is opposite to an existing status they have, remove a number of tiers in the greater status equal to the tier of the lower status. If the incoming status is greater, change the tag of the status to the new polarity.

For example, if a character who is *hostile-3* takes a *friendly-2* status, they become *hostile-1* (3 - 2 = 1). If the same *hostile-3* character took *friendly-4* instead, they would become *friendly-1* (3 - 4 = -1).

COMPELLING STATUSES

A compelling status is a status that includes a directive, explicit or implicit, and which therefore compels the target to act according to that directive. This could be *enraged*, *hacked*, *hypnotized*, *charmed*, *friendly*, *convinced*, and so on.

When a PC takes a compelling status, it hinders every action that PC takes that goes against the directive of the status. If the directive is to take specific action, such as attacking an ally, even trying to avoid taking this action by doing nothing

COMMON NON-LIMIT STATUSES

The following common statuses are not used to overcome an adversary by maxing out their Limit; instead, they are used to boost or weaken specific types of actions and mitigation.

Firewalled: A defensive program that hinders hacking attempts either in VR or nearspace.

Alert: Helps a PC notice hidden dangers and avoid being surprised, or hinders PCs from hiding or sneaking around a Challenge.

Shielded: A shield against physical and energy attacks including strikes, projectiles, fire, etc.

Warded: A barrier against Mythic powers and manifestations whether mental, physical, spiritual, etc.

Tagged: A digital mark that helps the tagger find and track the target for surveillance, hacking, weapon targeting, etc.

Malfunctioning: A technical issue hindering the use of the affected system or item.

Jammed: A communication or control malfunction hindering the use of the affected system or item.

Bad-rap: Damage to one's street reputation, hindering social interactions where capability or reliability matter.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

is considered an action modified by the status. At tier 5, the player is unable to even attempt actions that go against the directive. If the status grants complete control over the PC (such as *brainwashed*), the player temporarily loses control of the PC to their controller (whether the MC or another player's PC). At tier 6, these effects become permanent.

When a Challenge takes a compelling status and attempts to act against its directive, the PCs can use it as a helpful status when mitigating the Challenge's actions. For example, an adversary that is *charmed-4* and who attempts to attack the PCs grants 4 additional points to the Power of the mitigating action. If a Challenge Limit is maxed out by a compelling status, it temporarily cannot take actions that go against the directive. If the status grants complete control over the Challenge (such as *brainwashed*), the MC temporarily loses control of the Challenge, who then becomes a secondary character for the controlling PC. The MC should provide the player of the controlling PC with story tags to represent this new secondary character. When the Limit is exceeded by 1 tier or more, these effects become permanent (although any story tags representing the controlled Challenge may still expire normally).

PROGRESS STATUSES

Statuses can be used to track progress towards a goal or a definitive moment, such as constructing a tank drone, performing a ritual, completing a transformation, or charging up a weapon. Such a status is referred to as a progress status.

PCs and Challenges add to a progress status and reduce it as usual by using Effects; PCs specifically use **Advance** to add to a progress status and **Set Back** to reduce it. Based on the narrative, actions that push the process towards completion add to the status, while actions that reverse progress reduce the status (e.g., sabotaging the construction of the tank drone) or give it the opposite statuses (see **Polar Statuses** above).

When the Limit of a progress status is maxed out, the goal is achieved or the turning point happens: the tank is built, the ritual is complete, or the weapon is charged-up. Narrative events and special rules may be triggered at this point, regardless of who has the spotlight: the PC's rival reveals their new tank, a hungry ghost is summoned into the scene, or the wielder of the charged-up weapon fires it.

Progress statuses are most often used to track Challenges as they build up towards a major Consequence or when tracking a Challenge progress against a PC's. However, the MC can track a PC's narrative goal with such a status, for example, *promotion:4*. If a PC wants to achieve a goal that has game effects beyond just the narrative, they should instead use Effects or replace a theme, and describe the outcome using tags and/or statuses.

Depending on the narrative logic of the status, progress statuses may ignore the rules on overcoming a PC or Challenge by hitting or exceeding their Limits. A PC who has been working on a project or a Challenge who is casting a ritualistic spell is not overcome when they max out their own progress status (rather, the *task* is "overcome" and completed). Similarly, a PC who is chasing a thief and maxes out the thief's *catch* status does not automatically overcome the thief, but they have them pinned down. On the other hand, some Challenges are all about their progress Limits: a PC traversing through a wasteland Challenge and completing the journey does overcome the Challenge.

OPTIONAL RULE: STOPPING THE DEATH SPIRAL

By default, *:Otherscape* is in **Death Spiral Mode**: getting hurt makes it more likely to get even more hurt. For example, when you *injure* an enemy, this status could empower your next attack against them (e.g., if they can't dodge or take cover) or it could empower your mitigation of their attacks (e.g., if they can't aim well). The same is true about you: when you get *injured*, it can increase the chances of failing your next action, which could then result in getting even more hurt as Consequences, or it could make it harder to mitigate incoming damage. (A status can't affect both action and mitigation at the same time, see **No Double Dipping**, page 89).

This reflects the dire straits of dystopian cyberpunk fiction: life is cheap, combat is fast and brutal, and the first shot that hits you might mean you're already dead. Things tend to rapidly deteriorate, forcing the protagonists to make greater sacrifices to stay in the game (see **Power Options**, page 121).

Optionally, you can remove the death spiral by adding a simple rule: a status that counts against a Limit cannot empower actions that add statuses to that Limit (or depower actions that mitigate them). With this rule, being *injured* doesn't directly affect a character's chances of survival; it only measures how close they are to being overcome. This in turn will slow down conflict, allowing the PCs to make some mistakes and adjust their strategy.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

RAPID DOWNLOAD #8: STORY TAGS & TAG EFFECTS

<1 MIN

Read this the first time a PC or a Challenge creates, removes, or recovers a tag:

> Story tags are situational tags that describe new or temporary things, beings, and abilities in a scene like a *gyrocycle*, a *water nymph*, or *seeing through walls*. Unlike power or weakness tags, story tags are temporary and expire when the MC deems so.

> You can take action and use the Effects **Create** and **Bestow** to add new story tags that describe things, beings, and abilities. You can use multiple story tags to describe different aspects of the same thing. The more story tags something has, the more impact it will have on the game.

> Challenges often have story tags that make things harder for your PC, and they can use Consequences to take away your story tags and burn your power tags. You can use **Weaken** to take away their story tags and **Restore** to regain your lost tags.

HACKING DEEPER

Story tags are situational tags that describe things, characters, qualities, and abilities that exist in a scene or over several scenes. They are a versatile tool that can be used to describe anything of importance in your group's narrative, from the environment, through items and tools, to allies and special abilities.

Story tags are used to increase or decrease the Power of player actions, just like a PC's power or weakness tags. However, they are not inherently positive or negative for a PC, and are judged on a case-by-case basis based on the situation and the manner in which they are used. Every relevant story tag increases an action's Power by 1 if it's directly helpful to the action, or decreases it by 1 if it's directly impeding the action. Unlike weakness tags, however, story tags invoked as negative tags do not lead you to mark an Upgrade.

CREATING STORY TAGS

PCs and Challenges can create story tags and give them to themselves or to other characters and objects. A survivalist that fumbles in their backpack can produce *polymer rope*, a mercenary that throws a smoke grenade can create *smoke*, a corporate wizard adept in hermetic magic can create a *homunculus*, a cursed vagabond can brand another character with the *Mark of Cain*, or a character that can build devices can equip another character with a *jetpack*.

- Players and their PCs create story tags using the Effects **Bestow**, **Create**, or **Disrupt**. Each story tag costs 2 Power. PCs may create any number of tags as their Power allows.
- The MC and her Challenges create story tags as Consequences. The MC may choose to create any number of story tags when delivering Consequences. Challenge Profiles provide recommended story tags to create based on the Challenge's actions.
- The MC may add story tags at any point as an interjection, if they better describe the scene. However, story tags that directly weaken the PCs or strengthen their adversaries are usually either already present when the scene is established, or added as Consequences.

Challenges enter the scene with the story tags given under the **Tags & Statuses** section of their Challenge profile already in play. Challenges may have suggested Consequences or special abilities that allow them to create story tags.

EXAMPLES FOR ACTIONS THAT CAN CREATE STORY TAGS

- **Item procurement:** buying, stealing, pickpocketing, looting, recovering from storage, intimidating someone to hand over items, etc.
- **Crafting:** making, building, manufacturing, synthesizing, engineering, smithing, designing, carving, sculpting, drawing, composing, etc.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **Calling on allies:** rallying, recruiting, hiring, summoning (beings), deploying (drones), calling someone over, loading (software), etc.
- **Shaping the environment:** creating terrain, affecting the atmosphere, deploying materials, altering the lighting, etc.
- **Granting abilities:** learning a new spell, dispensing a booster drug, disseminating new software, installing upgrades, etc.

WHO CONTROLS THE TAG

When a new story tag is created, it is usually either **attached** to someone or something, such as a PC creating a *magical sword* for themselves (attached to the PC) or a Challenge spewing forth a *cloud of smog* (attached to the environment), or it is **autonomous**, representing an individual being, such as a PC summoning an *ifrit*. Regardless, the creator of the tag is usually in control of it: the PC can give the *magical sword* to someone else, the Challenge can breathe more soot into the *cloud of smog*, adding more tags to it, or the PC can control the actions of their summoned *ifrit*.

When a PC creates an autonomous tag, such as the *ifrit*, that being becomes a secondary character of that PC. The player who controls that PC can now take actions with the autonomous being when they get the spotlight. If the PC creates tags that refer to an already existing NPC, such as *Mutblade the mercenary*, the MC rules whether the NPC becomes the PC's secondary character, or whether the tags can be used to influence the NPC as a Challenge.

It is possible for a PC or a Challenge to lose control over their tags. There are several ways in which a character can take control over another character's tags; the MC chooses which of these should be used in any given circumstances.

- Narratively, based on how events unfold.
- By using compelling statuses. This is most appropriate for tags that represent beings. When the compelling status exceeds a Limit set by the MC, the character who imposed the compelling status takes over the tag(s). As a guideline, the Limit should be equal to the number of story tags used to describe the being.

PLAYING WITH SECONDARY PCS

A secondary player character is any character a player controls other than their main PC, such as rallied allies or summoned beings. It may be represented by one or more power, weakness, loadout, or story tags. A player may take action with a secondary PC in the same way they take action with their main PC (**Taking Action**, page 10). The MC rules whether the secondary PC gets their own spotlight or whether the player must choose which PC to act with whenever they get the spotlight.

A secondary PC takes Consequences, and specifically statuses, independently; these affect actions taken with the secondary PC as they would any PC. The MC may set Limits for a secondary PC, usually equal to the total number of tags describing them, but no more than 5 (the main PCs' default Limit).

TRIGGERING STORY TAGS OUT OF TURN

Players and Challenges can use story tags to create environmental hazards, obstacles, and traps that trigger when Challenges or other PCs interact with them. This could entail, for example, a splash of *acid* that is covering a road, an *anti-personnel mine* carefully planted behind a door, or even a *nasty rumor* that starts circulating as soon as a character is seen at a specific place.

When a PC-controlled story tag is triggered by a Challenge or even another PC, the MC may quickly adjudicate the effect it has, or, alternatively, give the controlling PC an interjecting spotlight in order to activate the story tags against its target. If the latter was chosen, the PC then takes a player action and invokes the tag against the target to create any reasonable Effect. For example, they can use the *acid* to **Weaken** a Challenge and burn their *body armor* tag, use the *anti-personnel mine* to **Attack** the Challenge and give them an *injured* status, or use the *nasty rumor* to **Influence** their fellow PC, giving them *can't-show-my-face-2*.

When a PC takes an action that triggers a Challenge story tag, such as walk into a *river of lava*, the MC may deliver appropriate Consequences against them, even if their roll didn't cause any Consequences.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

REMOVING STORY TAGS

PCs and Challenges can remove story tags from themselves or from other characters and objects.

- Players and their PCs remove story tags using the Effects **Weaken** or **Restore**. Each story tag removed costs 2 Power. PCs may remove any number of tags as their Power allows.
- The MC and her Challenges remove story tags as Consequences. The MC may choose to remove any number of story tags when delivering Consequences. Challenge Profiles provide recommended story tags to remove based on the Challenge's actions.
- The MC may remove story tags that describe the scene at any point as an interjection, if they decide these tags are no longer appropriate. However, the removal of story tags which would directly weaken the PCs or strengthen their adversaries is usually done as Consequences.

Once removed, story tags can be recreated using the Effects **Create** or **Bestow**, or with additional Consequences.

EXAMPLES FOR ACTIONS THAT CAN REMOVE STORY TAGS

- **Item removal:** destroy, throw away, disarm, decommission, dismantle, dispose, etc.
- **Exhaust a resource or deny access to it:** use up all the ammo, disperse the crowd, snuff out the magical light
- **Dispersing Allies:** demoralizing, banishing (summoned beings), shutting down (drones), blocking communications, deleting (software), etc.
- **Clearing up the environment:** restoring things to normal, blowing away atmospheric effects, clearing up materials, restoring the lighting, etc.
- **Taking away abilities:** depowering, countering, sapping, disabling, neutralizing, etc.

BURNING AND REGAINING POWER TAGS

The same actions that can create or remove story tags can be used to regain or burn power tags.

- Players and their PCs can burn another PC's power tags using the **Weaken** Effect as a player-vs-player action. Every power tag burnt costs 2 Power. PCs may burn any number of power tags as their Power allows.
- Players and their PCs can regain their own power tags or restore another PC's power tags using the **Restore** action. Every power tag restored costs 2 Power. PCs may regain any number of power tags as their Power allows.
- The MC and her Challenges can burn power tags as Consequences. The MC may choose to burn any number of power tags when delivering Consequences. The same Consequences that can remove story tags in a Challenge Profile can be used to burn power tags.
- Challenges do not have power tags, only story tags. As Consequences, a Challenge can regain any number of its lost story tags (essentially by recreating them).

MITIGATING TAG EFFECTS

If a PC receiving an incoming story tag(s) or having their tag(s) removed or burned is able to **Mitigate** it and wishes to do so, the player may temporarily receive the spotlight (out of turn) to make a mitigation roll (see **Mitigating Effects,** page 100). If successful, the player can use the **Mitigate** Effect to reduce the number of tags they would receive or lose. For every 2 points of Power spent on **Mitigating**, one incoming tag may be ignored, or one removed or burned tag may be saved.

Tags that help the PC avoid or resist the incoming Effect are helpful (such as *boosted immune system* when avoiding being afflicted with a *flesh-eating parasite*), while tags that limit the PC's defense or attacker tags that empower the attack are impeding the **Mitigating** action (such as an enemy specializing in *sundering weapons* trying to burn the PC's weapon tags).

Mitigation only applies to an incoming tag or tag removal/burning. It cannot be used to remove previously attached negative tags or restore previously lost burned tags. Removing an existing story tag or restoring a previously removed/burned tag requires taking an action with the **Restore** or **Weaken** Effects.

Challenges do not mitigate tag Effects; instead, they reduce them by brandishing defensive statuses and tags, like *blessed-3* or *legal maneuvers*, weakening the PC's Power to attack and inflict negative tags or take their positive tags.

STORY TAG SETS

When a player or the MC creates more than one story tag, they can create them as **a set**, which is similar to coming up with an ad hoc theme: the set has one main story tag, with the other story tags describing it.

Connecting story tags in this way describes the being or feature with more detail, giving it more Power to affect the narrative. For example, a drone expert PC can manufacture a *battle drone* with *minified jet propulsion*, a *minigun*, and *polymer impact shielding*, or a socially connected PC could call on their friend *Leyla, the broker*, who is *shrewd*, can *sniff out a bad deal*, and always knows how to *make a counteroffer*.

When tags in the set would be removed, either by an Effect or a Consequence, the secondary tags must be removed before

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

the main tag. This makes a being or feature described with more tags also more durable and harder to remove from play.

EXAMPLE STORY TAG SETS

- **Console:** *hacking console*, *overclocking*, *brain electrical shielding*, *built-in avatar*
- **Familiar:** *hellhound*, *empower my magic*, *terrifying howl*
- **New technology:** *optical cloaking suit*, *better in low visibility*
- **Professional ally:** *hired sniper*, *Silent Doom Mk VI Rifle*, *stealthy*, *runic bullets*
- **Relic:** *Raskovnik plant*, *find anything*, *grants heightened alertness*
- **Swarm:** *cybernetic rats*, *so many of them*, *gnaw and tear*
- **Vehicle:** *gyrocycle*, *turn without slowing*, *jump thrusters*

CONSUMABLE STORY TAGS

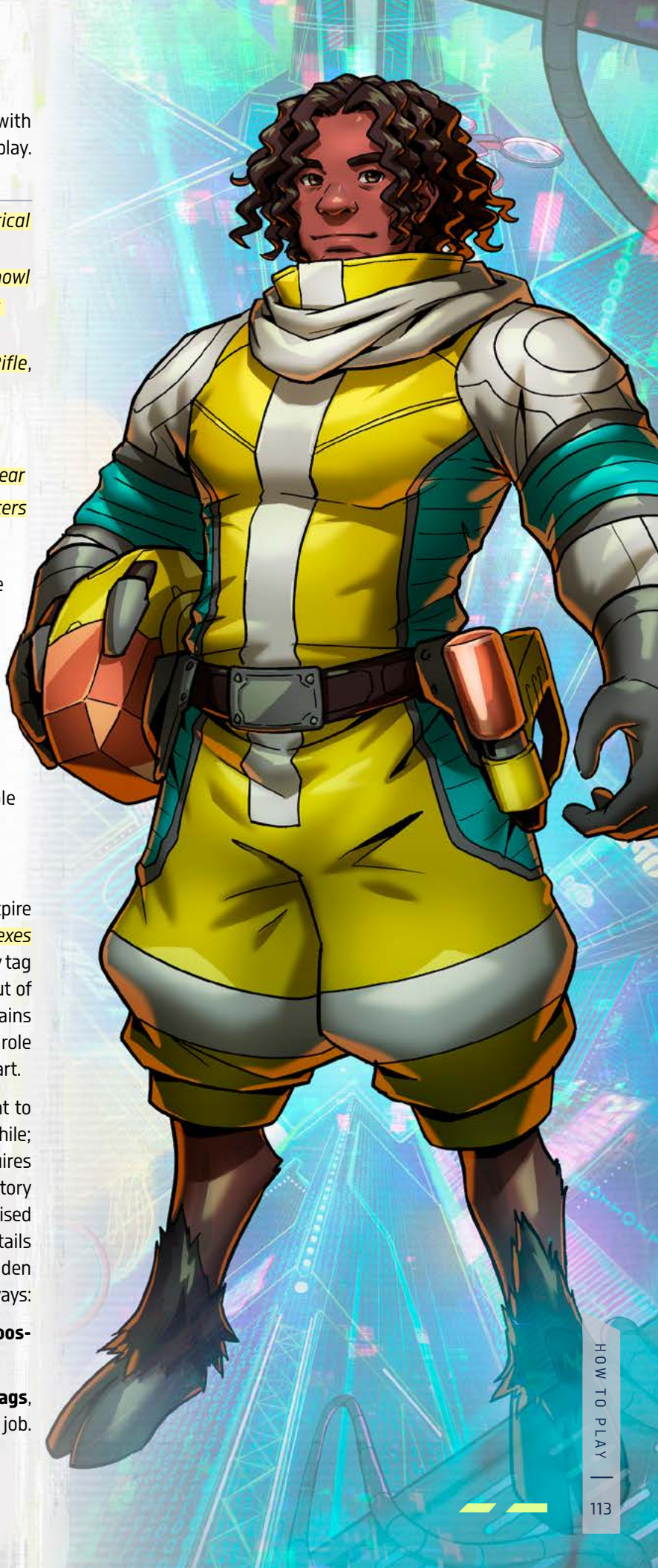
Consumable items represented by story tags may include drugs, medkits, grenades, potions, EMP devices, magic scrolls, and such. When a consumable item is consumed entirely in an action, the player should burn its story tag for Power, to reflect the greater effect derived from its one-time use (see **Burning a Tag for Power,** page 122). Consumable story tags can also be used normally to provide 1 Power per tag, in which case it is assumed the PC is rationing the use of this consumable item to gain multiple uses with smaller effect.

DURATION OF STORY TAGS

Story tags stay in the game until removed or until they expire in the narrative. For example, a PC who procured a *reflexes boosting pill* will continue to benefit from it until the story tag is removed by another PC or the MC, or until they run out of the drug or become resistant to it. A *fancy nightclub* remains open to the crew until the MC decides it no longer plays a role in the narrative, due to lack of interest on the players' part.

Story tags representing useful resources are not meant to stay in the game permanently and should expire after a while; the world is tough and even keeping what you have requires some effort. If the PCs want to keep access to a useful story tag set even after a job ends – such as by taking an improvised weapon back home with them, keeping the contact details of an outlands guide or keeping the password to a hidden cyberspace Domain – they can achieve this in one of two ways:

- Upgrade their PC and choose new power tags (see **Choosing Upgrades**, page 133).
- Keep the story tag as a loadout tag (**Keeping Story Tags**, page 117), so they can choose to load it up before every job.



Property of City of Mist. Issued to Jolan Arnaud. Order #219586

RAPID DOWNLOAD #9: LOADOUT

1-2 MIN

Read this the first time the PCs are getting ready for a job:

Before you set out on a job, you get to pack some useful gear. This equipment comes from your **loadout theme**, which holds power tags that represent tools, weapons, ammo and everything else that is available to you.

All loadout tags start out burnt. Before every job, when I (the MC) say it's time to **Load Up**, you may spend 1 Power to recover any of your loadout tags at the cost of 1 Power per tag (you can later increase this Loading Up Power). You can then use these tags throughout the job like any other power tag. Once the job ends, I say we **Load Off**, and burn all remaining loadout tags.

Choose the tags that seem most useful for the coming job. Your loadout tags aren't necessarily the only items you take with you, but they're the most important. Think of it like in a movie, where we see the protagonist select a few items as they gear up – obviously they take a few more items as well, but those are less important.

When loading up, you can also choose to spend 2 Power to gain a **wildcard loadout tag**, which is like an empty equipment slot, waiting to be filled up. You can then choose one of your loadout tags to activate *during the job*, and we say your PC, being a pro, packed it ahead of time.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

A PC's gear can be described by different tags. Power tags that describe equipment represent gear that is at the core of the character, so they somehow always keep it at hand. Story tags can represent makeshift or temporary gear, or items the character acquired for a specific purpose and might not use again.

In addition to those, every PC has a **loadout theme**, a fifth theme beyond their core four themes. The **loadout tags** in this theme represent the resources the PC has access to but doesn't keep on themselves at all times: items in storage, weapons that can be borrowed from allies, access that can be especially requested or bought through a channel the PC has opened in the past, etc.

Loadout tags are power tags, but they are burnt by default. They must be **Loaded Up** as explained below in order to become available, at which point they can be used like every other power tag: they can be burned for Power (page 122), burned by Consequences, recovered with **Restore**, etc.

Tags on the loadout theme that weren't loaded up do not affect gameplay. They might still represent physical items in your possession, but those are either not immediately available, or require some maintenance, ammo, or permission before using that you don't immediately have.

The loadout theme cannot be replaced or lost, and it can't Decay – but it can be upgraded (see the next section).

LOADOUT TAG SETS

Multiple loadout tags can be used to describe specific features that make a piece of gear more useful in narrow situations. For example, a *sniper rifle* can have *telescopic thermal sight*, *high-caliber rounds*, and *gyro stabilizers*. When firing at an armored target on a windy night (in other words, when this gun is used in the specific conditions it's ideal for), this gun can add up to +4 to Power, invoking all four tags.

LOADOUT WEAKNESS TAGS & THEME UPGRADES

Whenever a new loadout tag or a set of tags that represent an item are added to a player's loadout theme, the player or MC may add one weakness tag to that item to represent the flaws of that piece of equipment.

A loadout weakness tag can be invoked by the player or the MC, reducing the Power of an affected action by 1, as normal – and the player gets to mark an upgrade box on their loadout theme. When the loadout theme upgrade track is full, the theme gains an upgrade and the track is reset. See **Loadout Theme Upgrades** (page 134).

LOADING UP

At the end of downtime or before going out to a new job, the MC may declare a **Loading Up** moment:

LOADING UP POWER

Each player gains **1 Power** to spend on loading up tags from their loadout theme.

This base Loading Up Power can be increased with Loadout Theme Upgrades, by using some Power gained from downtime (page 124), or by invoking directly relevant power tags. Power tags that directly help with packing and carrying items can add to a PC's Loading Up Power, adding 1 Power per tag. This may include power tags such as *carrying capacity*, *preparedness*, *toolbelt*, or *tons of RAM*. At the MC's discretion, weakness tags (such as *physically weak* or *heavy ammunition*) can reduce the PC's Loading Up Power by 1 Power each, but each time this occurs, the PC marks an upgrade box as usual on that weakness tag's theme.

CHOOSING LOADOUT TAGS

Players then spend this Power to **recover (unburn) their chosen loadout tag(s) at the cost of 1 Power per tag**. If an item has a set of tags representing it, each tag must be loaded up separately and the first tag must be loaded up before any other tags describing features of that item. Mark the loaded up tags by unchecking their burnt checkbox on the loadout theme card.

As always, Loading Up is also limited by the situation and narrative conditions. If a PC has regular access to the loadout tag *booster drug* in the Megacity, but they are now Loading Up in the middle of the wilderness, they may not be able to load up that specific loadout tag.

WILDCARD LOADOUT TAGS

When Loading Up, a player may also choose to spend Power on **wildcard loadout tags**. These are unspecified "tag slots" that can be used to load up any tag from the PC's loadoud theme at any time during the job, revealing new gear that the PC has packed in advance. This represents a character who is prepared for the situation at hand, even if the player did not yet know what gear was needed. The downside to this freedom is a cost of 2 Power per tag. Once a wildcard loadout tag was used to load up a specific loadout tag, it cannot be changed.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SHARING GEAR

During downtime, players can have their characters exchange items on their loadout themes, provided they represent items that can be given and would still operate in the same manner, that is, are not customized or tailored to the original owner.

Similarly, during a job, a PC can pass their active loadout tags to another PC, with the same caveat. If passing the item between the PCs is uncertain and dramatic, the MC may ask the player to take action to determine if it can be done (usually resolved as a quick outcome).

CATALOGS

Catalogs are premade lists of loadout tags you can pick from to add to your loadout theme. The **Street Catalog** (page 252) lists commonly available items in the Megacity that PCs could usually obtain by taking an action. **Loot catalogs** are lists of items the PCs find, such as a stash or a database, and are usually a reward for a successful job. You can find an example of a loot catalog in the starter job, *Strings Attached* (page 351).

LIMITED ACCESS

Different characters may have access to different kinds of loadout tags, even from the **Street Catalog** (page 252), depending on their themes and background: a street kid with few material resources might have better access to illegal weapons than to fancy accommodations.

The MC should also consider limiting access to specific items or even categories of items, depending on the character and the situation – a PC's ability to obtain access is impacted by the nature of the cinematic moment, where it takes place, how long they have, who they know, which tools they have, and the conditions they are under.

LOADING OFF

At the beginning of downtime or the end of the job, the MC may declare a Loading Off moment. All loaded up tags in the loadout theme are then burnt, including unused wildcard loadout tags. This is not to say the gear disappears, but it does mean it needs additional care to continue being useful or important. If the player wants to retain the same active tags for the next job, they must load up the same tags again on their next Loading Up moment.

ADDING TAGS TO THE LOADOUT THEME

All PCs **start the game with three loadout tags** in their loadout theme. During play, new tags can be added to the loadout theme in the following ways.

LOOT

During a job, and especially when it ends, the PCs might acquire new resources as payment, reward, loot, salvage, or otherwise. These resources often come in the form of a **loot catalog**, a list of tags representing items. The players can then choose to add these to their loadout themes. Each item in the loot catalog – a single tag or a set of tags – can be copied to **one** PC's loadout theme, with exceptions at the MC's discretion. Loadout tags added in this way are burnt and must be Loaded Up (or **Restored**, during a job) to be ready for action, unless the MC rules otherwise.

BUYING, CRAFTING & HIRING

Creating loadout tags follows the same rules as creating story tags. A player who wants to create new loadout tags for their character can take action during a job or during downtime to **Create** tags at the cost of 2 Power per loadout tag.

Loadout tags created in this way are not burnt and can be used immediately, but during the next Loading Off moment they are automatically burnt along with all the rest of the PC's loadout tags.

As always, the loadout tags added to the loadout theme in this way must match the narration of the action and the tags activated in the procurement action; a PC cannot gain the loadout tag *assault rifle* by being a *pharmacist*.

- **Buy It:** A PC can purchase items using power tags that indicate appropriate access to vendors such as *cheap Source peddler*, *cybermarket trader*, or *drug dealer* as well as tags and statuses representing money and skill at trading. This can be used to acquire items from the **Street Catalog** or any item that the PC's power tags conceivably grant access to. See also **Making a Purchase** in the supplement *:Otherscape Action Database*.
- **Workshop and Practice:** A PC can make new items using power tags that indicate their craft such as *robotics*, *weaponsmith*, or *alchemist*. They can also invest time and effort in analysis or practice, such as researching new spells for the spellbook or training with martial art techniques, which later will need to be recalled when Loading Up. See also **Finding and Focusing on a Specific Ability** and **Building, Crafting, or Upgrading Tech** in the supplement *:Otherscape Action Database*.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **Recruiting and Hiring:** A PC can call on connections or favors with experts, hire professionals to join them in the field, or recruit minions or lackeys, using power tags such as *mercenary network*, *feared in the clan*, or *rousing rhetoric*. See also **Gathering Support and Resources** in the supplement *:Otherscape Action Database*.

KEEPING STORY TAGS

During play, the players acquire helpful story tags representing people, places, and objects that they might want to keep for later. While some of them represent temporary items that may expire, others might remain available after the job is over, or represent things that the PCs can reasonably take with them and keep for later.

A player may keep any story tag their PC possesses – such as a tag that was previously **Created**, given by the MC, or generated through a Special – and record it as a loadout tag in their loadout theme. The story tag becomes an unburnt loadout tag that the player can continue using as before, and on the next Loading Off moment it is automatically burnt along with all other loadout tags.

This option should be used only for tags that reasonably represent a reliable resource that can be Loaded Up over and over again in the future, and the MC can always overrule it. A reluctant district guide coerced at gunpoint to help the crew navigate a dangerous area will probably not remain available after the job is over; however, a friendly guide hired to do their job and finishing it in one piece will probably be happy to help the PCs again.

If the story tag isn't reasonably suitable for becoming a loadout tag, the MC could deny it altogether or ask the player to take action to **Create** the loadout tag, as under **Buying, Crafting & Hiring** above.

REMOVING TAGS FROM THE LOADOUT THEME

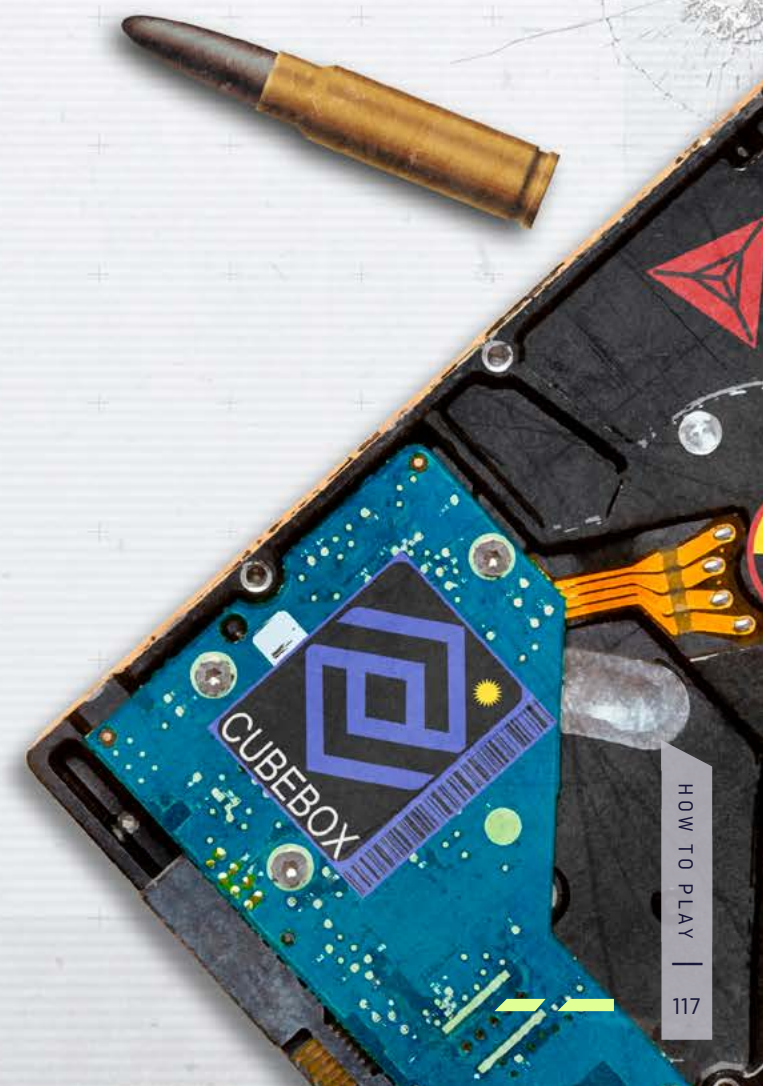
A player may choose to remove any loadout tag from their loadout theme, indicating the PC no longer has easy access to that item or resource.

The MC may remove loadout tags if a player gained a relevant tier-6 (transformative) status, such as *broken-6* or *alienated-6*, or if their warehouse got *burned-down-6*.

OPTIONAL RULE: REMOVING LOADOUT TAGS AS A CONSEQUENCE

With this rule, the MC can use Consequences to remove any number of loadout tags from a PC's loadout theme. This could happen in the following situations:

- **An item is destroyed or stolen.** If the PC only has one copy of an item with a loadout tag and that item is stolen, confiscated, taken, or irreparably damaged, it may be removed from the loadout theme. This can happen in conjunction with a Consequence that burns the tag. For example, a vehicle hotwiring device may need to be recharged or rewired every now and then, but an especially bad zap from a vehicle security system can destroy it entirely, forcing the PC to acquire a new one.
- **Access is revoked:** If the PC breaks ties with some of their contacts or allies (or if they are no longer available), any item or service that the PC could regularly ask from them becomes unavailable and removed from the loadout theme



Property of City of Mist. Issued to Jolan Arnaud. Order #219586

RAPID DOWNLOAD #10: SCALE

<1 MIN

Read this the first time the PCs face a Challenge with Scale or takes a Scaled action:

> Some Challenges in the game are bigger, either in size or in number, which is represented by the Scale quality. Each of your PCs has a Scale of 0 and your crew is Scale 1.
>
> For every level of Scale a Challenge has over you, you will lose one point of Power when taking action against them and they will deal statuses one tier higher as their Consequences.
>
> This also applies whenever you attempt to take action that affects a larger Scale, like healing your entire crew, creating a large explosion, warding a house against spirits. or building a giant robot.

HACKING DEEPER

While PCs and Challenges often clash on the same physical scale, certain story moments can involve interactions between characters and beings of differing sizes.

Such scale differences can be handled narratively, using context to decide which tags can be invoked for which action. For example, when battling a gang, a *high-speed submachine* gun could be useful, but it may be useless fighting against a 3-story-high summoned Scandinavian jotunn (giant).

Alternatively, the MC may opt to track the scale a PC can affect with their actions or the impact scale has on the PC's actions. The size, area, or number of targets that an action affects is known as its **Scale**. Below is a table for common Scales; the MC may also introduce a negative Scale rank to represent individual beings much smaller than a human being. The difference in Scale between two characters, groups, or things is called the **Scale gap**, and it can affect the Power of a roll.

Challenges, tags, and statuses may have a Scale attached to them:

- A Scaled Challenge is physically greater or has more members than a single Challenge.
- A Scaled story tag represents an item or a being larger than a human or a group of them, such as a *forklift drone* (Scale 1) or an *undead horde* (Scale 4).
- A Scaled status represents a wider area of effect or a greater number of individuals affected by the condition, such as a protective ward that grants all those nearby *warded-3* (Scale 1).

SCALE	SIZE OR AREA	NUMBER
0	A human	One
1	A room	A few (a small group)
2	A house	Several (up to a dozen or so)
3	A skyscraper	Many (several dozens)
4	A block	A host (army, swarm, horde)

The main difference between a single giant entity and a group, is that groups can split or combine and thus change their Scale; see **Collectives** (page 120).

PCs are always Scale 0. Being big can be represented by having multiple power tags or story tags such as *massive*, *large*, *gigantic*, etc., with each tag being roughly equivalent to one level of Scale. PCs can also be *enlarged* by a status but, as per status rules, this size status only comes into play if it is the highest positive or negative status. These additions to Power can help compensate for a Scale gap, when taking a Scaled player action; see below.

ACTIONS ON THE SAME SCALE

A Scaled being or item can affect an area or a target of their Scale as normal. Use the normal rules to resolve a player action or Consequence that is affecting a target at its own Scale. The outcome is applied to the entire target.

- A jotunn Challenge (Scale 3) with a listed Consequence of *smashed-3* in its Challenge Profile, can deliver *smashed-3* to an entire building.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- A player can make an action with their PC's Scale 1 *guardian spirits* to guard a room-sized Thin Place, such as a small natural fountain, giving all allies therein *blessed-2*.

SCALING A PLAYER ACTION

Actions taken by a human-sized PC are by default localized to a single human-sized target. When a PC takes an action that is intended to affect something of greater Scale, they must set their **target Scale** before counting Power. This can be used to create large-scale effects, such as:

- A condition covering a larger area, e.g., a fireball that deals *burned-3* to anyone in the blast zone (Scale 1)
- A condition affecting more targets, e.g. a software upgrade that grants *firewalled-2* to all crew members (Scale 1)
- A larger object or being, e.g. a *disruptive data storm* that covers an entire Domain (Scale 2) or a gargantuan *dragon* (Scale 3)
- Multiple instances of the same object or being, e.g. enough *firearms* to arm a platoon (Scale 2) or a city-wide network of *sneaky informants* (Scale 4)

When Scaling an action, the Scale gap between the PC and their target Scale modifies the Power of the action. If the Scale gap helps the action, it is added to the action's Power; if it hinders the action, subtract it from the action's Power.

- A corporate law enforcer (Scale 0) fighting alone against a small gang (Scale 1) loses 1 Power when attacking the gang.
- A hermetic wizard (Scale 0) using sorcery to forge a *giant golem* (Scale 2) loses 2 Power when creating the golem or when casting spells to enhance the golem.
- An eco-terrorist (Scale 0) trying to put an entire naval guard room (Scale 1) to sleep with a *gas grenade* loses 1 Power.

The Scale gap can be shifted to the PC's benefit by using Scaled tags that represent the PC's secondary characters (such as allies or automatons) or the PC's large-sized tools. However, to obtain such tags, the PC usually first needs to take a Scaled action.

- When the corporate law enforcer launches a *personal cruise missile* (Scale 2) at the gang (Scale 1), she gains 1 Power on the attack.
- When the hermetic wizard sends his *giant golem* (Scale 2) to fight a jotunn (Scale 3) in the Norwegian tundra, the player rolls with 1 Power less when attacking the jotunn as the golem.
- Having brought a *potent gas bomb* designed to tranquilize entire buildings in hostage situations (Scale 3), the eco-terrorist trying to put a naval guard room (Scale 1) to sleep gains 2 Power.

If all or most of the target area or group possess statuses or tags that can apply to the action, these affect the Power before rolling. Individuals within the target group or area that occupy less than half of the target area or group and have personal forms of defense can apply them later (see **Resisted Area of Effect or Multiple Targets**, page 121).

- When the corporate law enforcer launches a *personal cruise missile* at the gang, if they all have *jump for cover*, it applies to the roll as a negative tag.
- When the hermetic wizard throws a fireball at both the jotunn (Scale 3) who is *resistant to heat* and his undead slaves (Scale 1) who are *vulnerable to fire*, only the former applies to the roll as a negative tag, because the jotunn occupies most of the target area.
- If, however, the hermetic wizard throws the fireball only at the undead slaves, who all have *vulnerable to fire*, the tag applies to the PC's roll as a positive tag.

As with the interpretation of tags, the MC is the final arbiter of what target Scale is reasonable considering the tags used. A single shot from a sniper rifle cannot harm a swarm of drones, but it might be enough to take down a giant of the same Scale.

When creating Scaled tags and statuses, the Scale can be recorded on the tracking card, next to the ✣ icon.

SCALING CONSEQUENCES

When dealing Consequences from a Challenge Profile, the MC first chooses the **Scale of the Consequence**. A large dragon (Scale 3) can breathe white hot flames into an entire house (Scale 2) or it can focus its fiery breath on a single person (Scale 0). The Scale may even be limited. An army of undead (Scale 4) can attack a neighborhood (Scale 4) or a building (Scale 3), but they cannot all attack the same individual (Scale 0) without breaking into smaller groups (see **Collectives**, page 120). A swarm of nanites, however, could presumably attack a target of any size.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

The Scale gap between the Challenge and the intended Scale of its Consequence modifies the Effects of that Consequence. If applicable, the PC then mitigates the modified Effect.

For statuses, if the Scale gap amplifies the Consequences, it is added to the tier of the status delivered. If the Scale gap weakens the Consequences, it is subtracted from the tier of the status delivered.

- While fighting the hermetic wizard and his golem in the Norwegian tundra, the jotunn Challenge (Scale 3) that can normally *smash-3* would deal *pulverized-4* to the golem (Scale 2) and *squished-to-pulp-6* to the wizard (Scale 0).
- A swarm of hornet drones Challenge (Scale 4) with paralytic toxin in their stingers that deals *paralyzed-3* would deal *paralyzed-4* to a platoon of corporate soldiers (Scale 3), *paralyzed-5* to a mob of rioters (Scale 2), *paralyzed-6* to a group of PCs (Scale 1), or *paralyzed-7* to a single individual, if they all stung the same person at once.
- An AR cheerleader projection Challenge (Scale 2) designed to give a platoon Challenge (Scale 2) *pumped-1* can boost the morale of a single world league gladiator Challenge (Scale 0) by *pumped-3*.
- When a small gang Challenge (Scale 1) that normally deals *slashed-2* goes against a *giant golem* (Scale 2), they deal *slashed-1* instead.
- A corporate war medic (Scale 0) that can normally heal and remove 3 tiers of harmful statuses from a HURT officer, can only remove 2 tiers of harmful statuses from a squad of HURT officers (Scale 1).

For tags, if the Scale gap amplifies the Consequences, add one tag per two levels of Scale gap. If the Scale gap weakens the Consequences, subtracted one tag per two levels of Scale gap.

- A fast-deploying armory vehicle Challenge designed to equip a small militia (Scale 2) with *firearms* can equip a militia unit (Scale 1) with *firearms* as well, or equip a single militant (Scale 0) with a *firearm* and a *radio* (one additional tag).
- A badlands shaman who can burn two tags of spiritual powers from one guardian spirit (Scale 0), can still burn two tags of spiritual powers against a small group of guardian spirits (Scale 1) but can only burn one tag of a large group of guardian spirits (Scale 2).

SCALING MITIGATION

Mitigating reactions are not affected by Scale. Scale is already factored into the attacker's Power or Consequences and, therefore, PCs can mitigate Scaled Consequences normally.

COLLECTIVES

A PC's tag set or a Challenge that normally represents a single individual can be made to represent a group of individuals with similar abilities by adding Scale, turning it into a **collective**.

When handling collectives, the MC should use an approximate number of members, similarly to a movie, where the exact number of individuals in a collective is rarely given.

When a collective takes the same action together, it is resolved in the same way as the action of an individual but with the application of the Scale gap as explained above.

BREAKING UP OR MERGING COLLECTIVES

Depending on what's happening in the narrative, the MC can break up a collective into smaller collectives or even individuals, or merge collectives or individuals into a greater collective. Larger collectives usually include two to four smaller collectives or individuals, of the level below them.

For example, if a police drone squad of twelve are all taking the same action, such as scanning a Megacity block for fugitives, they can be regarded as Scale 2. If they later split into three teams of four, each pursuing a different fugitive, each such team can be regarded as Scale 1. If one of the teams gets into a conflict where each drone acts separately, each drone is regarded as Scale 0. Later, if all the drones converge on the conflict zone and attack the biggest threat there, they can be regarded as Scale 2 again (unless, by then, many of them were destroyed).

USING SCALED-UP EFFECTS

UNRESISTED AREA OF EFFECT OR MULTIPLE TARGETS

An unresisted Effect is an Effect that is welcomed by its targets or whose targets are unable to resist. This could entail, for example, a *ward of protection* cast by a theurgist around her vicinity to repel mythical monsters, or a fleet of medical droids deployed to remove *injury* statuses from a large group of people, or a *smoke grenade* thrown into an unsuspecting guard room.

If the Effect is unresisted, the story tag or status immediately affects the intended area or group of the Scale chosen.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Once set up in this way, a Scaled-up Effect can be invoked in any action that affects anyone within that area or of that group, until it expires. The invocation of the story tag or status by one character does not limit its use by another character. For example, the aforementioned story tag *ward of protection* can be used by anyone within its boundaries.

At the MC's discretion, an Scaled-up story tag may be burned for Power separately by each individual target (for example, a chemist PC handing out a consumable *booster drug* that could accelerate reactions) or it may only be burned for Power by whoever controls the story tag, affecting the entire area at once (for example, the aforementioned theurgist burning her *ward of protection* to protect everyone from the rays of a Fomorian's evil eye).

RESISTED AREA OF EFFECT OR MULTIPLE TARGETS

A resisted Effect is an Effect that is unwanted or harmful to its targets and whose targets are actively resisting or attempting to avoid. The classic case of a resisted Scaled-up Effect is an Area of Effect attack such as sprayfire, an impressive speech, an explosive device, or a spell affecting all within earshot. It could also entail, for example, an EMP grenade thrown into the middle of a battleground, dealing *depowered* to all cybernetics nearby, or a homing corrosive nanite cloud consuming gear (and burning tags) on multiple targets.

If an Effect is resisted, resisting targets within the affected area or a group can mitigate it before it applies.

PCs affected make a roll to mitigate the story tag or status as they would Consequences (see **Mitigating Effects**, page 100). Challenges affected can reduce the Power of the Effect applied to them individually by retroactively applying their tags and statuses, reducing the Power as usual.

> For example, a Siberian shaman PC unleashes the power of a plant-related Source to call upon the local flora to *restrain-4* all corporate black ops operatives in his vicinity, including one PC who was hacked and taken over by the operatives. One of the operatives is on a strength-boosting drug (*strengthened-2*) and so only takes *restrain-2*, while the rest take the full status. The resisting PC rolls to **Mitigate** with a Power of 3, increasing it to 4 with a strong hit, and so avoids the grappling vines altogether.

RAPID DOWNLOAD #11: POWER OPTIONS

1 MIN

Read this once the group gets the hang of things and are ready for some extra options:

> So far we've explored the core rules of the game, but *:Otherscape* gives additional options for you as players to control the outcome of your actions – if you're willing to pay the price!
>
> First, when you count your Power for an action, you can **burn one of your positive tags** to gain 3 Power instead of the usual 1 (in addition to all other tags and statuses). A burned power tag won't be usable until you recover it and a burned story tag is removed.
>
> Second, you can decide to push yourself beyond your normal limits and **Go Out In A Blaze** achieving almost anything you can imagine while paying a hefty price. Following your narration, I (the MC) will tell you what degree of sacrifice is required to achieve the outcome you are attempting, ranging from burning all tags in a theme, to replacing the theme, to taking a tier-6 status. We'll choose which one of your themes is at stake. You roll as usual, but instead of adding Power, you add **the number of themes you have of the same type** as your theme that is at stake: Self, Mythos, or Noise. Based on your roll, your action will succeed or fail and you will take the said Consequences, or, if you're lucky, somewhat mitigate them.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

While player actions can create a wide range of outcomes and Effects, these following options put more power in the hands of the players, allowing them to sacrifice resources for the power to drive the narrative and determine the outcome of an action or a scene.

REACTIVE EFFECTS

When mitigating Consequences, if the player scored a 10+, they may choose to spend some of their Power on additional Effects that are related to their defensive action.

As always, the Effects chosen by the player must be closely linked to the tags used and the situation at hand. In some situations, the player will only be able to mitigate the Consequence, without using reactive Effects, even if they roll 10+. This is ultimately up to the MC's discretion.

- Take advantage of the failed attack to perform an Extra Feat
  Example: Pick up a dropped wand Source while rolling out of the line of fire.
- Defend another character (mitigate the status they receive, instead of or in addition to one's own status mitigation)
  Example: Push someone away from an explosion.
- Absorb some of the energy of the attack (give themselves a positive status or heal negative statuses)
  Example: Feed your summoned ifrit some of heat from a flamethrower jet, giving them *inflamed-3*.
- Reflect the attack (give their attacker a negative status)
  Example: Turn a lightning bolt back at the arcanist who cast it, or at their augur bodyguard.
- Damage the attacker using one's defenses (give their attacker a negative status)
  Example: Stun a fiendish monster with a blow from your riot shield.
- Analyze the attacker's fighting style (give themselves an advantageous status or discover details about the attacker's Challenge Profile)
  Example: Scan the battle drone's weapon array as it unleashes a barrage.
- Learn something about the attacker
  Example: Exchange banter with your opponent during a gunfight and learn valuable information.
- Heal current and past Consequences with accelerated healing abilities
  Example: Your floating medical drone kicks in and injects you with restorative nanites

The MC may limit the amount of Power spent on a reactive Effect as they see fit. For example, the MC may rule that a PC cannot absorb more energy from an attack than the tier of the status it deals.

BURNING A TAG FOR POWER

Players may choose to burn one of their beneficial tags (power or story) while taking an action in order to get a significant boost of Power. This is known as **burning a tag for Power**. Burning a tag for Power places the tag as the main star of that action, expending its full narrative power to achieve a better outcome, while also decommissioning it for a while.

Only one positive (directly helpful) tag can be burned in each action. Burning the tag increases the action's Power by 3 (an additional 2 Power compared to invoking the tag normally).

Burning a tag for Power can only be done when the burn is voluntary. When a tag has to be burned to be used, such as with crew tags (page 75), or when the MC burns a tag as Consequences, it can't be burned for Power.

ROLLING WITH SELF, MYTHOS, OR NOISE

Each category of themes – Self, Mythos, and Noise – represents an entire aspect or dimension of the *:Otherscape* world: humanity, myth, and technology.

When a player takes an action that is generally related to one of these aspects, they can use **the number of themes** their PC has of this type as their Power instead of counting positive tags. Negative tags and statuses, positive or negative, still apply. The player cannot burn tags for Power on this roll.

The MC is the final arbitrator on which actions are generally related to one of the three domains. Most commonly, trying to identify or understand a phenomenon from any of the three aspects or trying to resist a transformation related to that aspect as a whole can be rolled with that theme type instead of counting tags.

- **Self:** Actions related to general characteristics of humanity and the human condition, such as identifying feelings and motivations, resisting your humanity being taken away, or showing humanity (note that humanity may not be limited to human beings in your campaign).
- **Mythos:** Actions related to the world of supernatural beings and forces and to spirituality, such as identifying a Source or mythic phenomenon (e.g., telling if a person is a Conjuration, Source-touched, or an Avatar); meditating, communing, or going within; or resisting a force inhibiting your mythic powers or tampering with the essence of your Sources.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **Noise:** Actions related to technology, such as identifying or understanding new or unknown technology, interfacing with it, or resisting unwanted modifications to your tech.

Rolling with a theme type is applicable only where the PC's general affinity to one of these dimensions could help them. It cannot replace power tags with specific abilities. For example, a PC cannot roll with Mythos to cast a mystical invocation they don't know or activate powers unrelated to their Sources.

GOING OUT IN A BLAZE

A player action can be supercharged to achieve extraordinary effects in the narrative if they are willing to pay an equal cost. When a player would like to achieve something in the story that is beyond the scope of their character's abilities, Power, and Effects, they may opt to **Go Out In A Blaze**. This represents the PC taking radical action to achieve their goal such as overcharging their entire cybernetics suite, unleashing the full might of their Source, or performing an act of self-sacrifice.

Going Out In A Blaze plays out similarly to other player actions but it follows the following specific path.

Narration: When a player decides to **Go Out In A Blaze**, they describe their action and intended outcome to the table. The MC responds by determining what **degree of sacrifice** will be needed to achieve this based on the desired outcome. The more dramatic the change the player aims for, the greater the cost will be. The MC and the player also discuss which theme will be most affected by this action. Use the following table to determine the degree of sacrifice:

Roll: The player rolls two six-sided dice and adds their Self, Mythos, or Noise as their Power, depending on the type of the theme which would be most affected. However, no other tags or statuses apply.

- On a **miss**, their big moment turns against them or fails to achieve what they had hoped for, and they take the Consequences.
- On a **mixed hit**, their action achieves what is set out to do, and they take the listed Consequences.
- On a **strong hit**, they succeed and take the Consequences listed for one degree lower (the line above). The exception to this is the Significant degree, which takes a reduced Consequence (burn 2 tags instead of 3) and the Inescapable degree, which ignores a strong hit and treats it like a mixed hit.

The outcome of **Going Out In A Blaze** is always narrative and does not need to be defined by Effects. This is a dramatic moment and the focus should be on the narration of the unfolding events. However, the MC may translate it into Effects if necessary. For example, if maxing out one of the Limits of a certain Challenge triggers one of their special abilities, perhaps that ability is triggered even though the Challenge was not overcome using Effects.

The Consequences of **Going Out In A Blaze** cannot be mitigated.

> For example, Valkyrie is fighting off a horde of evil serpentine naga swarming out of a Thin Place in a cavern as her crew rappels back up and out of there. Seeing that she can't hold off the naga long enough for her crew to escape, the player decides she will **Go Out In A Blaze** by overheating her built-in minigun and showering the naga with runic bullets. The MC deems this a dire situation, and so a No Return sacrifice. They agree that Valkyrie's Walking Tank theme is most at stake. If the player rolls a miss, they will replace the Walking Tank theme but fail to save their crew. If they roll a mixed hit, they will save the crew but still replace Walking Tank. If they roll a strong hit, they would save the crew and burn all the tags in Walking Tank, shutting it down for a while but not quite losing it altogether.

DEGREE OF SACRIFICE	OUTCOME	CONSEQUENCES
Significant	Overcome an equal opponent. Survive a tough situation. Reshape the scene.	Burn all tags in a theme (choose which one before rolling). Burn only two tags on a strong hit.
No Return	Overcome a stronger opponent. Survive a dire situation. Reshape the neighborhood.	Replace a theme (choose which one before rolling).
Ultimate	Overcome a mighty opponent. Survive a hopeless situation. Leave a mark on the Megacity.	Take a tier-6 status.
Inescapable	Overcome an army or an Avatar, for now. Save someone else from an impossible situation. Leave a mark on the world.	Take a tier-6 status regardless of roll.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

RAPID DOWNLOAD #12: DOWNTIME

<1 MIN

Read this the first time your crew gets some **downtime:**

> It's time to catch a breather! Whenever your characters take a break, whether it's a few hours or a few days, we'll have each one of you narrate their downtime activities. You could be resting and recovering, hammering out a new creation in the workshop, spending time with a loved one, or just blowing off some steam.
>
> Then, each one of you can choose a downtime benefit: mark an upgrade box or spend 3 Power on Effects in a way that reflects your narrated activity. During downtime, **Restoring** burnt tags costs only 1 Power per scene.

HACKING DEEPER

When a scene ends, if the PCs take a break from their job in order to rest, recover, prepare, or engage in other pursuits, the MC may declare a **downtime** period. During the downtime period, the PCs' activities are described in broad strokes and without getting into details, and in-game time passes by rapidly, much like in a cinematic montage. A downtime can last from a few hours to weeks and months, depending on the narrative. If the PCs unpack and take off their gear, this could be a good time to **Load Off** and burn all loadout tags (page 116).

Going around the table, have each player describe their PC's activity during downtime. Each player may represent this activity in game terms by choosing one of two benefits: **either receiving 3 Power and spending it on Effects** (without making a roll) or by **marking an upgrade box** on any one of their themes or the crew theme. A player may also choose to spend downtime taking one or more player actions, as time allows, but the MC may rule this prevents them from gaining the benefits of downtime.

Players who chose the Power benefit can spend it by mixing and matching any of the following activities:

- **Heal & Recover (Restore):** The PC spends time resting or receiving care in a way that helps them recover from any remaining Consequences they have taken. Recovering burned power tags (personal or for the crew) during downtime costs 1 Power per tag instead of 2.
- **Prepare for Action (Bestow, Create, Enhance):** The PC spends time getting ready for the next activity, whether by training, packing, preparing mentally, obtaining new gear, abilities, or allies, etc. Alternatively, the PC may use some or all of their downtime Power to **Load Up** loadout tags (page 115).
- **Quality time (Bestow, Disrupt):** The PC spends time with a chosen character or characters (PCs or NPCs) and gets to know them, creates rapport with them, or deepens their relationship. The player creates a relationship story tag to reflect that.
- **Research & Inquire (Discover):** The PC spends time gathering new information about the job or some other subject of interest, whether through contacts, online data sources, interrogating a prisoner, divination, and so on. See also Intel Gathering in the supplement *:Otherscape Action Database*.

At the end of a downtime period, the MC begins a new scene, either "zooming-in" on some of the activities that took place during downtime and continuing them in a scene, or wherever the PCs go when they return to their job.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CINEMATIC MOMENTS

SUSPEND

When a PC is about to do something dramatic whose outcome won't be known for a while, the MC can ask them to suspend their roll to add suspense to the scene. While the PC takes the action as described, the outcome of the action remains unknown. The player only rolls to determine the outcome when something occurs in the story that puts that action to the test. This can be used to describe the PC setting a trap (roll when the trap is triggered), the PC making a threat (roll if threat is ignored), or the PC trying to pass as someone else (roll when the disguise comes under scrutiny).

> Before infiltrating an NM3 factory, a shapeshifting shaman PC dashes into a nearby alley and transforms into one of the organization's corporate executives. Instead of asking the player to roll now and reveal how well the shapeshifting worked *before* walking into the building, the MC asks the player to suspend the roll until they are faced with some form of scrutiny, presumably at the lobby or some other entrance, when the stakes are higher.

FLASHBACK

A player may ask the MC to use their spotlight to flash back to a past event that involved their PC. This could be used to share new information about the character's past or to reveal how the character had prepared for the present moment in advance. The MC rules whether this is appropriate based on her cinematic considerations.

While in flashback, the player may take a player action; the outcome and Consequences of this action are revealed when the narrative returns to the present moment. Alternatively, the MC may forgo the roll and grant the PC specific beneficial or hindering story tags or statuses based on their narration of the flashback.

Once the flashback is over, the MC rules whether the PC gets to keep the spotlight. If the PC flashed back just before a mitigation roll, they should still be able to take that roll and use the benefits of the flashback to empower it.

> An android PC is fighting an invasive software virus that threatens to eradicate their self-awareness and subjugate them to human overlords (*controlled-6*). When mitigating this Consequence, the player flashes back to a story of how the PC first became aware after the programmer-priest who built them spent his last breath for a prayer that gave them a 'soul'. Inspired, the MC decides to give the player a status *determined-to-stay-me-3*.

HEISTS

Flashbacks may be especially common during heists. Instead of playing through a long and tedious planning and preparation scene, the MC can start the job as normal and then allow the players to cut the action and flashback to a **Prep Sequence**, in the spirit of popular heist movies, where preparation is shown side-by-side with execution.

Whenever a PC encounters an obstacle in their heist, the player can flashback to the Prep Sequence and describe an action the PC took in the past which would help them now, such as casing the target or securing the help of an NPC. The Effects and Consequences of the action both affect the present moment: if a PC gained the help of a NPC, that NPC is revealed to be their co-conspirator; if a PC got *injured* or *tagged* while securing the help of that NPC, it is now revealed to be a problem for them during the heist.

A common Consequence in a heist would be to deny the PC future flashbacks to the Prep Sequence, indicating they ran out of time for planning and preparing in the past, and now must rely on their resourcefulness.

> A shadowy operative is infiltrating a Source-powered drug lab guarded by a nefarious gang of smugglers. As she rappels onto the roof of the building, the player flashes back to a week earlier, when the operative had been casing her mark. Using the **Discover** Effect, the player reveals the timing of the guard patrols and the cursed glyphs placed upon the doors. However, the MC gives the guards *on-high-alert-1* as a Consequence. Back in the present, the operative uses this knowledge to sneak past the guards, albeit not without difficulty. Just as she reaches the backdoor, the player flashes back again to the operative purchasing a dispelling incantation from a street Source-peddler before the mission. Rolling a miss, back in the present the PC discovers the incantation is a dud, and must find another way to get in, while the next patrol closes in on her.

While it may be used to reveal previously stashed gear (using **Create**), a flashback should not be used to **Load Up** (page 115). Instead, use wildcard loadout tags to indicate a PC's general preparedness in terms of gear that they packed in advance.

CREDIT ROLL

At the end of each session, as the imaginary credits are rolling, take some time to discuss what has transpired in this episode of your series.

- What did the crew achieve? What new trouble did they get into?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- What were the highlight moments of the episode?
- Individually, what was the most important thing that happened to each PC?
- Did any PCs mark Decay, replace a theme, or have a Moment of Evolution?
- Did anyone Go Out In A Blaze? What was the outcome and the Consequences?

If you're playing a series, each PC has one crew relationship tag with each other PC. First, any such burned tags are restored. Then, go around the table; ask each player whether any of their PC's relationships with the other PCs changed. If so, they can revise their relationship tags with other PCs to reflect that.

Recover one crew theme power tag for each member in the crew.

You're ready for the next session!

FOR THE MC: MAKING THE GAME HARDER

Here are some things you can try if your players seem to be blasting through your jobs with little difficulty:

CURB THEIR POWER

- **Be stricter with what tags and statuses you allow as directly helpful.** Declare more tags and statuses as indirectly helpful to let players know they can be brought into play but at the cost of an additional action. Call out completely irrelevant tags to let your players know the boundaries of logic you'll accept at the table.
- Use the **Power Tag Cap** optional rule (page 89).
- If your players regularly give themselves high positive statuses using **Enhance**, you can limit that with the optional rule **Higher Cost to Enhance** (page 95).
- **Equip your Challenges with more tags and statuses** that would counter your players Power to act against them or to mitigate their Consequences.

TWEAK YOUR SCENES

- **Face them with more Challenges** so they're required to split their attention and actions between several of them at the same time, such as protecting something while also trying to overcome an enemy, along with a countdown status ticking down.
- **Type of Challenges:** If a PC or the crew is very specialized in one type of interaction (e.g., combat or social), confront them with a type of Challenge they are weak against.
- **Scale of Challenges:** Face your crew with bigger Challenges or bigger groups of smaller Challenges using the **Scale** rules (page 118).
- **Make more Threats**. Specifically, make more than one Threat before each PC's spotlight, forcing them to choose what to address during their spotlight and what to absorb as Consequences. See **Controlling The Pace And Difficulty Level With Challenges & Threats** (page 81).
- **Create harsher environments** with story tags or secondary Challenges that work against the PCs, but not against your Challenges (e.g., a hazardous environment your Challenges are equipped to survive).

DELIVER HEAVY-HANDED CONSEQUENCES

- Deal significant Consequences not only when they miss (6 or less) but also when they roll a mixed hit (7-9), or choose to take Consequences on a strong hit (10 or more).
- Deal higher negative statuses more often as Consequences.
- Burn more of their positive tags more often as Consequences.
- If a PC can easily mitigate one type of status, deal more of a type of status that they are susceptible to or would have a hard time recovering from.

OTHER OPTIONS

- Use the optional rule: Lowering PC Limits (page 107).
- Use the optional rule: Consequences from Weakness Tags (page 102).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SAMPLE PLAYTHROUGH

MC Raycheal is running a session for her players Matt, TJ, and Celine, who are playing a Source-smuggling crew. Matt plays **Malcolm**, a brutish, chromed-up mercenary from the London Megacity; TJ plays **Rayth**, a disembodied hacker, who is based, well, nowhere; and Celine plays **Amal**, a werehyena witch whose "evil eye" Esoterica originates from East Africa. They are all currently operating in New San Francisco.

After a successful hacking session against Epis International, the crew discover that a tracing program geo-located them. They now must battle a swarm of **Epis security drones** sent to snuff them out, while fleeing the sleazy Harnessing salon they were hacking from.

MC: (Establishing the scene) Malcolm, Amal, you disconnect from VR and find yourselves in the same Harnessing beds you lay in when you jacked in: two of five daybeds arranged in a star shape in a seedy circular room, lined with flickering magenta neon and vaguely sensual AR layers. This is just one room of many in this divey Harnessing salon. The beds are just as grimy as they were when you laid on them a few minutes ago; you still don't want to know how they got that way.

Celine: Ewww.

TJ: Still worth it for the anonymity.

MC: The sliding double door leading to the hallway is closed. Rayth, your code is currently running on your private remote server, patched into the salon's Nearspace and cameras so you can see your crew. **(Presenting Challenges)** More importantly, there's a writhing tentacle of glowing green code tangled around the entire Nearspace of the salon, trying to pry it open. So, Epis already knows where you are, now **their tactical hacker** wants to take a look. You're also pretty sure this means a **swarm of drones** or **corporate security** or both are heading your way. **(Setting the stakes)** So you all need to get out of here, pronto, preferably without getting your faces on Epis' most wanted. **(Making a Threat)** Rayth, that code tentacle is running an exploit scanner to actively search for a weak point so it can interface with the salon's Nearspace.

What do you do?

TJ: (Naturally picks up the spotlight) Crap. Okay. **(Starting Player Action, Narrating)** Rayth patches into comms and says: **(Conversing)** "Rise and shine, sleeping beauties. We have Epis on our hinds, better move yours towards the exit and make sure you're not made. Expect trouble. I'll hold off their tactical support cyberside." **(Perceiving, asking the MC)** What's the defensive software sitch on this sleaze hole?

MC: Lean to nonexistent. The owner figured people will hack in anyway so it's up to every person to load their own protection. It's in the disclaimer etched on a plastic plaque in the lobby.

TJ: Classy. Okay, I'm going to set up a firewall on this joint, try to hold the tactical hacker off.

MC: Go ahead and roll. We'll make it a quick outcome.

TJ: Sweet. Rayth will use his power tags *disembodied hacker*, *counter intrusion measures*, and *breakneck programming*. Three tags, so a Power of 3?

MC: (Reviewing the Tactical Hacker Challenge Profile) The tactical hacker has an *exploit scanner*, taking you down to 2 Power.

TJ: Fine. Rolling… 3 and 4, so 7, and with 2 Power it's a total of 9. Mixed hit! Let's say my firewall appears as a sheet of white-hot code that just chops off the tentacle.

MC: You got them, for now. **(Delivering Consequences: presenting a new Challenge)** However, the remainder of the tentacle proceeds to melt and be absorbed in the salon Nearspace. **(And also giving the PCs a hindering tag)** It's some kind of a *lockdown virus* they were able to send through before you cut them off. If they can't get a visual on you, they at least want to keep you inside. I don't think you have any reflexive way of preventing that, Rayth, so no **Mitigating** this time.

TJ: Rayth hollers down the comms, "Malcolm, quick, open the door!"

MC: (Re-establishing the scene) While Rayth has been firewalling, not a lot has changed in meatspace. The five-bed room is still suspiciously sticky. Epis is still coming at you. What do you do? **(At this point, the MC doesn't add any new threats)**

Matt: (Picking up the spotlight, narrating) Hearing Rayth on the comms, **(moving)** Malcolm bolts to the door and tries to slide it open.

MC: The door won't budge. Looks like it's magnetically locked.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Matt: Okay, then brute force it is. Malcolm will try to rip the door open with his *cyberarms* and *boosted servo-motors*. Any opposition?

MC: I'd say *lockdown virus* is working against you here. You're pushing the sliding doors apart, while it's commanding them to shut.

Matt: Power of 1 then. Woo! I rolled an 11, a total of 12.

MC: That's a strong hit, no Consequences. And a quick outcome will do here. I guess these doors aren't really made to stop augs like yours. You can keep the spotlight, if you want.

Matt: Sure! I throw my hood on and pop my head out of the door to the hallway. What's happening there?

MC: (Re-Establishing) Unlike the quiet Harnessing suite, the hallway is loud and busy. Wicked-sounding electronic music is thudding hard bass into your chests and screeching noise into your ears. There is a constant flow of patrons, each stranger than the next, going up and down the hallway floor, a metal catwalk hanging over broiling AR images. Far ahead, where the hallway meets the lobby – and the exit door – you see a HURT officer accompanied by three Epis drones, white floating metal orbs with a single red eye and a compact gun hanging below them like a wasp's stinger. They haven't spotted you yet. What do you do?

Matt: (To Celine) Malcolm looks at Amal. "What do we do?"

Celine: Amal replies curtly, "Take them down, get to the door, and whatever you do – don't let them see your face." And then she begins to shapeshift into a hyena, strands of smoke and fire and shadows flashing over her twisting body.

Matt: Since Malcolm is going to follow Amal's lead, I think you should take the spotlight first, Celine.

Celine: Cool. **(Player Action)**. So Amal is going for the kill. She'll rush out the door, slip through the crowd and catch the HURT officer unawares, rip out their jugular. Amal's got *werehyena form*, *baleful bite*, and *bloodthirsty*. I'm going to burn *baleful bite* for Power, which means it will be worth 3 Power instead of 1. So that's a total of 5 Power.

TJ: Yikes!

MC: Nothing like Amal going balls to the wall. Okay let's see. **(Reviewing the HURT Officer Challenge Profile)** The officer has *body armor*, which reduces your Power by 1, and interestingly this also triggers your *weak against armored foes* weakness tag, which takes it down by another 1. This brings your Power to 3, but also you get to mark an upgrade box on your Werehyena Form theme. Roll'em!

Celine: I got 1 and 3, what the hell! Total of 7, mixed hit.

MC: This is a tracked fight so go ahead and spend that 3 Power on Effects.

Celine: I spend all 3 Power on **Attack**. That's a status tier per point of Power, so I'm going to give them the status *bleeding-3*.

MC: The HURT officer falls over with the force of your ferocious lunge, and soon crimson rivers start gushing from their armor weak spot on their neck. However, this was a mixed hit, so there are Consequences, in this case a counterattack. **(Delivering Consequences from the HURT Officer's Challenge Profile)** Having seen you a moment before you jumped, the HURT officer managed to let out a burst of gunfire at you, dealing *gunshot-3*. You can mitigate.

Celine: Not a lot for a hyena to mitigate gunfire with, which is why I went in so hard. I guess *quick reflexes* works here, if I was moving fast enough. (The MC confirms with a nod.) I roll, 5 and 5 with 1 Power, for a total of 11. Strong hit! I mitigate with 2 Power instead of 1, dropping it from *gunshot-3* to *scrape-1*. Phew.

MC: (Re-establishing) The sound of gunshots sends the crowd around you screaming and scampring in every direction, clearing the hallway in seconds. Some people reach for their firearms, one person disappears, some form of camouflage magic or tech. You, Amal, land on all fours with blood dripping from your maw, surrounded by a HURT officer who is rapidly bleeding to death and three whirring orb-like drones… **(making a Threat from the drones' Challenge Profile)** who now prop their guns upwards and scan you as their new target.

Matt: "Rayth, we need help down here, man."

TJ: (Player Action, narrating, perceiving) What links is Rayth seeing in these drone's aura? Are they linked to the Nearspace of the salon?

MC: Nah, they're too smart for that in Epis. But from your perspective, it looks like they run a long-range link through which they are piloted and/or get their commands.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TJ: Rayth is going to tap that and try to give them a delay order. I'm mostly trying to disrupt their operation and soften them up for Malcolm and Amal. I'll invoke *disembodied hacker*, *master of exploits*, and *hostile takeover*, as well as my loadout tag *crypto-breaker software* because I just know these Epis drones comms are encrypted. Power of 4.

MC: (Checks the drones' Challenge Profile) And you're not wrong. Their defensive suite is represented by the status *firewalled-2* and they have a Scale gap of 1 over you. So that's a Power of 1 now.

TJ: Okay, rolled a 3 and 6, yes! That's a 10 total with the Power. I'm going to use this strong hit for all its worth and push it, to increase my Power from 1 to 2, I'll take the Consequences. Then I'll use **Disrupt** to give them all a negative status, *delayed-2*.

MC: The drones' main eye light gutters and flickers momentarily. For Consequences, I'm going to burn that loadout tag *crypto-breaker software*, because once one of these babies go out into the net, they update their firewalls against it. **(Upgrading the drones' Threat into the Consequences listed in their Challenge Profile, dealing a harmful status)** Also, the drones' Threat against Amal hasn't really been eliminated, they are just delayed in their response, so they do fire their miniguns at her, but the *delayed-2* status will be in your favor as you mitigate, Celine. One drone deals *gunshot-3*, so with the Scale gap they deal *gunshot-4*.

Celine: Hmm so I've got *quick reflexes* and their *delayed-2*, for a Power of 3. Don't fail me now, dice! I rolled 5 and 1, for a total of 9. Mixed hit. I mitigate 3 of the 4 tiers, and keep another *scraped-1*. But I already have *scraped-1* so I guess it bumps up to *flesh-wound-2*. I howl, which you guys know means "Need some help here, people! I'm cornered!"

MC: (Re-establishing, making a Threat from the HURT Officer Challenge Profile) To add to your troubles, the HURT officer seems to be fumbling for something in their personal kit. Matt?

Matt: (Player Action) Malcolm rushes out of the Harnessing suite and into the hallway with a machine pistol in each hand, spray firing at the drones. Luckily, Amal is quite short in their hyena form so hoping that would go over their head. I'm going to invoke *machine pistols*, *dual firearm fighting*, *smart gun*, and *armor-piercing rounds* from my loadout. Also they are *delayed-2*, so Power of 6, baby!

MC: They have the Scale advantage, and they are *steel-plated*, so back to 4 Power.

Matt: Whatever, I rolled boxcars! Going to push for 1 extra Power and take Consequences. That's 5 Power to spend. I'll spend 4 on **Attack**, dealing *perforated-4* to each of them, and 1 on an Extra Feat. I want to end with a trick shot shooting whatever that was the HURT officer just pulled out of their pocket.

MC: Good call! That was a syringe, which would have patched them up enough to keep fighting, but instead just shatters in their glove, as they slump in place, dazed from loss of blood. **(MC Raycheal reviews the Challenges Limits: the drones have *wreck:2*, and they each took *perforated-4* which means all of them have maxed out Limits and are permanently out of the picture. The HURT officer has *hurt:4*, which has not yet been maxed out with their *bleeding-3*.)**. Let's talk Consequences. As they were disintegrated by your armor-piercing rounds, the drones focused on capturing and broadcasting enough footage of you for Epis to ID you. It may not have been great, but you can assume they got something **(Narrative Consequences)**.

TJ: "They got a snapshot of you, Mal. Sorry, buddy, I should have blocked their uplink."

Matt: "Bugger that. Saving our four-legged mate was more important." I guess I should have used my Extra Feat on keeping my hood down!

Celine: I'd say something warm and fuzzy but I'm a bloodthirsty hyena at the moment.

MC: (Re-establishes and decides to make a subtle Threat and see if the players respond to it) The HURT officer is on the verge of consciousness, bobbing in a pool of their own blood. **(And, remembering the Epis Tactical Hacker, makes another, more pressing Threat)** Rayth, the firewall you put around the salon's Nearspace is coming under a lot of pressure from that tactical hacker, as many green tentacles press against your sheet of bright energy. It won't last long.

TJ: "We can't do this forever. I'm going to run a virus on the nearby block to mask your escape, so public devices and sensors can't detect you. Make a run for it. NOW!" **(Player Action)** I'm using *disembodied hacker*, *master of exploits*, *breakneck programming*, and I'm going to burn my *Wildfire X3 virus deployer* to hit that network hard. Power of 6.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MC: If you want to mask both Amal and Malcolm, that's a Scale of 1. Also, the public system is equipped with a *firewalled-2*, courtesy of Epis International, which may or may not have been deployed a few minutes ago.

TJ: These bastards. Okay, Power of 3. I rolled a total of 10! Strong hit. Going to push for a Power of 4 and **Enhance** both these chomps with *masked-4*.

MC: Nice, that will be hard to trace. As a Consequence, the firewall you place on the salon is shattered, as you see many green tentacles of code breaking through. **(Re-establishing)** Amal, Malcolm, the lobby is empty and most patrons who haven't fled are crouched behind the furniture, some with weapon in hand, watching with interest. What do you do?

Celine: Make a run for it! Malcolm should go first, as my hyena isn't really aware of all the cyberspace mumbo jumbo and is just following.

Matt: Malcolm is making a run for it, then! I guess *cyber legs* and *boosted servo-motors* work here.

MC: No opposition, incredibly.

Matt: I roll 5 and 6 for a total of 13. Strong hit. I dash through the hallway and past HyenAmal, keeping my guns up and ready as I move through the lobby and towards the exit.

MC: You make it out. No signs of danger on the street. Out of a dozen cameras, more than half are shattered or sprayed over, and the rest can't see you, to believe Rayth. However, there are some Consequences.

Matt: But I rolled a strong hit!

MC: Yes, but a Threat has not been addressed. **(Revealing the narrative Consequences of the HURT Officer's previous Threat)** Amal, even as a hyena you can tell the HURT officer is mumbling and chucking through his bloody teeth. The green LED on their comms is blinking. Suddenly, a squad of six HURT officers burst into the lobby from adjacent hallways, with their rifles pointing at you.

Celine: Crap. (Sighs deeply). Okay, I'm rocking a *flesh-wound-2* here, this is not looking good.

Matt: I'm coming back in!

Celine: Don't, they're too many. I didn't max that one officer with *bleeding-3* so they are all at least *hurt:4*, with a *body armor* tag. And Scale 1, at least. It's a tough fight. I'm going to **Go Out In A Blaze**.

TJ: Aaand here goes the werehyena.

MC: What does it look like?

Celine: I'm basically going to transform into an eight-foot-tall hyena-human hybrid and tear them to shreds.

MC: Cool! That sounds like a No-Return. What is your most affected theme?

Celine: I hate to say it, but it's my Witch Esoterica theme. The more I succumb to the Evil Eye, the less I can manipulate it. Okay, I have two Mythos themes so I roll and add 2. Please please please…. 2 and 6! Yes! Total of 10!

MC: Lucky puppy! So, as a Consequence, all your Witch theme power tags will be burnt, as your feral instincts take over. It's going to be temporary, though.

We can fade to black here, I think. Maybe we see HyenAmal breaking through the front door, much to Malcolm's amazement. As they collapse and transform back to their human self, Malcolm sees the carnage in the lobby. His cyber muscles whirr as he picks them up on his shoulder and flees the scene, with every camera and sensor on the street turning away from them as they move past, thanks to their guardian angel, Rayth.

What a rush! Time for some downtime. You're loading off, so scratch out all your loadout tags.

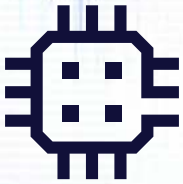
Matt: I figure we will go to some paid coffin motel to recoup. Malcolm is feeling guilty for leaving Amal behind with those corporate security, so he's going to channel that into being better prepared. I'm spending my 3 Power on boosting my next Loading Up.

Celine: Amal sleeps for 17 hours before recovering from that transformation, during which they are haunted by nightmares of the Evil Eye. I'll spend 2 Power on **Restoring** my *flesh-wound-2* and 1 Power to **Restore** my main *Witch* power tag that was burnt. I still have three power tags burnt, my *baleful bite* and my other Witch tags, so not feeling great here!

TJ: Rayth is also preparing but in a different way. I will mark an upgrade box on my Database Beast theme, which will bring me up to three boxes. For my Upgrade, I'm going to pick a new power tag, *Epis cyber tactics*, as Rayth is now more familiar with the code they use.

MC: Looks like you guys are more or less ready for action! Let's Load Up and start the next scene on your job.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



CHARACTER & CREW EVOLUTION

As your *:Otherscape* series unfolds, your crew will grow and evolve. Perhaps your series is about an elite task force, secretly formed by the government to protect the Megacity from the machinations of Mythos-powered corporations.

From one mission to the next, you foil the malicious plans of the corps, sabotaging their Sources and rituals, or preventing them access to a coveted scientist, but with each new mission you reveal some hard truths about the powers that be who steer your own organization. Or, conversely, you are a dusty crew of scavengers, living in the polluted and ruined Megacity badlands, trying to eke out a living between the expanding robotics industry and a dark Mythos brewing in the petrol swamps. As you work through jobs, a greater drama ensues: your hidden arcology could be sacked or invaded, or a new dangerous tribe could show up in your forsaken region. Your story can evolve in many different directions.

While all this is happening, the personal story, or arc, of each one of your characters is also evolving, driven by your in-game actions and by your characters' motivations: their Identities, Rituals, and Itches. A member of your elite task force may be a cyborg, questioning their own humanity or what it even means to be human. Perhaps they Itch to connect to a greater cyber-consciousness, but their Identity as a lover to their significant other is standing in their way. Or the scavengers' scout is torn between the dark Ritual they must perform for the local oil deity in order to retain their Mythic outback abilities, but doing so puts their community and their future hopes (Identity) at risk. All it takes is one desperate situation to force them to **Go Out In A Blaze** or make a hard choice, and their lives will be changed forever.

What will they choose? What price will they pay? How will they grow from it? Let's take a look at how *:Otherscape* handles the evolution of your characters and crew.

YOUR CHARACTER, YOUR CHOICE

:Otherscape evolution rules are player-driven. Players should seek out in-game situations in which their character can evolve or show who they are. This includes finding ways to invoke your **weakness tags** to gain upgrades, actively pursuing your **motivations**, and at times, highlighting a choice that the PC has been cornered into and choosing to mark **Decay** on a theme (see page 136).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

The MC's role is to get familiar with the PCs, their weaknesses, and their motivations, and to offer them interesting choices, sometimes even hard choices, that will reveal who the character truly is and drive their evolution. While weakness tags can be invoked by the MC, it is the player who decides when their motivations are engaged and when to mark Decay. The player may always explain why their character's motivations aren't challenged by a specific set of events and avoid marking Decay.

Some rules may force the player to change their character, and so should be discussed at the table before the series starts. Most notably, a PC who takes a tier-6 status either dies or is transformed in a dramatic, deep way, as chosen by the MC. This could entail replacing one or more themes, for example. **Going Out In A Blaze** puts the fate of the PC in the hands of the dice in return for greater agency for the player. Some Challenges could have Specials that lead PCs to mark Decay, such as a preacher who convinces your PC to renounce cyberware, or some strange magic that can stifle your Sources permanently.

TYPES OF EVOLUTION

Player characters in *:Otherscape* evolve in ways similar to a character in a work of fiction.

Upgrades represent linear growth and progression. Most commonly, PCs train and improve their existing aspects, little by little, fight after fight, or job after job, until they eventually become better at what they do. This takes time and effort, and it requires coming face-to-face with one's weaknesses, as well as sacrificing other aspects of oneself in favor of those one wishes to grow.

Replacing themes (Thematic Transformations, page 138) represents non-linear growth, an unexpected leap in a PC's story arc which involves a deep change in their abilities. PCs may experience a radical shift in perspective or a life-rattling event that puts them on a new path, burning some of their aspects to the ground so that new aspects can grow instead. These events can change your character so fundamentally – change their very humanity or tear it away – that they might become something different altogether, as represented by **Essence Specials** (page 134). And yet, as these profound experiences accumulate, a new kind of integrity and substance begins to form, the mark of a true veteran, reflected in a character's **Evolution points** and **Moments of Evolution**.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

UPGRADES

A PC's themes grow by gaining upgrades. Each theme has its own upgrade track with three boxes and it evolves independently of other themes.

When a player marks **the third box on the upgrade track of a theme**, that theme immediately **gains an upgrade**. The player then clears all three boxes, resetting that upgrade track to zero.

When a theme gains an upgrade, it becomes better than it was before, usually in the form of a new power tag or a new theme Special, making the theme more powerful and versatile.

MARKING UPGRADE BOXES

There are a number of ways in which a player can mark an upgrade box on a theme.

- **Invoke weakness tags:** When the player or the MC invokes one of the PC's weakness tags when counting tags (assuming the MC agrees that is it relevant), the player marks one upgrade box on the theme to which the weakness tag belongs. This occurs regardless of the result of the roll.
- **Downtime:** During downtime (page 124), a player can select an activity that will allow them to mark an upgrade box on one of their themes.
- **Hard choices:** When a PC sacrifices something of importance to abide by their motivations (uphold an Identity, complete a Ritual, or scratch an Itch), especially if what they sacrifice leads them to mark Decay on another theme, they may mark an upgrade box on the theme for which they sacrificed.
- **Theme accomplishment:** When a PC achieves a significant narrative goal that is defined by one of their motivations, e.g., they completed the Ritual "You must summon the archdemon Asmodeus" by summoning the demon, the MC can offer them to mark an upgrade box on the theme as a reward.
- **Specials:** Some theme Specials and even Challenge Specials may allow the PC to mark an upgrade box. These custom rules detail when they apply and to which themes.

CHOOSING UPGRADES

When a player marks all three boxes on a theme's upgrade track and earns an upgrade for that theme, they may choose it from the following options.

CREATE A NEW POWER TAG

Add a new power tag to the theme.

- For characters created with Rapid Character Creation (page 177), choose one of the power tags you did not yet choose from the same theme kit.
- For characters created with Custom Character Creation (page 190), answer one of the power tag questions that you did not previously answer from the same themebook. The answer becomes your new power tag.
- For pregens, choose a new power tag that has an empty checkbox next to it and check that box. You now possess this power tag as part of that theme.

ADD, REWRITE, OR REMOVE A WEAKNESS TAG

Add a new weakness tag to the theme that gained the upgrade. This allows you more opportunities to mark upgrades on this theme, accelerating the rate of gaining upgrades, as well as give more depth to your character.

- For characters created with Rapid Character Creation (page 177), choose one of the weakness tags you did not yet choose from the same theme kit.
- For characters created with Custom Character Creation (page 190), answer one of the weakness tag questions that you did not previously answer from the same themebook. The answer becomes your new weakness tag.
- New weakness tags suggestions are not available for pregens, but you may come up with a new weakness tag on the fly instead.

You may also use this upgrade to rewrite or update a weakness tag. Perhaps something changed in your character, and they are dealing with different difficulties.

Finally, you can use this upgrade to remove a weakness tag if your character no longer suffers from this limitation. Be aware, however, that this may limit or slow the rate of marking upgrades on this theme.

CHOOSE A THEME SPECIAL

Theme Specials offer special benefits and rules that boost the theme or actions that use tags from that theme. As an upgrade, you may select any theme Special that is available for your theme. You can only choose each theme Special once.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- Each theme type has five base Specials, listed under its respective themebook (starting on page 196). This applies even if you made your theme from a theme kit (**Rapid Character Creation**, page 177).
- Some theme kits found in expansion books offer their own theme Specials, in addition to the five granted by the theme type. Only a theme based on that theme kit can gain that Special.

RESET DECAY

Decay is gained on themes whenever you go against your Identity, Ritual, or Itch. You may spend an upgrade to remove **all** Decay from the theme you are upgrading. This represents your character getting back to what "matters" and giving the theme all the attention it deserves, and thus keeping it from decaying.

MARK EVOLUTION

As an upgrade, you can mark Evolution on your character card to indicate something is happening to your character, something big, that has still not come to light. Evolution builds up to a big transformation or enhancement to your character, see under **Evolution** (page 140).

CREW THEME UPGRADES

The crew theme gains marks on upgrade boxes in similar ways to a PC's theme: when a crew weakness tag is invoked, when a crew relationship tag is invoked as a weakness tag, when a PC spends their downtime giving attention to the crew, when a PC sacrifices something for the crew motivation, when the crew achieves a major goal closely related to their crew theme, or as part of a Special.

A crew theme upgrade can be spent on the same things as a character theme upgrade, except for marking Evolution – crews do not gain Evolution points.

LOADOUT THEME UPGRADES

Loadout themes normally mark an upgrade box when one of their loadout flaw tags is invoked.

When the loadout theme upgrade track is full, the theme upgrade can be spent on one of the following options. Each option may be selected multiple times.

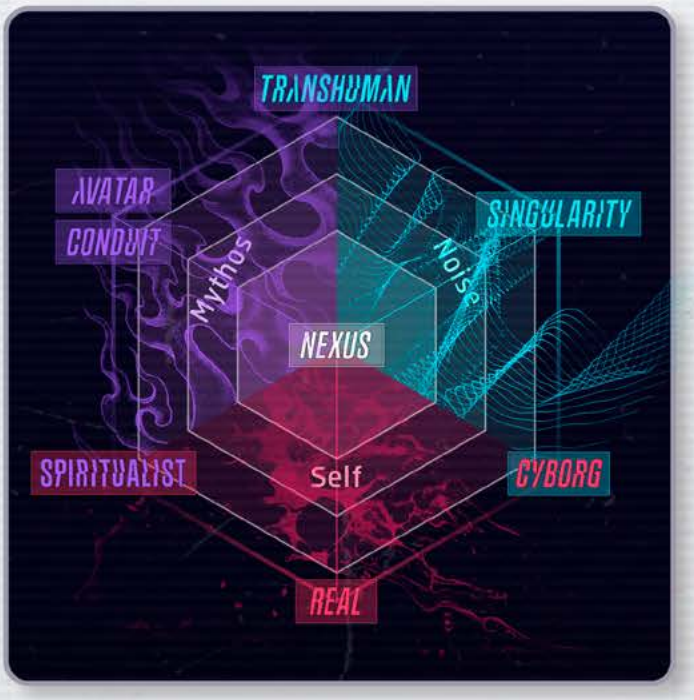
- Gain a permanent +1 Power when Loading Up.
- Choose a new **Loadout Theme Special** (page 253).

ESSENCE

The balance of Self, Mythos, and Noise in a character determines what they are in essence. For example, a character with several Noise themes has a significant part of themselves dedicated to one or more technological instruments. A character with a single Mythos theme is in constant contact with a supernatural force, but isn't fully invested in it.

Starting at the beginning of the game, each character's Essence is defined by their Self-Mythos-Noise balance. As PCs transform and replace their themes, that balance may change, also altering the character's Essence. In other words, the PC's essential nature changes and they become something different. The more extreme their choices, pulling toward one aspect while sacrificing others, the more unusual and radical their new Essence is.

In general, the more Self, Mythos, or Noise themes a PC has, the more aware they become in that domain and the harder it is to tamper with their abilities in that domain. This is represented by the player's option to **Roll With Self, Mythos, or Noise** (page 122).



Property of City of Mist. Issued to Jolan Arnaud. Order #219586

In addition, a PC always has one **Essence Special**, a special ability (similar to a theme Special) which stems from their current essential state and theme balance. It is noted on the character card. The section below also includes advice **for the MC** on how to handle each type of character in a series.

NEXUS (ALL THREE TYPES)

You have touched on the full gamut of experiences which living in this age can offer. As such, you adapt to change faster than others. When you next replace a theme, if you're still a Nexus after the transformation, it starts as a full theme, not a nascent one.

For the MC: A Nexus PC has not committed to a specific path and is playing the field. As such, you should periodically challenge their motivations, cycling between Self, Mythos, and Noise to see what gives. This will reveal whether the Nexus is just a phase on the way to something else or truly a chosen lifestyle, a form of a Jack of All Trades.

SPIRITUALIST (SELF AND MYTHOS)

You have shunned technology or at least kept it from encroaching on your soul, valuing above all the human spirit and its connection to the mystery of the mythical. Once per session, you can tap this bond to add your Mythos to the Power of an action that is primarily powered by Self themes, or add your Self to an action that is primarily powered by Mythos themes, or, if you are already rolling with Mythos or with Self, roll with both (Power of 4).

For the MC: A Spiritualist PC is plumbing the depths of the human mystery against the contrast of technology. Include ample opportunities for the PC to triumph over tech and the maladies of the postmodern world, as well as to commune with that which is sacred within human beings, whether through relationships with others or relationships with invisible, higher, or deeper forces. On the flip side, tempt them with tech that could solve their problems.

CYBORG (SELF AND NOISE)

You are flesh, wires, and data, celebrating the freedom of the digital universe or moving to gain full control over the material world, paying no heed to this new and incalculable "magic" – a bump on the road of humanity's nonstop technological progress. You can add your number of Self or Noise to the Power of any action to resist or shake off mythical forces that are not manifested as tangible or measurable effects, such as curses, hallucinations, or mental influences. You may do this once per session with your Self and once per session with your Noise, or you may use both in the same action.

For the MC: A Cyborg PC symbolizes the triumph of human ingenuity over the monsters and gods, over the traditional, and over humanity's haunted past. Provide opportunities for the PC to confront and overcome mythical adversaries and their "impossible" forms of attack. At the same time, challenge the limits of what their technology can do in the face of primordial forces like nature, spirit, and fate.

TRANSHUMAN (MYTHOS AND NOISE)

In your search for the edge of what is possible through magic and tech, you've abandoned all semblance of humanity – or perhaps you had none to begin with. Experimenting with the paradoxical marriage of legend and cyber is the ultimate expression of your being. Once per scene, when you invoke both mythical and technological tags in the same action, no matter their source, you can trade a miss (6 or less) outcome with a mixed hit (7-9).

For the MC: A Transhuman character explores the strange place where Mythos and Noise meet. Come up with some weird theories about the nature of that meeting point and create jobs or other opportunities for the PC to venture into deep cyberspace, where it crosses over to the Otherscape.

REAL (ONLY SELF)

In a world beleaguered by temptations to become *more*, you have chosen to remain yourself, eschewing fancy baubles and the pull of past narratives. Whether you did so out of stubbornness, lack of vision, or something far deeper, you are who you are, and no outside force – mythical or technological – can say otherwise. Whenever you take action to directly uphold or protect one of your Identities, you may roll with Self instead of counting positive tags.

For the MC: A PC who has gone Real has chosen (or slipped into) a defiance of all foreign influences on their person, whether technological or mythical. They have decided, in one way or another, that to engage with mystical or technological ascendancy is to sell out what it is to be themselves. The question becomes, can they survive against such superhuman powers? Is being "just human" enough? Use your Challenges to push this point so the PC's strength of conviction can truly shine. Note this PC is already highly resistant to any attempt to alter who they are (see **Rolling With Self, Mythos, or Noise**, page 122).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

AVATAR (ONLY MYTHOS, SAME SOURCE)

You and your Source have become one. Now, you are a Source unto yourself, a beacon of your legend on earth. Suspend all your Rituals; instead, choose an **Agenda**, which, if ever ignored (defied even *once*), would instantly cause you to replace all of your themes (your new themes may not include Mythos themes of your lost Source). While you are an Avatar, you may instantly recover burned power tags.

For the MC: An Avatar PC is on a power trip. On the one hand, you should let them take it as far as they can, even if it means ripping through a job or two, or redefining the political landscape in the Megacity. On the other hand, you should constantly challenge their loyalty to their Agenda to keep this power trip short and sweet, perhaps even enlisting the other PCs to stop their rampant crew member.

CONDUIT (ONLY MYTHOS, DIFFERENT SOURCES)

You are no longer a person; you have given yourself up to become a vessel for mythical forces, sacred and unspeakable, harmonizing and clashing within you. You may replace themes at will as long as you replace them with a Mythos theme. Any Source in your possession or even nearby can become your new Mythos theme and it begins as a full theme, not a nascent one.

For the MC: A PC who is a Conduit is all about experimenting with how different legends and mythologies create synergies and conflicts. Keep your scenes stocked with interesting Sources for them to absorb and engage with and use symbolic thinking to figure out how these Mythoi interact with one another.

SINGULARITY (ONLY NOISE)

You are a new life form. You have left humanity and its blathering stories behind, venturing into an existence of pure informational truth, beyond the illusion of meaning. Psychological effects and intangible or unmeasurable mythical effects do not affect you. You can interface with ALL information, regardless of medium, and may roll with Noise to search it and, if it is recorded information, to manipulate it.

For the MC: A PC who is a Singularity explores ideas about transcending humanity through technology. Go wild and push the boundaries of what 'information' means here – the universe itself could be a matrix of information, or a simulation, or a supercomputer, and the PC is tapping into this new and unexplored layer of reality, and can also manipulate it.

THEMATIC TRANSFORMATIONS

Your character's motivations – their Identities, Rituals, and Itches – define what matters to them. These are the driving forces within them, but much like in a real person, sometimes fundamental beliefs and touchstones change. Over time we outgrow our occupations, or find that some relationships begin to splinter. These moments are scary and destabilizing, but offer a huge opportunity to become better and evolve.

MARKING DECAY

The process of transformation in a player character begins with marking Decay on one of their themes' Decay track. A player may choose to mark Decay whenever their PC is acting against the motivation of that theme:

- For **Self** themes, when the PC takes an action in a way that goes against one of their **Identities** or fails to take action to uphold that **Identity**.
- For **Mythos** themes, when the PC fails to perform the **Ritual** that connects them to their Source.
- For **Noise** themes, when the PC stifles or avoids scratching their technological **Itch**, that is, when they do not surrender to its impulse.

Marking Decay signifies that the theme's importance in the life of the character is waning or at risk. Once is fine, but three times is a pattern. For example:

- You ignore a request of assistance from your gang (an Affiliation theme with the Identity *I'm here for my gang*). Maybe you're just too busy, maybe you're angry or disappointed and are turning over a new leaf.
- You choose to hide away instead of taking your usual leadership role (a Personality theme with the Identity *My place is at the center*). Maybe you're disguising yourself as someone else, maybe you're tired of leading, or perhaps you want to give someone else an opportunity to shine.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- You avoid using your chainsaw arm (a Cutting Edge theme with the Itch *Chop it up!*). Maybe it's not suitable for this stealth mission (it's big and loud) or you no longer feel the rage that you felt when you first installed it; perhaps now you want to build.
- You miss your daily communing with the spirit of Horus at dawn, as the Eye of Ra commands (an Artifact theme with the Ritual *I must consult with Horus every sunrise*). It could be that you've lost faith in Horus' divinity and righteousness, or that you're trapped and have no idea when sunrise is.

FOR THE MC: PRESENTING HARD CHOICES

As the MC, you can help your players evolve their characters in interesting ways by presenting them with hard choices. A hard choice is a choice between two motivations or between a motivation and the objectives of a job. For example:

- **Ritual vs. Identity:** To complete a Ritual, a PC must sacrifice a lot of their wealth (Identity). They must choose whether they pay the price, or keep their money.
- **Itch vs. Ritual:** A PC's demonic companion wants to feed off a dying man's spirit (Ritual), but their medical cyberware Itches to heal and save that individual.
- **Identity vs. Itch:** A PC's son asked them not to track him online. They must choose between their need to track everyone (Itch) and their trusting relationship with their son (Identity).
- **Ritual vs. objective:** A PC's Mythos deems that they must never take a life, but their crew undertook the assassination of a vile arms dealer, and the PC is placed in a situation where they are the only one that can take the killing shot.
- **Identity vs. objective:** The PC can steal only one piece of information before disconnecting from a hostile domain: a name vital for their crew's job or the whereabouts of their long-lost sister (Identity).
- **Itch vs. objective:** A mob of enraged rioters is accosting the crew. While a PC could stop the mob by taking the podium and giving a speech, their camouflage suit beckons them to turn it on and slip away unnoticed (Itch).

Crafting hard choices isn't always easy; it's a skill you can hone over time. If you haven't tried your hand in designing such hard choices for character development before, you should first know that not every hard choice you design succeeds in leading the PC to a dramatic moment. Sometimes it's about execution, delivery, or finding the right moment; other times, everything goes according to plan but the player doesn't 'bite' because that's not a choice that they want to pursue for their PC. At the end of the day, it's up to the player to decide what constitutes a hard choice for their character – you are only there to provide them with opportunities.

Start developing this skill by reading your crew's motivations before the session and choosing one character to focus on, choosing a different PC every session. Choose which of their motivations to challenge and design scenes and events that could potentially make them forgo these motivations, or put them into question. During the session, steer things gently in the direction of the hard choice you planned and make it happen if you get the chance, but don't force the situation.

Remember, only a choice between two good things or two bad things matters. There must be a price to pay, otherwise the PC will likely choose to uphold their motivation, because it's an easy choice. The most reliable kind of price to pitch is failing to uphold a different motivation, or failing to complete an objective vital to their job, as explained above.

Once you are comfortable with designing hard choices, you can attempt to gradually increase their frequency or to try posing such hard choices for multiple PCs in each session.

Property of City of Mist. Issued to Jolan Arnaud. Order #215588

REPLACING A THEME

When a player marks the third Decay box on a theme, it is removed and replaced by a new theme. All of the replaced theme's features, including power tags, weakness tags, theme Specials, motivations, and so on are removed and cease to be a part of the PC, no longer available to the player.

When a theme is replaced, follow these steps.

STEP 1: LOSE THE THEME

Losing a theme represents an aspect of the PC that is lost, ignored, or put on the back burner.

It could mean that the PC no longer has any Affiliation with their former gang, that they no longer possess the same Assets as before, that they have forgotten or lost access to their Esoterica knowledge, that their Augmentation has been destroyed or taken from them, and so on. It could also mean that the PC still possesses the same aspects but that they choose not to use them or that these aspects no longer take center stage in their lives.

Whatever the narrative explanation, the effect is identical: the PC no longer has these tags, and therefore cannot derive Power from them.

STEP 2: GAIN EVOLUTION POINTS

Next, the player marks a number of **Evolution points** on their character card based on the theme they just replaced:

- One Evolution point for losing a theme, regardless of its content
- One Evolution point for every power tag in the replaced theme beyond the first three
- One Evolution point for every weakness tag in the replaced theme beyond the first one
- One Evolution point for every theme Special in the replaced theme

When a player has marked 5 Evolution on their Evolution track, they gain a Moment of Evolution (page 140).

> Unagi has just marked the third Decay on her Horizon theme. When she replaces her theme, she gains one point of Evolution immediately, then she looks at what else she has improved on this theme. She's added a fourth power tag on it, and a second weakness tag. As such, she gains two extra points of Evolution. She has no theme Specials on this theme, so no extra points there. This was the first ever theme she replaced, so she now has three points of Evolution, and needs two more in order to have her first Moment of Evolution.

Evolution points can also be gained as an upgrade (**Choosing Upgrades**, page 133).

STEP 3: CREATE A NEW THEME

The player now creates a new **nascent theme** to replace the lost theme. This could occur immediately after losing a theme or after a while, when the player has had time to consider what new aspect is on the rise in the PC's life.

A nascent theme represents a new force in the PC's life that has taken root in the wake of the replaced theme. For example:

- A PC who has lost a loved one (Affiliation) drowns their despair in the study of arcane rituals (Esoterica)
- A PC swaps a Source that allows them to summon a Japanese yōkai (Companion) for one that allows them to become one (Exposure)
- A PC decides to stop being Mr. Nice Guy (Personality) and installs a minigun in their cyberarm (Augmentation)

The player may use Rapid or Custom character creation (page 174) to create the new theme, which could be of any type, including the one that was just lost. However, for more dramatic character transformations, players should pick a theme type that isn't in the same category (Self, Mythos, Noise) as the theme they have just lost.

A nascent theme is similar in every respect to a full theme, with the exception that it has one power tag only – the title tag – instead of three power tags; it has a weakness tag and a motivation as usual. Going forward, whenever a player would mark an upgrade box on a nascent theme, they instead choose a new power tag. Once the theme has three power tags, it becomes a regular theme and the player may begin to mark upgrade boxes as normal.

STEP 4: EVOLVE THE CHARACTER'S ESSENCE

After a theme has been replaced, the balance of Self-Mythos-Noise in the character may have changed, thus changing their **Essence** (page 134). The character loses their former Essence Special and gains a new one based on their new Self-Mythos-Noise balance.

This often indicates a deeper transformation in the character on the narrative level. A **Nexus** could choose to forgo their Mythos and turn into a **Cyborg**, or a **Conduit** could open up to their humanity (Self) again and become a **Spiritualist**.

STEP 5: GHOST MEMORIES

Nothing ever goes quietly into the good night, and when major life themes are abandoned, the shit hits the fan. Even if your departure from the theme was on peaceful terms, this is still a good opportunity for you and the MC to create interesting story developments around the theme that

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

was replaced. Maybe you're forced to confront your past and move on from it. Perhaps you've realized what part of you is holding you back and you need to take steps to truly transform into something new.

Consult with the MC and take the time on screen to process what has happened. Think about any ricochets or fallout from giving up on your dreams, loss of mystical powers, or finally kicking your tech addiction. In the cyberpunk genre, these personal moments are key to exploring the transhuman thematic elements of the story. This scene is about *you*, as you transform by giving up on what came before and explore what your identity really is. What does it mean to be human, AI, or cyborg? What does it mean to serve a god in the age of information? Now, faced with the consequences of your choices, is the time to answer these questions.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

EVOLUTION

Throughout the ebb and flow of a character's life, their triumphs and their falls, something else is happening within them.

Whether it's accumulated experience, strength of character, or just pure badassery, they are gradually becoming something more. They evolve.

EVOLUTION POINTS

Evolution points build up toward a dramatic change in your character. When playing a series, each character has a character card with an Evolution track that has five circles, representing five Evolution points. As you gain Evolution points, nothing changes about your character externally, but there is a growing sense of a big change coming. You may gain Evolution points:

- As a theme upgrade (**Mark Evolution**, page 134)
- When replacing a theme (**Gain Evolution Points**, page 138)

When all five circles in a PC's Evolution track are marked, the character gains a Moment of Evolution. The track is then reset to zero, and any remaining Evolution points are marked as usual. For example, if a character had 3 Evolution points and gained another 3 Evolution points, they would mark two Evolution points to fill up the track, gain a Moment of Evolution and reset the track, and then mark the one remaining Evolution point.

MOMENTS OF EVOLUTION

A Moment of Evolution goes beyond growth or change. It allows a player to rethink what they already have, to reflect how much their character developed since the beginning, or to really transform the character (sometimes literally) into something new.

When you gain a Moment of Evolution, you can choose it from the list below, also given on the PC's character card. You may only choose each Moment of Evolution once.

- ☐ Create a new type of Essence
- ☐ Create another broad power tag
- ☐ Gain a Veteran Special
- ☐ Gain a Veteran Special
- ☐ Gain a Veteran Special
- ☐ Ride off into the sunset (Retirement)
- ☐ Sunder the cosmology (Narrative development)
- ☐ Total Reconstitution (Respec)

CREATE A NEW TYPE OF ESSENCE

As your character evolves into something new, perhaps they no longer fit into the definitions of Nexus, Spiritualist, Cyborg, Transhuman, Real, Avatar, Conduit, or Singularity. You and the MC create a new type of Essence that befits your character, their story, and what they have become, and furnish it with its own Essence Special (you can take inspiration from the existing Essence Specials on page 134). Going forward, this new type of Essence is a part of your series and can be chosen by other PCs who meet the requirements, whether it is a specific balance of Self-Mythos-Noise or some other narrative situation.

CREATE ANOTHER BROAD POWER TAG

As explained under **Specific, Broad, & Too Broad Tags** (page 192), broad power tags are tags that are applicable in many situations. They are incredibly generic and practical, and therefore *powerful.* Each character is only allowed one, but with this Evolution you can create a second one.

Create a new broad tag for one of your themes as you would when gaining an upgrade. If you lose this theme in the future, you may answer one of the questions of the replacement themebook with a broad power tag. PCs should never have more than two broad power tags.

GAIN A VETERAN SPECIAL

Some things can only be learned through hard-earned experience, and there are levels of badassery that are only obtainable to those who have been to hell and back. These incredible skills are represented by **Veteran Specials**. Choose one Veteran Special to gain from the following list. You may find additional Veteran Specials to choose from in *:Otherscape* supplements.

- ☐ **Backpack Beast:** Wildcard loadout tags costs you 1 Power instead of 2 (in other words, you can spend all your Loading Up Power on wildcards, and activate your loadout tags during the job rather than when Loading Up).
- ☐ **Backup Clones:** When you take a status that exceeds your Limit (usually tier-6), you may remove it at the beginning of the next scene. The second time you wish to do so, you may remove it at the end of the next downtime. The third time you wish to do so, you may remove it at the end of the job. Then remove this Special.
- ☐ **Customizable Gear:** Once per scene, you can burn any loadout tag and recover another.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- ☐ **Experienced Efficiency:** Once per session, if you choose the Power benefit during downtime, you may gain 5 Power to spend instead of 3.
- ☐ **God-Slayer:** You can ignore a Scale gap of up to 3 in one type of interaction (combat, social, magical, etc.) chosen with the MC when you select this Special.
- ☐ **Interfacer:** Whenever you encounter tech for the first time, you immediately learn one useful detail about it. When you encounter anything related to that tech later, you immediately recognize it.
- ☐ **Larger Than Life:** You can ignore a Scale gap of 1 in all actions.
- ☐ **Level Up Your Game:** Choose 7 upgrades across all your themes.
- ☐ **Not My First Rodeo:** Once per session, you can trade a miss (6 or less) for a mixed hit (7-9), as long as you didn't roll snake eyes.
- ☐ **Saw That Coming:** Once per session, when the MC delivers Consequences or activates a Challenge's Special, you may treat them as a Threat and then take the spotlight and take a single (additional) action, which can address or even nullify that Threat.
- ☐ **Slow & Steady:** From now on, the upgrade track on all of your themes has 5 boxes instead of 3. Whenever you mark the 5th upgrade box on a theme, you gain two upgrades and reset your upgrade track.
- ☐ **Source-Sensitive:** Whenever you encounter a Source for the first time, you immediately learn one useful detail about its Mythos. When you encounter anything related to that Mythos later, you immediately recognize it.
- ☐ **The Harder You Fall:** When one of your weakness tags is invoked (regardless of who invoked it), you may choose to lose 2 Power instead of one and mark 2 upgrade boxes.
- ☐ **Willpower Over Chance:** You no longer automatically miss when you roll snake eyes.

RIDE OFF INTO THE SUNSET

Your character has had enough and it's time to say goodbye. You choose the terms of their retirement. Maybe they are killed off in a heroic way, or have the last laugh, or die a completely wasteful and unnecessary death. Maybe they escape to live a life of solitude in the wilderness or join a hidden hippie arcology, never to be seen again. Perhaps they start a family and give up life as a merc or an operative. They could become wealthy beyond belief, copy themselves into cyberspace, or ascend to the Otherscape and become a Mythos. Whatever you choose, your PC leaves the series, at least as a lead character. Time to make a new character! At your option and with the MC's approval, your new PC could start with the same number of upgrades and Evolution points as the retired character; follow the rules under Total Reconstitution below.

SUNDER THE COSMOLOGY

You make a discovery, change the world, or transform in a way that redefines the series. Perhaps you discover extraterrestrial life or technology, or if these already exist in your series, become the first human-alien hybrid. Perhaps you discover the world is a simulation and that the Mythoi are rogue programs trying to awaken humanity from their cybernetic dream. Or your freedom fighting faction lands a resounding victory over the corporations, starting the first corporate-free Megacity, with all the responsibilities and complications involved. Discuss your desired changes with the MC and work together with her to integrate them into your series.

TOTAL RECONSTITUTION

Your character ceases to be what it once was and becomes something completely new. This is not a partial change, like replacing one theme; all of your character's themes are replaced at the same time, and any outcome is possible. Perhaps they died in a firefight and their entire body is being replaced with augmentations, while their psyche is uploaded to cyberspace. Or maybe they were chosen as the Avatar of the Phoenix, consumed in the flames and reborn. They could pull off a complete personality, body, and digital records restructure and start a new life in a new Megacity unbeknownst to anyone else.

When you respec your character, you create four new themes, like a new character. In addition, based on the old character's makeup, the new character gains:

- A free upgrade for every power tag in any theme above the first three
- A free upgrade for every weakness tag in any theme above the first one
- A free upgrade for every theme Special in any theme
- All of the old character's Evolution points
- All of the old character's Moments of Evolution

Each free theme upgrade can be used as explained under **Choosing Upgrades** (page 133) on any of the new character's themes. Moments of Evolution that are attached to a theme can be reassigned to any of the new themes.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CHAPTER 3

//CREATE

Creating Your Crew, Megacity & Character

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MAKE IT YOUR OWN

You know the rules, you get the vibes, now it's time to make the world of *:Otherscape* your own.

This chapter is designed to allow you to engineer everything you need to play: your **series** and its concept, the unique **Megacity** your series is set within, and your **crew** of dangerous and adventurous **player characters**. It's intended for use by MCs and players alike, including everyone in constructing the fundamentals of your game.

SERIES SETUP

This section takes you through all of the steps you need to create your game, from series concept, through crew theme, Megacity design, character creation, and finally running the introductory "A Night in the Megacity" scene.

THE MEGACITY GENERATOR

A complete system for generating a playable Megacity and its districts, from its weird Mythos influences, to its cybered-up industrial accidents, to its corruption and warfare. Think of it as a randomized dystopia generator you can use to turn any modern or imaginary city into something just detailed enough to serve as a backdrop for your *:Otherscape* stories.

CHARACTER CREATION

Make your character step-by-step. You can choose from common mythic and cyberpunk **tropes** to collect prepared **theme kits**, lists of ready-to-play tags, or go deeper into the details and answer questionnaires called **themebooks** to create your character from scratch. Themebooks and theme kits are organized into Self, Mythos, and Noise.

LOADOUT: STREET CATALOG

Here you'll find an extensive catalog of loadout gear for your characters. Each entry represents an item for sale over the counter or on the black market, or some kind of access or info. Items include general descriptions for how they are used as well as a set of tags you can choose to create as story tags or to add to your loadout theme.

RAPID VS. CUSTOM CREATION

Whenever you use the tools in this chapter to create your series elements, you can choose between Rapid and Custom options.

Rapid options are marked with ⚡. When you go Rapid, you pick and choose from lists of pre-made concepts and tags, instead of creating them from scratch. This allows you to assemble full-fledged crews and PCs within minutes and quickly pick a premade Megacity in which to play. Choose the rapid option if you want to get into the action quickly.

Custom options are marked with 🛠. If you want full control over the details, you can instead go Custom, answering questions to come up with tags for your crew, generating a Megacity with a random generator mini-game, and creating personally-tailored characters. Note that Custom, obviously, takes longer than Rapid.

You can mix and match the two approaches for different elements of your series. For example, you can pick a premade Megacity to play in, but create custom characters. Also, you can have some players opt for Rapid character creation, while others use Custom character creation.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SERIES SETUP

The first thing you do when you sit down with your group to create your *:Otherscape* game is to decide on what makes it **your** game.

- Gather everyone together, ask "So, what do you want to play?" and have a **session zero** using this chapter as a guideline.

During this first session you'll be creating your crew, the characters who make it up, and the city around them. But first you'll do a bit of thinking about what you intend to bring to the table, define the nature of your story, and decide what is acceptable and what isn't allowed. You'll end the session with a short play, to flesh out your team dynamics and the interesting details of their lives in the Megacity.

As the MC of an *:Otherscape* adventure, first read through this chapter and familiarize yourself with it. Spend some time jotting down ideas and notes that come to you. Think about the kind of games you want to run before you bring your friends in and see what type of game they want to have.

Your series setup will take about the length of one or two regular sessions (3-4 hours) if you go Custom, but using the Rapid options and making quick choices can boil it down to 15 minutes, not including "A Night In The Megacity".

The series setup steps are:

SERIES – STEP 1: CHOOSE A SERIES CONCEPT (PAGE 146)

You begin by crafting the concept for your series. Choose who you are as a crew, what brought you and keeps you together. Suggest Sources and powers you'd like the characters to have, cool tech they have access to, what motivates them, and what kinds of jobs they take. Decide on the type of story you'll be telling, what tropes to emphasize, and which to sideline.

SERIES – STEP 2: CHOOSE YOUR MEGACITY (PAGE 149)

The Megacity is more than just a background to your adventures, it's a dynamic setting that hits back and doesn't forget a slight. In this step, you either choose a Rapid pre-made Megacity, take the one created by your MC, or sit together and create one as a group using the Megacity Generator.

SERIES – STEP 3: CREATE YOUR CHARACTERS (PAGE 154)

Now that you know the world around you, it's time for the players to come up with their individual characters. You'll establish each character's fantastic powers and cool tech, as well as their mundane lives, in the form of themes. You can use the Rapid creation by choosing a character trope, four theme kits, and picking tags from those kits, or build your character from scratch with Custom creation.

SERIES – STEP 4: PICK A CREW THEME (PAGE 154)

Think about where you get your jobs from, who are your main contacts, what agency or taskforce you work for (if any), and what kinds of support you're given by your employers. Bring it all together and translate it into tags in the form of your crew theme. Use one of several Rapid premade options, or answer the Custom questions to make it from scratch.

SERIES – STEP 5: PLAY "A NIGHT IN THE MEGACITY" (PAGE 158)

A Night in the Megacity is a simple rules-lite play that depicts what a player character does most nights – who they hang out with, what their usual challenges are, and the life they lead outside of their more dangerous work. It also helps to flesh out your local environment and the kinds of people you run into. This will help everyone to get to know their own characters, expand your series' setting, and get a handle on the basic rules.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SERIES — STEP 1:

CHOOSE A SERIES CONCEPT

Begin your series setup by discussing the high concept for the series, using the baseline aspects of the :Otherscape universe described in Chapter 1: //Imagine and the following questions. You'll decide the specifics by following the next steps, but first, you all should have some agreements on the basics.

The three questions that will most help you define your series are:

? WHAT ARE YOUR GAME'S CENTRAL THEMES?

- Is there a moral subject or an aspect of human behavior you want to explore?
- Is there a specific technological breakthrough at the heart of this game, such as cloning?
- Are there specific mythologies or legends that will be the focus of this series?

? WHAT IS YOUR CREW CONCEPT?

- What kind of people are the protagonists and what brings them together?
- What kind of missions do you usually go on?

What kinds of enemies do you face?

? WHAT IS YOUR MEGACITY LIKE?

DISCUSSING CENTRAL THEMES

All *:Otherscape* games are of course set within the cyberpunk genre, focused on cinematic action, but it's worth discussing exactly what elements of *:Otherscape* you want to explore in your game. ***Chapter 1: //Imagine*** presented the main thematic pillars of *:Otherscape* games (page 18). Here they are again, with ideas about how they might impact your series concept.

MYTHOLOGY WEAPONIZED is the most central theme of *:Otherscape*, so it should be core to your game as well. The crew is going to have magic and encounter it in the hands of foes or out in the wild, with everyone taking advantage of it to the best of their abilities. The use of such entities and forces has repercussions, and you should decide how far they go.

TECHNOLOGICAL OVERDRIVE, MORAL BANKRUPTCY. A series that explores these elements of cyberpunk is all about showcasing technologies that take over human activities, integrated into every aspect of life, providing incredible benefits to a select few. The city is full of poor, brainwashed, and powerless masses. The power players care only about the bottom line, labor and lives are cheap and expendable and therefore people are a common collateral damage.

OLIGARCHIC CORRUPTION. Corporations and the suits who run them are common antagonists, but in a game that focuses on this theme, you'll expose (and exploit) the inner politics of a corp. Your series could be an investigation into this kind of evil, along the line between government, crime, community, and corp, or it could simply feature organizations that aren't just huge monoliths, but are made of individuals with conflicting agendas.

CITIES IN RUINS. If your group is into some serious exploration, scavenging, and monster fighting, go into the ruins. The outskirts of the Megacity and the underground layers that it was built upon are both full of interesting encounters, strange individuals, discarded tech, not to mention the kinds of places and objects that could prove to be fertile ground for Sources.

SPRAWLING CYBERSPACE. Cyberspace is everywhere, but a game that focuses on this theme can really push into the idea of a layered reality in which everything is connected. What's "real" becomes unclear, as almost anything can change its appearance. Thanks to Harnessing, crews can spend entire adventures or even entire lives online, either crashing through corp Domains or exploring the neglected and secret areas in and beyond the Tangle.

GANGS, CULTS, & COUNTERCULTURE. When a series focuses on these topics, it's all about contrasts. Gangs that are small fish in the big scheme, but kings and queens of their turfs. Cults with bizarre motivations and practices, whose members present themselves as completely normative. Strange subcultures one needs to delve deep into, and then go back to the "normal" world, perhaps forever changed. All of these combined showcase the unknowable melting pot culture that a true Megacity can offer.

TRANSHUMANISM. This sort of series features big picture ideas that throw into doubt the fundamental ideas we all take for granted. New technologies raise questions of identity, memories, community, morality, and humanity. Adversaries might be built around extreme transhuman ideals, tempting the PCs to cross over into a new type of existence. PCs probably carry Noise themes which serve as a platform for futuristic interpretations of modern concepts.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SAFETY TOOLS

Transhumanist science fiction stories, such as those you might tell with your *:Otherscape* games, can feature plots about how we define ourselves, our species, and our lives. They explore logical extremes, showcasing the negative effects of policies, technologies, and societal trends. This can challenge the sensibilities of even the most open minded of us.

What's more, the aesthetic of the cyberpunk genre features extreme poverty and income inequality, gang violence, drug abuse, and quite a lot of issues around disability and its interaction with technology. Additionally, the general concept of a dystopia can be a bit of a burden for some players. Stories about abusive government policies, ruthless corporate greed, and the inevitable consequences of human-induced climate change and pollution will naturally arise in cyberpunk.

Some areas that could become problematic include:

- The nature of humanity and inhumanity
- Identity, including sense of self, ideas about gender and sexuality, or any other self-conception
- Loss of player or character agency in a scene
- Graphic violence
- Mental health
- Poverty and inequality
- Ethnic gangs (which could be considered racist depictions)
- Disabilities and the disabled

You're going to want to figure out which of these topics are a problem for members of your play group. We suggest the **Lines & Veils** safety tool, which includes means for players to indicate what they're not really on board for, both before the game starts and during play.

A **line** is a hard line that a player does not want crossed; a topic or scenario they don't want mentioned in passing and certainly not showcased in the story. A **veil** is a limit that is softer, which is to say that the player would rather that the topic or scenario not be described in detail or included in a scene, but its inclusion in the setting is alright.

For example, Henry has a serious problem with the inclusion of sexual violence and harm to children. He might also get easily creeped out by in-depth descriptions of mental illness and drug abuse. The first set would be something he'd indicate as lines for him and the latter perhaps simply veils since they're more about graphic depiction than an actual problem with them being included in the setting and story.

Go over your lines and veils as a group during the series setup, but always remember it's perfectly fine and even expected for someone to add or subtract from the list during play. Henry could decide that actually mental illness scenes are more of a line for him than just a veil and he'd rather not encounter the topic during play. People can always change their mind. A recent experience or change of heart could easily have altered what they'd rather or rather not encounter during a game that's intended to be fun.

CREW CONCEPT

The basic premise of an *:Otherscape* game revolves around **the crew**. A crew is a group of player characters who work together, doing jobs for a set employer or for whoever will hire them. They are usually up-and-comers in the Megacity, and many would be described as mercenaries. Money, prestige, and the opportunity to advance in the world is paramount to them, though it's possible for a crew to form around a particular common interest or cause.

Motive matters most, and it's important for everyone to buy into the concept of the series, so be sure to go over the options and come to a consensus on what the crew will be about. It's possible to occasionally have jobs with a different theme, and over time the entire premise might change, but what you decide to initially work towards will have a big impact on who you come up with as characters, so this is a big decision.

For example, if you decide to be a group of outcasts and rejects living in the forsaken and derelict parts of the Megacity and surviving against mutants and monstrosities in the pollution-devastated wastelands, then this is what your series will be about, for the most part. You won't be regularly hired by high-flying officials to silence their political opposition, not because it's impossible (this could actually be the subject of an interesting job or story arc) but because this is not the focus of your game. On the other hand, if you are a team of hitmen then assassinating political targets may be your bread-and-butter activity, and you'll rarely see outer wilds.

The MC might already have their own concept for a series, but this is a conversation with gives and takes – talk among yourselves to find out a good combination of a crew you're excited to play as, and a concept you're excited to explore. Brainstorm some ideas and discuss them. Ask each other questions about each idea to develop it. We suggest you begin with the crew concepts presented below, based on the types of crews introduced on page 37.

Assume that all the player characters already know each other, at least tangentially. While you might not be a united team just yet, you should at least be willing to work together and agree upon a general way of doing things, at least at the start. Once the game begins, anything can happen.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

STARTING WITHOUT A CREW

The working assumption in *:Otherscape* is that characters start the game already knowing each other, having a good understanding of how to work together, and sharing a common cause. Without this assumption, you can have no crew theme; and without that theme, there's no single coherent motivation to keep the game focused on the series concept you've developed.

If you want to tell the story of how the crew came together, we recommend doing so retroactively. Follow the usual series setup steps, and when you're ready to play, have some flashbacks to show how it came to be that this group of people became a crew.

EXAMPLE SERIES CONCEPTS

Here are some example series concepts based on the crew tropes presented in ***Chapter 1: //Imagine*** (page 37):

ALL-AROUND FIXERS

Hired as problem solvers to the Megacity's elite, you are the all-purpose troubleshooters who get called in when things go from bad to worse. Once you solve a problem, it may be your duty to keep that problem from popping up again, forcing you to go after the source.

Series Focus: investigations, creative problem solving, political favor trading

Characters: cybersecurity analyst, savvy underworld handler, versatile thaumaturge (practical magic user), master infiltrator

Typical Jobs: remove a gang threat from a corporate event, bust a nest of ghosts in city hall, destroy a computer virus threatening a pharma company, clear the city's mass transit system of hyper-intelligent mutant crows, steal a magical (and cursed) diamond back from the people who stole it

COMMUNITY PROTECTORS

Your crew came together in your district due to an invested interest in its protection and growth. Many outside forces threaten your streets. Many dangers lurk and build in the alleys, from organized crime, to unnatural hauntings, to corporate buyouts. You come together to keep the peace.

Series Focus: detailed local characters, solving neighborhood issues, local politics

Characters: hometown hero, honorable criminal, local tech merchant, retired cop, occult shop owner, bartending badass

Typical Jobs: clean out the abandoned building, negotiate with a local gang, uncover corp scheme threatening local business, upgrade your base of operations, get a Source as a patron or banish one who is misbehaving

ELITE SPECIALISTS

A team of pros who take jobs from anyone with deep enough pockets, or a single patron (a corp, government, etc.). Highly trained and individually specialized, operating with considerable autonomy – but there are lines you aren't allowed to cross.

Series Focus: black ops, ethically ambiguous operations, personal stakes and struggles

Characters: unit leader (AKA Major), ex-military pro, loyal corporate assassin, spy drone operator, executive seer

Typical Jobs: extract a scientist from a corporate lab, steal a prototype, remove a big name target during a big event, long-term infiltration, Harness into a mind and uncover its secrets, try to secretly undo an injustice made by your employer

FOUND FAMILY

You live, you bicker, you love, and you do jobs to pay the bills and live the big life. You are your own reasons for existing, and just spending another evening together – or escaping the cops into a subway tunnel together – is enough for you. You live for today.

Series Focus: getting into trouble to get money, helping each other achieve personal goals

Characters: ex-corp outlandish engineer, overgrown club bouncer, former military drunk sniper, street illusionist, someone deformed by a Source

Typical Jobs: smash and grab Source theft, industrial sabotage, bank robbery for hire, escape a human trafficking barge after a botched job

REBELLIOUS STREET GANG

Your crew came together to take advantage of their mutual willingness to defy the law and fight the power. You hold a bit of turf and engage in all sorts of criminal behavior there. Your street cred depends on how successful your crew is at pulling off jobs and getting rich.

Series Focus: territorial warfare, down with the system, protecting street rep

Characters: dealer and fixer, magical graffiti artist, punk with an attitude, biker with a shotgun, cyber-anarchist

Typical Jobs: expanding the territory, fighting off rivals, making the cops and corps back off, pulling off a heist or robbery, taking down an oppressive Source, handling a mutiny or loose cannons in your gang

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SOURCE CABAL

Your crew specializes in tracking, understanding, and exploiting the Sources of magical power in and around the Megacity. You might be beholden to a specific Mythos, or get yourselves mixed with several.

Series Focus: legend lore, tangling with the supernatural, exploration of dangerous places

Characters: archeologist or a symbology expert, a tech-based "Source tamer", power hungry cultist, would-be hero, monster hunter

Typical Jobs: tracking down a Source by following the clues, curing a curse or a weird magical effect, negotiating with a god, exploring Thin Place ruins, defusing a doomsday artifact

SOURCE-HUNTING PRIVATEERS

Everyone wants Sources, so you're going to get'em and sell'em – before anyone else. You track down rumors and decipher old scripts to find your targets, then go wherever the treasure is waiting, even if it's on the other side of the world.

Series Focus: exploring remote areas, using Sources and being used by them, high adventure

Characters: savvy smuggler, professional tomb raider, wilderness survivalist, AR-enhanced antiquarians, a Source fetishist

Typical Jobs: a chase to the treasure versus corp rivals, navigating across dangerous terrain, Harnessing into a secret Mythic enclave, solving riddles and fighting monsters

WANTED

Your crew is composed of renegades, escaping the law, a corp, or a crime syndicate. You might all be fleeing the same foe or individually on the run from different organizations. You come together for mutual protection, and because as a group you stand a chance to clear your name or become someone new.

Series Focus: chase scenes, working to end the manhunt, doing merc work to get by

Characters: freed android, former corporate indentured servant, escaped criminal, outlaw hacker, renegade anti-corporatist

Typical Jobs: tense negotiations with the hunters, escape into the sewers or outlands, searching for a safehouse, violent merc job, new identity purchasing in cyberspace

SERIES — STEP 2:

CHOOSE YOUR MEGACITY

Now that you know what your crew is all about, at least in broad strokes, it's time to turn your attention to the setting and environment of your series.

Most *:Otherscape* series are set in a Megacity setting, whether one or multiple, thriving, ruined, or both. Your series can focus on one Megacity or start in one and then continue in another as your story unfolds. Alternatively, it could be a globetrotting adventure where you never sleep in the same Megacity twice, or even go into orbit and beyond.

The Megacity you play in as well as its future history are created by your group. Choose one of these creation methods:

- **Pick a premade Megacity profile** from the list on the following page. Each comes with its own districts and developments, turmoils, and troubles.
- **Use the Megacity Generator (page 160) together**, MC and players, to make sure your Megacity fits the kinds of stories you all want to play. This is the most time-consuming but, for many, also the most satisfying option.
- **Have the MC generate the Megacity**. If your group already has a solid grasp of your concept even before the series setup, the MC can use the Megacity Generator by herself to create a custom-made setting that fits the game you want to play. This leaves session zero to focus on crew and character creation.
- **Grab a Megacity supplement book** such as *Tokyo:Otherscape*, which includes premade setting information, key player operations, Challenges, jobs, and player options, all tailored to a specific Megacity and inspired by its prevailing culture.

The Megacity gives context for your crew and your character. They can come from a war-torn district, be a survivor of the city-wide plague, or reside in a ruined part of an old arcology. options, all tailored to a specific Megacity and inspired by its prevailing culture.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

WHAT'S IN A MEGACITY?

A Megacity is divided into districts, each of which focus on one or more central concepts: major Mythic influences and regional Sources; political key players such as corporations, crime syndicates, and government activities; subcultures that tap into fashion, nightlife, social activism, sporting, nihilism, or religion; natural or man-made disasters and the aftermath in the ruins; and so on.

Some elements in your Megacity can cross over between Districts or affect the entire Megacity, such as a megacorp in control of entire swathes of the sprawl or a pandemic that knows no borders, but breaking the Megacity up into districts allows you to give attention to what is happening on the local level, which in turns makes your Megacity more interesting and *Noisy*, like a good cyberpunk Megacity.

Each district also has its own story tag derived from its central concepts. This tag can be invoked by players and MC alike when in the district to emphasize its themes. To avoid overuse, district story tags should expire after a single use and be restored by the MC after each downtime period, although the MC may opt to allow more extensive use of the district tag based on her cinematic considerations.

FICTION, NOT PREDICTION

Published Megacities and the Megacities you create with the Megacity Generator take today's real world cities and use them as a creative springboard from which to dream up imaginary dystopian Megacities for your game, the kind that would be the backdrop for a cool cyberpunk movie or book. Nothing in this content or process should be construed as commentary on real world cities or cultures or on where they might be headed in the future. Remember, this is fiction, not prediction.

PRE-MADE MEGACITIES

ISTANBUL

Bridging Europe and Asia, the Megacity of Istanbul represents the clashing mingling of culture particular to the Noise. Creed, religion, custom, and language act as battlefields, upon which immigrants from countless countries fight for their rights to be heard. The complexities of this Megacity are rightfully called Byzantine, for the Mythos of that empire bends the city towards a chaotic kind of order. The Byzantine Mythos hides so seamlessly within the Noise that no one is yet aware of just how powerful it is; everything and everyone here is touched by its confusing effects.

ANATOLIAN SHORE

Bureaucratic Dysfunction

The Asian side of the Megacity has become a vast housing district, including sprawling shanty towns cobbled together along the hills above the Bosphorus. Here much of the industrial workforce comes home from menial jobs that often require many hours of commute time on the city's hover railways and convoluted freeway systems. Due to the Byzantine Mythos' subtle influence, all lives in the district are unnecessarily complex and bogged down by bureaucracy.

BURSA

Corruptive Forces

Once a major stop on the Silk Road, the city of Bursa has been absorbed by Istanbul from across the polluted Sea of Marmara. Perhaps inspired by its transportation focus, the area specializes in the manufacturing of vehicles, especially those that run on newer methods of propulsion, including experimental antigrav and Source-based. Several Mythoi connected to the Silk Road are active here, encouraging trade, innovation, and ruthless expansion.

BOSPHORUS

Legendary Monsters

The region of the city surrounding the Bosphorus Strait serves as a growing manufacturing and shipping center. The area is also home to a Conjuration of the Chimera, a many-headed fire-breathing monster that is known to kill important figures among the docker union as well as corrupt corp executives, although no-one knows how she chooses her targets. Monster hunters from far and wide seek out the beast, but none have managed to capture her.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

FATIH

Mythology in Action

The former seat of power for both the Byzantine and Ottoman Empires of old is the traditional heart of the Megacity. Here on the historic peninsula the Hagia Sophia and other important centers of faith gather the power of the Mythoi in one place. Angels, demons, and their various minions walk the streets, emboldened by the legendary might of this place, echoing through the ages. An apocalyptic war is brewing here that will eventually endanger the entire world.

GOLDEN HORN

Information Overload

The financial district of the Megacity has expanded along the Golden Horn, the famed inlet of the Bosphorus. Here the Byzantine Mythos's influence is felt as a chaotic pull towards cyberspace complexity. AI financial representatives meet on behalf of industrialists and corporate conglomerates, attempting to gain the upper hand by refining actionable data out of immense databases. Yet no answer is good enough, and overanalysis leads to countless gridlocks, which are often solved only through third party intervention (in the form of crews sent on jobs). The physical Golden Horn is mostly secured server farms; the real Golden Horn is fully in cyberspace, the bustle of activity producing a dull roar in the AR Nearspace of the district.

THE PRINCES' ISLANDS

Organized Crime

This collection of islands in the Sea of Marmara has always been known as a refuge for dissidents and outcasts. In recent years, the place has become haven to criminals, hackers, and exiled oligarchs from around the globe. They have crafted not only a community that supports their anonymous existences here, but also a cyberspace Domain encrypted against all outside scrutiny. Here they hoard their ill-gotten wealth, hoping to one day spend it when the heat is off. This community is highly hostile to most outsiders, but tends to be willing to let mercs in, since they are a greatly needed resource. Many shady deals and illicit jobs are handed out from these tiny islands.

LONDON-MANCHESTER METROPLEX

As the land of Great Britain consolidates into a single, island-wide metropolis, financial wizards tangle with hooligan gangs enhanced with augs and sport drugs. From the factories of Manchester to the fog-shrouded castle-skyscrapers of London, conflicts born of class, finances, and regional identity create an atmosphere of fracture and disillusionment with the mere concept of the nation-state. Scotland, defended by a strong government and intense cold, is safe from the encroachment of the Megacity – for now. To further complicate it all, the Mythoi of ancient Britain breathe new life into the establishment of the monarchy, while sparking a revival of chivalry and brigandry the likes of which the region has not seen in hundreds of years.

BIRMINGHAM

Utter Lawlessness

Known for its canals and being one of the first industrialized centers in the world, Birmingham has recently become overrun by punk gangs secretly funded by Brice Redcroft, a financial kingpin turned local MP, turned crime lord. Redcroft's empire is growing unopposed and the street savvy fear he may soon spread his chaotic influence to the heart of London.

DIOCESE OF CANTERBURY

Inspired Heroism

The area of Kent, south-east of modern London, has been consolidated into a single theocracy run by a new splinter sect of the Church of England. Following a period of upheaval and schisms, Archbishop Sexton established order by way of a radicalized interpretation of the Divine Right of Kings, authorizing militias backed by international corporation support. The Archbishop radiates religious justice out from the Cathedral and Metropolitical Church at Canterbury from which he rules. His most trusted followers bear crosses and other paraphernalia as Sources empowered with the Mythoi of medieval angels and even legendary crusaders – but thanks to this tyranny, heroic Mythoi are now swarming the district.

LEEDS

Mythology in Action

When the Metroplex began to sprawl together, like a cobweb across the island, Leeds fought back. The people of Leeds had already begun building green spaces, establishing a green belt of natural wildlife within its populous confines. Though climate disasters have threatened those spaces, the

Property of City of Mist. Issued to Jolan

reemergence of Druids with powers derived from Sources connected to nature and the ley lines of Britain have given the wild areas a chance to survive, and even flourish. Now the Druids work fiercely to protect the enclave they've established in Leeds from greedy corporate interests that would despoil those undeveloped plots and harvest the magical power inherent in the land.

CORE LONDON

Automation Propagation

The ancient heart of political and financial power in England has only grown more significant. Looming over the city is the Tower of London, a castle-like skyscraper that serves as the corporate headquarters for a powerful cabal of financial companies and decision makers. Few of the city's denizens realize, however, that the majority of these power-players have been replaced by android replicas created by a master roboticist named Alice, herself an android. A secret war is being waged behind the scenes, and no side has any interest in publicly admitting to be engaged in it. Political figures and multinational corps who would be at each other's throat at any other time and place, find themselves allying against a common existential threat.

MANCHESTER-LIVERPOOL

Industrial Pollution

The industrial center of the Metroplex, Manchester-Liverpool is completely choked with pollution. Denizens must wear air filtration masks and goggles to navigate the city, though the wealthy get by with cybernetics to the same effect. Nearly everyone who still lives here is either too poor to move out or too stubborn to leave, but the filthy fog also covers the growing presence of immigrant Touched, people who are drawn to where no "right-minded fellow" will go, protected by various Sources.

NOTTINGHAM

People Pushed to the Edge

In recent decades, the sleepy collection of towns surrounding Nottingham has been invaded by corporate interests seeking yet another region to turn into a capitalist heaven full of shops and factories. Surprisingly, it didn't work: the corporate powers were overthrown by worker uprisings led by a group of outlaws. Perhaps unsurprisingly, these outlaws call themselves the Merry Men and they collect Sources connected to the Mythos of Robin Hood and other English folk heroes. The district is constantly in flux as corporate mercs, outlaw archers, and the remnants of local government butt heads, with no side having full control over what's going on.

OXBRIDGE

Cult Meddling

The university district of the Metroplex is an amalgam of Oxford and Cambridge strewn between London and Birmingham. Vast education centers house would-be technocrats and bureaucrats alike, ruled over by an academic elite who treat their students as serfs. A wide array of Mythoi active in this district stem from the libraries and museums that litter the campuses, filled with relics from across the world that serve as Sources. Secret societies abound as cults to dozens of forgotten gods congregate in the halls of education behind closed doors.

CARDIFF

Legendary Monsters

When the Mythoi began to reveal themselves to the world, Cardiff was among the first to notice because the city was torn apart by a giant from Welsh mythology. The great monster, Gogmagog, had a different name once but over many years it was corrupted and merged with that of the Biblical prophecy of the end times, inadvertently granting the giant incredible power but also driving him mad. A group of local heroes managed to lure the giant into the grounds of Cardiff Castle, where they defeated him and dissected his body into parts, to stop him from reforming. Instead of being taken to all corners of the earth as intended, however, all but one of his parts were acquired by power players in the Megacity, for research, military, and prophetic purposes.

NEW SAN FRANCISCO

After the "big one" hit, the Bay Area was decimated, just as the scientists predicted. Like the 1906 earthquake before it, this more recent tectonic catastrophe served to wipe out much of the Megacity, which sprawls from the bay east to Sacramento and south into the California central valley. With the earthquake serving as a "reboot", the city doubled down on its Silicon Valley associations. Now the downtown peninsula is claimed by the silicon megacorps while AI take over administration of the Central Valley. Yet their authority is questioned by a young programmer who claims to be the next iteration of the Kaknu, the heroic grandson of the trickster Coyote in Chocheño legends, an anthropomorphic peregrine falcon.

CENTRAL VALLEY

Mythology in Action

Sacramento and the other cities of the central valley have merged into a single strain of urban sprawl. Once one of

Property of City of Mist. Issued to Jolan Arnaud. Order #210586

the most important food producing regions of the United States, the area's economy has collapsed in the wake of climate disaster and drought. Now the region serves as an inhabited string of stripmall towns with the one-time state capital as its jewel. Sacramento was leveled in the "big one" and in the aftermath the Mythos of the Wild West Gunslinger has taken over. The district became similar to a frontier town in the old west, in essence if not in aesthetics. Gunslingers hang around every corner, bounty hunting is rampant, and deputized citizens are the only law.

COASTAL SPRAWL

Industrial Pollution

As the manufacturing in Silicon Valley turned to cybernetics and robotics, the coast south of San Francisco was annexed by corporate overlords. Now what was once a collection of beautiful coastal towns have become an endless industrial zone, pumping toxins into the Pacific Ocean at what would be an alarming rate if anyone cared anymore. Criminal hackers have begun taking over a number of abandoned warehouses and industrial plants here, carving out a hardware utopia for themselves.

EAST BAY

Virus Infections

Oakland and its neighbors on the east side of the bay were hit particularly hard by the earthquake. Abandoned by the Silicon Valley corps that were supposed to provide cybersecurity, cyberspace in the East Bay has become infected with every known computer virus imaginable. Some say such a vast outbreak is only possible through deliberate sabotage. Others say something from the Otherscape now dwells within the UC Berkeley Domains, spawning new viruses at an escalating pace as part of its own evolution. The end results in the physical world are the same: the streets have become slums, with barely any infrastructure available. With even Nearspace being incredibly hazardous, most residents have given up on any sort of cyberspace connection.

MOUNT DIABLO

Mythic Wilderness

The district of Mount Diablo is the result of a corporate takeover of what was once the 20,000 acre Mount Diablo State Park, built as an exurban escape for the wealthy featuring the latest in holographic flora. However, the community has gained a terrible reputation due to malfunctions and hazards, created by the powerful Mythos of the mountain itself that seems to have been awakened by the construction. The mountain is called Tuyshtak ("at the dawn of time") by the Ohlone of the area, and their legends tell it was the source of all humans after a great flood covered everything but the mountain. The Mythos of Tuyshtak induces near constant flooding in the district and seems to be drawing other Mythoi of Northern California natives to it, making indigenous Sources fall into the hands of those who would drive the wealthy elite out of the district.

NORTH BAY

Isolationist Enclave

The owners of the wine country and wealthy estates of the North Bay saw the chaos of the earthquake as a sign of the times. Pooling their significant wealth, the elite of North Bay created a collection of closed enclaves known as End Points. Within these vault-like structures, the rich live in a bubble of paranoia and high tech gadgets. They employ mercenaries to patrol the vineyards they once tended, now overrun with climate refugees that have collected into nomadic vehicle clans.

SILICON PENINSULA

Company Rule

As the government of old San Francisco crumbled alongside City Hall itself, the corporations based out of Silicon Valley, now among the most powerful in the world, seized control over the Megacity. Taking over the entire Peninsula area, as well as what was once the Downtown area, these cybernetic and cyberspace companies now have their own world capital. The Megacity bends to their tech-focused will, turning every political action into an opportunity to expand their collective power over the people.

Yet the corporations that run cyberspace are not perfectly aligned. They wage a shadow war against each other, invading each other's cyber Domains and stealing trade secrets from one another. A few have gained access to powerful lightning and electricity Mythoi, which they use to fry each other's hardware. It's only a matter of time before the capital of cybernetics becomes an outright warzone.

Property of City of Mist. Issued to Jolan Arnaud. Order # 219330

SERIES — STEP 3:

CREATE YOUR CHARACTERS

At this step of the series setup session, each player will create their own *:Otherscape* character, while the MC supports them, asks guiding questions, and makes sure she understands the tags the players are choosing.

See **Character Creation**, starting on page 174.

SERIES — STEP 4:

PICK A CREW THEME

The crew is represented by a **crew theme**, the shared resources and beliefs of the crew, as well as its weaknesses. It is built like all themes: three power tags, one weakness tag, and an Identity, Ritual, or Itch – a single statement or goal that encapsulates the crew's driving motivation or supernatural duty.

RAPID CREW CREATION

Pick the crew theme kit on pages 156-157 which matches your chosen crew concept and create the theme as a group, using the same guidelines given in **Create Themes From Theme Kits**, page 177.

CUSTOM CREW CREATION

If you have the time and the inclination to customize every part of your crew, you can create it from scratch by answering the questions in the crew themebook on the next page. For guidelines on custom theme creation see **Answer Themebook Questions**, page 190.

UNITED BY AN IDENTITY, RITUAL, OR ITCH

Each crew has an Identity, Ritual, or Itch which is the glue that binds these people together, the reason for why they are operating as a crew. In a way, it is the boiled down version of the series concept, such as a question all crew members are trying to answer together or a conviction all crew members share.

The group can choose whether to phrase this core aspect as an Identity, Ritual, or Itch. It is essential that not only the players but also the characters they portray agree with this agenda, even if it is an unspoken agreement.

For example, if a group playing a crew of tech mongers chooses the Identity "Someone might as well scavenge what the corporations don't want anymore", all crew members should conform to this statement at least to some extent. If a team of ghost hunters feels compelled to fulfill the statement "We must put ghosts to rest peacefully if we can", and chooses this need as their Ritual, it means everyone agrees that this supernatural demand is the most important thing, for now.

Remember, the characters start the game already knowing each other and have worked with each other for a while, at least long enough to have a joint purpose. This is not to say all members completely agree on what drives the crew but simply that for the time being they agree to set aside any qualms they might have. During the game, the crew theme can mark Decay and be replaced just like any other theme (see **The Crew Theme**, page 75).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THE CREW

CONCEPT

As a group, review the concept of your crew and the series concept you all agreed upon. Flesh it out together by thinking about the following questions:

? What is our shared goal?

? Who or what brought us together?

? Why do we work together? What does each member contribute to the cause?

? Who is backing our efforts or giving us jobs?

? Where do we meet? Where do we stash our gear or convene in cyberspace?

? What sort of resources do we have at our disposal?

POWER TAG QUESTIONS

A Who are you, as a crew?

B Where do you meet, work, rest, or prepare for action?

C What activity have you learned to do well together?

D Who is guiding, backing, or assisting your operation?

E How do you get around?

F What environments or situations are you most comfortable in?

G What special sources of information do you have?

H What sort of reputation or name have you made for yourselves?

I How do you help, assist, or support one another?

J What kind of special gear, resource, or power is at your disposal?

WEAKNESS TAG QUESTIONS

A What is flawed or lacking in the way you operate together?

B How do you get each other into trouble?

C Who or what are you all afraid of?

D What places or situations do you find tough to handle?

IDENTITY, RITUAL, OR ITCH

Choose an Identity, Ritual, or Itch for this theme: a shared conviction, a magical commitment, or a technological impulse that you all abide by. For example:

- Identity: (Counterculture trendsetters) "If it ain't *xenon*, man, it ain't worth doing."
- Ritual: (Badlands scavenger cultists) "We must sate Shezmu's thirst."
- Itch: (Forecasting supercomputer tech team) "Predict every obstacle."
- You can try exploring the following options:
- A belief or goal that unites you all
- The requirements of a Source you all are fascinated with
- The impulse of technology that you are all involved with

If any of you is acting in conflict with this statement, this means your crew is beginning to fall apart (see **The Crew Theme**, page 75) and that what previously kept you together may no longer hold true for everyone. Together, decide what could constitute acting against this motivation.

CREW THEME SPECIALS

☐ **Huddle:** Once per session, one of the crew members can take an action that affects one target and apply it to the whole crew, ignoring the crew's Scale of 1.

☐ **Last Second Leap:** Once per session, when a PC misses a roll, another PC can jump in to help at the last second, if they are capable of doing so. The roll is treated as a mixed hit (7-9), and the helper PC suffers the same Consequences as the PC in the spotlight. Both players can **Mitigate** as usual.

☐ **Sacrifice:** When two or more of you face the same Consequences, any player whose PC can reasonably defend another PC may spend any or all of their mitigation Power on mitigating that PC's Consequences instead of their own.

☐ **Strong Bonds:** During downtime, when a crew member spend Power on creating relationship story tags representing bonds with other crew members, they get 1 extra Power to spend.

☐ **United By The Cause:** During **Credit Roll**, if the entire crew cooperated in a single scene while aligned with this theme's motivation, remove one Decay from this theme.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME KITS

ALL-AROUND FIXERS — CREW THEME

POWER TAGS

ALL-AROUND FIXERS

- MINERVA'S DINER
- IDENTIFYING SUPERNATURAL INTRUSIONS
- POWERFUL CLIENTS
- NONDESCRIPT SEDAN
- TENSE NEGOTIATIONS
- THE EXCLUSIVE FIXER-ONLY VR DOMAIN
- PROBLEM SOLVERS
- EVERYONE KNOWS THEIR JOB
- SPECTRAL AMMUNITION

WEAKNESS TAGS

- ARGUMENTATIVE
- OVERLY CURIOUS
- METRO POLICE DETECTIVE UNIT
- UNDERCITY DEPTHS

IDENTITY

Problems should be solved with minimal blowback.

ELITE SPECIALISTS — CREW THEME

POWER TAGS

ELITE SPECIALISTS

- SECURE APARTMENT BASE
- INFILTRATION/EXFILTRATION
- OUR HANDLER IN A SUIT
- HAWK-2 VTOL FLIER
- GUNNING FOR GUNFIGHTS
- OLD MILITARY CONTACTS
- BEST OF THE BEST
- FOLLOW THE LEADER
- FAVORS FROM PAST CLIENTS

WEAKNESS TAGS

- OVERCONFIDENCE
- TOO QUICK TO ACT
- FAILING CORE OBJECTIVE
- FANCY PARTIES

IDENTITY

Do the job, no questions asked.

COMMUNITY PROTECTORS — CREW THEME

POWER TAGS

COMMUNITY PROTECTORS

- BUSH ST. LIBRARY
- PATROL THESE STREETS
- THE PEOPLE WHO LIVE HERE
- KNOW THE BACK ALLEYS BY HEART
- HOME TURF
- NOSEY NEIGHBORS
- PILLARS OF THE COMMUNITY
- DIPLOMACY FIRST
- BORROWED EQUIPMENT

WEAKNESS TAGS

- SMALL SCALE OPERATION
- LOCAL RIVALRIES
- LETTING DOWN THE COMMUNITY
- THE NATIONAL STAGE

IDENTITY

It's up to us to protect the neighborhood and its people.

FOUND FAMILY — CREW THEME

POWER TAGS

FOUND FAMILY

- OUR SHARED APARTMENTMENT BASE
- HANDLE EVERYDAY ISSUES
- FRIENDS AND COLLEAGUES
- A CONVERTED ARMY VAN
- THINKING ON THE SPOT
- HEARD IT THROUGH THE GRAPEVINE
- THEY WON'T SEE THIS COMING
- I'M HERE FOR YOU
- PILE OF MEMENTOS FROM PREVIOUS JOBS

WEAKNESS TAGS

- NO COMMON BACKGROUND
- FAR TOO SPONTANEOUS
- OLD TROUBLE COME BACK TO BITE YOU
- BEING APART

IDENTITY

We're in this together.

Property of City of Mist. Issued to Jolan Arnault. Order #310586

REBELLIOUS STREET GANG — CREW THEME

POWER TAGS

REBELLIOUS STREET GANG

- SEEDY BAR
- MARK OUR TERRITORY
- UNDERWORLD SUPPLIERS
- SOUPED UP VEHICLES
- GANG-CONTROLLED AREA
- WORD ON THE STREET
- AMBITIOUS GANGSTERS
- GANG PRIDE
- ILLEGAL WEAPONS

WEAKNESS TAGS

- TERRITORIAL
- EVERYONE THINKS THEY'RE THE BOSS
- OUT OF OUR LEAGUE
- WRATH OF UNDERWORLD BOSSES

IDENTITY

Dominate the streets or be dominated by others.

SOURCE-HUNTING PRIVATEERS — CREW THEME

POWER TAGS

SOURCE-HUNTING PRIVATEERS

- CONVERTED CARGO FREIGHTER
- TAKE DOWN CONJURATIONS
- LOCAL CONTACTS & GUIDES
- BUSHWHACKING
- HUNTING DOWN A SOURCE
- ANTIQUITIES DATABASES
- DARING
- HAGGLE OUR WAY OUT OF IT
- MAGIC CONTAINMENT BOX

WEAKNESS TAGS

- INDIVIDUAL AMBITIONS
- I THINK I JUST STEPPED ON A PRESSURE PLATE
- CURSES
- FIREFIGHTS VS SUPERIOR FOES

IDENTITY

Get the Source, get paid!

SOURCE CABAL — CREW THEME

POWER TAGS

SOURCE CABAL

- FORGOTTEN TEMPLE
- RESEARCHING MYTHOI
- GUIDANCE OF A DEITY
- FLIGHT-BESTOWING SOURCE
- ENCOUNTERS WITH GODS
- COMMUNE WITH THE BEYOND
- PROTECTORS OF RELICS
- COLLECTION OF SOURCES
- BLESSING OF THE SOURCE

WEAKNESS TAGS

- POWER HUNGRY
- DISTRACTED BY OLD THINGS
- SOURCE-SNUFFING MAGIC
- NOISE-RIDDEN PLACES

IDENTITY

We must follow the tenets of our Source(s).

WANTED — CREW THEME

POWER TAGS

WANTED

- FIND TEMPORARY ACCOMMODATION
- BUILD MAKESHIFT WEAPONS
- ENEMIES OF OUR ENEMIES
- PUBLIC TRANSPORT
- ESCAPE PLANS
- STOLEN DATABASES
- ELUSIVE
- VIGILANT
- COUNTERFEIT IDs

WEAKNESS TAGS

- ALWAYS ON THE MOVE
- NO SECURE CHANNEL OF COMMUNICATION
- THE AUTHORITIES
- PHYSICAL RESTRAINTS

IDENTITY

Never. Get. Caught.

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

SERIES — STEP 5:

A NIGHT IN THE MEGACITY

As the end of the series setup draws near, you already have all the components of an exhilarating mythic-cyberpunk campaign: your series concept, crew theme, Megacity, and characters.

In this final step, you wire everything together and do a test run to debug and tweak your series and to get an initial feel of the setting. You'll now play through a handful of short and casual scenes where the purpose is not to advance the plot (although that might happen on its own) but to help flesh out the small details that are the connective tissue of the series. This will help the MC and the players learn a bit more about the player characters and their backstories, to connect with their motivations and their tags. You might even use this as an opportunity to revisit the basic rules and try out some quick outcome rolls (page 88).

Don't worry too much about running these scenes perfectly. This is not yet a game session depicting a dangerous merc job, it's just a little vignette of your crew to establish the baseline of the player characters' everyday life. It's a dry run, designed so that everyone feels free to bump up against every misunderstanding and hash out small details.

STARTING OUT

The MC starts by picking out a time, usually at night, and asking the table:

? WHERE ARE YOUR CHARACTERS RIGHT NOW, AND WHAT ARE THEY DOING ON THIS ORDINARY NIGHT?

Go around the table and have the players imagine their PC's routines and lives and share it with the group.

For example, MC Raycheal and players Matt, TJ, and Celine, have put together their Source-hunting crew, who are currently operating out of New San Francisco.

> **Raycheal, the MC:** It's a typically rainy night in the seedy little-Vietnam neighborhood you all call home. The messy little apartment you share is bathed in aquamarine neon light from a huge dragon-themed sign over the hourly-rate coffin hotel that looms over the block.
>
> Where are you right now, and what are you doing? Let's start with Matt.
>
> **Matt (playing Malcolm, an augmented Londoner hired gun):** I'm thinking Malcolm is doing some arsenal maintenance in our tight communal area, with parts strewn everywhere on the dining bar, including parts of his body, his augs. He probably doesn't even need to, he just loves polishing it and making sure it's all oiled up. He spent the day doing odd jobs around the neighborhood just to make himself feel useful. His evening gun cleaning routine is mostly to relax, but also to stay ready for the next gig. He's always looking forward to some action.
>
> **MC:** Makes sense. Okay, TJ, what's going on in cyberspace at night?
>
> **TJ (playing Rayth, a disembodied hacker):** I don't think Rayth sleeps, per se. He probably needs a memory clean-up here and there, but he's pretty much on all the time. He's doing three things: he's projecting a hologram of himself, a glitchy recording of his old body, playing cards on a chair next to Malcolm – that just helps him feel human; he's watching the apartment's Nearspace for any dangers to the crew; and he's researching Artifacts of interest in the Tangle, trying to pick up a lead for a new job.
>
> **MC:** Celine, what about Amal? What was her day like and what's she up to tonight?
>
> **Celine (playing Amal, a werehyena witch):** Amal is out partying hard, dancing in a jungle of glowing AR illusions in some seedy bar. She's got a lot on her mind, what with the Gordian blackmailing her for her Esoterica, and she needs to blow off some serious steam. She returns to the apartment in the pre-dawn light, somewhat disheveled. You can tell she's been running around as a hyena, getting into trouble. Maybe she grabs some comfort food from the fridge and disappears into her coffin bed. She's quite the type.

ASKING QUESTIONS AND FLESHING OUT

Keep fleshing out the scenes and note down new details that arise. Maybe one of the PCs has a conversation with another PC or with an NPC, visits a key location, or reveals a new aspect of the crew's life.

Whenever any of you wonder about a detail in the story, ask for it out loud. This is for everyone, not just the MC. Zoom in on what you find interesting, even if it's someone else's PC.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Ask as many questions as you feel like. While this might be bad form during a regular game, since it'll slow down the high-octane action, A Night in the Megacity is when you explore the basic setup of your campaign, so it's the perfect time to get into the details and clarify anything that's on your mind, such as:

- A character's appearance
- A character's lifestyle
- A character's daily routine
- Where's the character staying right now, and why
- A character's interface and dealings with the key factions of your series, global or local
- Trouble in a character's life: factional, financial, emotional, etc.
- How they manifest their Source powers
- How they use their tech
- Details about supporting NPCs, including loved ones and pets, contacts, or rivals
- Major events in the character's or crew's history
- The dynamics within the crew, and key locations important to the crew

When someone asks a question, suggest answers. This is a brainstorming session; let ideas fly around freely. Each player has the final say about their PC's details and the MC has the final say about the setting, but it never hurts to spitball cool concepts.

In addition, as the MC, take notes and say yes as much as possible. Take the player's cues and integrate them into the setting. Nothing is set in stone and you can always alter details that don't work later. Furthermore, not all details that seem interesting now will make it to the series. Track the open questions that seem most relevant to the jobs you want to run and the core concept of the campaign. Focus on what seems to motivate and draw the attention of the PCs and players and combine it with your own creative input.

Continuing with Raycheal's crew, here are some questions and answers that could come up during A Night In The Megacity:

- Who is Malcolm doing odd jobs for? Maybe he has a friend in the neighborhood – who are they? A romantic interest perhaps? Or is there a local crime boss that Malcolm moonlights for as a bodyguard?
- Rayth seems to have a need to feel human by enacting human activities, did I get that right? Does he often hang out with the other crew members as a hologram? Does he do it on his own? Has he ever inhabited an anthro drone to experience having a body again? Do the others know how he lost his body?
- Also, why is Rayth so wired (no pun intended) about the local Nearspace? Has your crew been attacked before, between gigs? By whom? Or is there an ex-employer who still has it in for you because of something you stole?
- How are the others reacting to Amal's self-destructive streak? Maybe the comfort food she went for was Malcolm cooking her favorite Ethiopian dish.
- Let's talk about Amal's partying hard and running around as a hyena. Do Source or monster hunters in the district know about her? Is she developing an addiction? Was Gordian sending her creepy blackmail messages over the club's AR and killing her buzz? What is the name of the club she frequents the most, and who does she know there?

WHAT TO AVOID

Don't tie up all the loose ends. Leave the *most* important questions open. What's the deal with the new, strange CEO of the corp the crew works for? Why is there a perpetual shimmering cloud over the cargo drone docks? What happened to your brother, who disappeared ten years ago? You'll be exploring these questions during the game properly.

Don't escalate. Keep things cool, you're exploring what the PCs consider ordinary life. If emotions or tension rise, bring them back down or resolve them "offscreen", without playing a scene about it. If the subject matter is interesting, make a note about this for later, to explore it during the game.

Don't deep dive into the rules. Give everyone an opportunity to make a roll or two to get a handle on the basic rules, but avoid going any further. There's probably no need to choose Effects or use a tracked outcome.

AT THE END OF THE NIGHT

When everyone feels satisfied with the amount of detail you've gathered, you're done. Consider making changes to your crew and character tags. You may have noticed some inconsistencies or better ways of wording them. Go over the tags and tweak them until they're just right. Make sure everyone is aware of the changes, and that the MC approves.

You are ready to start your series!

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THE MEGACITY GENERATOR

:Otherscape's future history is determined by you, the MC and players, as you sit down together to create your Megacity and build it for the kinds of stories you want to play. Your Megacity may be a hyped-up version of a modern city or an amalgamation of several. It could be a precisely detailed future metropolis, or a dreamlike dystopian inevitability, tinged as much with grit and grease as it is with myth and legend.

To run a cinematic game, you do not need to build a complete history or geography of your Megacity. Details are fun, but they also take up a lot of the MC and players' processing power. Instead, we recommend doing just enough world-building to get your imagination going and to have a solid ground to set your series upon – similar to the amount of worldbuilding you see in a movie or TV series. Start with a rough outline and a few interesting points and flesh things out later, as you explore your Megacity.

The following system helps you develop the geohistorical record of your Megacity. The system can be used to flesh out a totally made up city, or as an engine for imagining a fictional future of a real world city (see **Fiction, Not Prediction**, page 150).

Before you start, establish whether you want to create a completely fictional Megacity, or one closely based on an existing real-world city.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CREATING THE MEGACITY MAP

START WITH AN EMPTY MAP

First, take a map of your city. If you're creating a new city from scratch, you can generate an artificial map using an online generator, or just pick any real world city map that interests you. If you're working with a real world city, you can use a real map and adapt it to your needs – perhaps assuming today's city has sprawled out dramatically, and/or lost some of its territories to disasters, war, and Mythic forces. You could even start with a blank page and roughly jot down only the main geographical features of the region.

CARVE IT INTO DISTRICTS

Second, circle the Megacity's districts, aiming for about a dozen. In a made-up city, just circle the places that look like major urban areas. Real-world cities are already divided into districts, boroughs, prefectures, or the like, so you can pick the major ones. However, consider designing your own districts by merging neighboring areas or splitting up large ones. It's *your* city now, and you should change it as you see fit to make it more futuristic, realistic, or easy to navigate while playing. You could do some research online to discover what's interesting about each existing district, dividing the districts between your group, so each player can read about a different one and highlight its major aspects for the others.

NAME EACH DISTRICT, TENTATIVELY

Third, give a name to each district. If you're building your own city from scratch or greatly expanding an existing city, you'll want to get creative. You might take names from the existing counties or other regional titles, from landmarks such as rivers and mountains, or from fictional people who might rise to importance in the future. Names could match the culture you think of as dominant in your city, but it's always interesting to defy convention from time to time.

Don't spend too much time on this, these district names are tentative and could be replaced once you populate them with historic developments.

THE CORE MEGACITY QUESTIONS

In essence, the Megacity creation process aims to help you find interesting answers to the following questions.

? **How is your Megacity dystopian?** Are people addicted to a common street drug, carefully watched by the government, or belong to corporations? Is life so dangerous that practically everyone has cybernetic replacement limbs?

? **How is your Megacity influenced by the Mythoi?** Think about the culture and history of the place where your Megacity is set and extrapolate from there. Are there ancient legends, mythological epics, or shared modern narratives set there? How might those Mythic elements begin to infiltrate the Megacity?

? **Where and what are the Sources in the Megacity?** Are there faerie circles or leyline crossings that serve as Thin Places? Do werewolves run around biting people, spreading their cursed power? Are museum pieces and hoarded relics secretly holding magic?

? **How has tech evolved in your Megacity and changed it?** What cool technologies are popular? What radical inventions have changed which aspects of life, and how? How do people get around? What is considered everyday and what is cutting edge?

? **Specifically, what role does cyberspace play in people's lives?** Are the people of your Megacity addicted to virtual realities? Do they need to go there for work, staying home in a comatose state most of the day?

? **What terrible events have affected your Megacity?** Computer viruses? Environmental catastrophes? Corporate warfare?

? **How is your Megacity laid out?** You might use an existing city map and mark it up with districts.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

WHAT MAKES A DISTRICT?

A district is a part of the Megacity that has its own character. It could be a center of corporate power, an automated industrial zone, a historical/ancient quarter, a suburb, a melting pot immigrant neighborhood, "[insert culture here] town", a center of the Megacity's most important commerce or industry, an academic or research center, a medical corridor, the famous entertainment district of theaters and casinos, or anything else. It's possible for a type of district to appear twice or more, but to be a district, each should have its own personality. See the list of *:Otherscape* district tropes under **Where To Go**, page 41.

THE DISTRICT DIRECTORY

Finally, list your districts in the District Directory table as shown here. To fit your districts into the table:

- Merge two or three small, less populous, or less important districts into one row
- Allocate two rows for prominent districts.

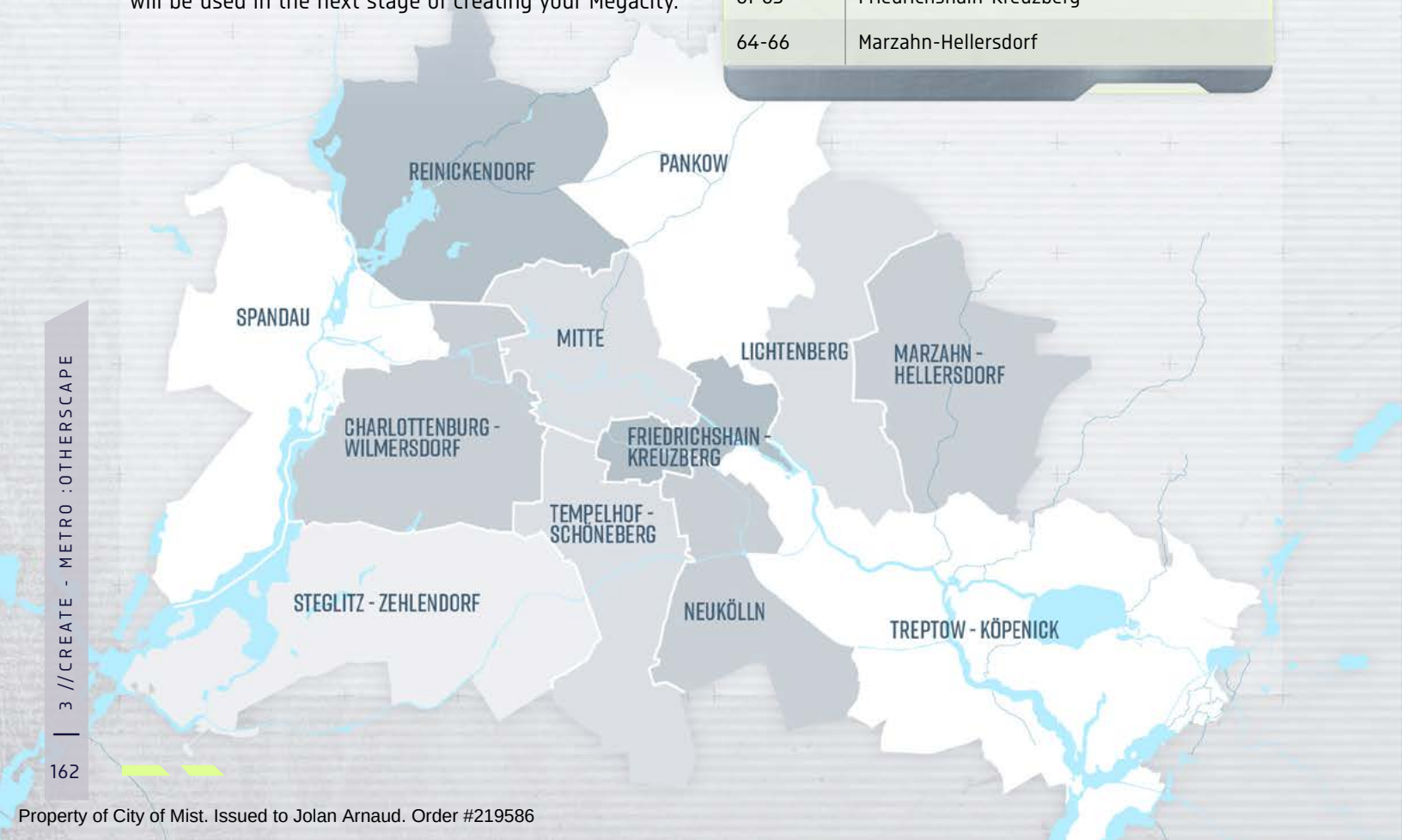
This table has 12 rows and uses **d66 rolls**: to choose an item on the table, you roll two six-sided dice or *:Otherscape* dice and treat one die as the tens digit and the other die as the ones digit, so that rolling 1 and 3 gives the result of 13. This will be used in the next stage of creating your Megacity.

You can also redistribute the numbers on the table to create a table with 9 or 18 rows, but note that the tens or the ones digits are always between 1 and 6.

Here's an example of a Districts Directory using the twelve boroughs of Berlin.

EXAMPLE: BERLIN DISTRICT DIRECTORY

ZONE CODE	DISTRICT
11-13	Reinickendorf, Treptow-Köpenick, or Spandau (pick one)
14-16	Lichtenberg
21-23	Steglitz-Zehlendorf
24-26	Charlottenburg-Wilmersdorf
31-33	Tempelhof-Schöneberg
34-36	Pankow
41-43	Pankow
44-46	Mitte
51-53	Mitte
54-56	Neukölln
61-63	Friedrichshain-Kreuzberg
64-66	Marzahn-Hellersdorf



Property of City of Mist. Issued to Jolan Arnaud. Order #219586

DEVELOPING THE FUTURE HISTORY

Next, you will build up your Megacity with major events and decide how it evolved over time. How has its downtown area changed over the years? Which suburbs have become industrialized or depopulated? How have the Mythoi influenced the city? What major disasters have afflicted specific districts, shaping their futures?

Each development is a historical event or gradual change that came over the district. It's a moment in time, and whether it happened in the distant past or only recently, it has some importance on the present character of the district.

ROLLING FOR DEVELOPMENTS

To generate each development, roll seven six-sided dice or *:Otherscape* dice and line them up like so:

Starting from left to right and using the District Directory and the generator tables below, you can interpret each roll into a development seed, as follows:

- The **Zone Code** dice indicate the district of the Megacity in which the development occurred: the left die shows the tens digit and the right die shows the ones digit, so rolling 1 and 3 stands for Zone Code 13.
- The **Thematic Code** dice indicate the thematic pillar to which the development belongs in the same way: the left die shows the tens digit and the right die shows the ones digit. Compare the resulting number to the Thematic Pillar table. You can read more about each pillar on page 165.
- The next two dice indicate the **Sub-Theme** of the development in the same way. Compare the resulting number to the specific table for the pillar indicated by the **Thematic Code**.
- The last die on the right indicates the specific **Development**. Compare it to the six specific developments listed under each Sub-Theme, numbered 1 through 6.

Continue to generate developments for your Megacity districts, interpreting each development as explained below, until your Megacity feels substantial enough to play in (usually around 12 rolls). Alternatively, you can go district by district and roll only five dice, dropping the Zone Code dice on the left.

For each development, note the Sub-Theme of the development as a story tag for the district (see **What's In A Megacity?**, page 150). If you roll multiple times for the same district, choose whether to keep multiple district tags or keep only the most prominent one.

INTERPRETING THE RESULTS

Developments can apply to the entire Megacity. The outcomes of these tables and subtables are intended to pertain to particular districts, but if you see a pattern emerging or really like an outcome, consider applying them to a larger swath of the Megacity if it makes sense. The emergence of assassination as commonplace in one district could spread to the heart of the metropolis and make the entire Megacity prone to such killings, for example. If it works, run with it; the randomization is meant to help your imagination, not restrict it.

Place multiple developments on a timeline. When a single district gets more than one development, think of the first one rolled as occurring earlier, with the next event in the chain compounding with the first outcome over time, and so on. In this way you can explore how each district is changed by the ravages of time.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Ask yourself how it affected the locals. In order to keep your Megacity plausible and believable, remind yourself throughout the process that this isn't just a place of terrors, supernatural and superscientific. Your Megacity is a place where countless lives are lived and ultimately end, often unceremoniously. Think about how people's lives would have been shaped, pulled in divergent directions or pushed further and further towards a dystopian existence.

Apply the ripple effect. Some outcomes sound temporary, but they might leave echoes for many years. Be sure to think about how they impact the history of the location, particularly when another development takes place in that same district (or another one nearby). This is especially true if the district in question is the downtown center of your city.

THEMATIC PILLARS TABLE

THEMATIC CODE	THEMATIC PILLAR	TABLE PAGE
11-14	Cities in Ruins	165
15-22	Gangs, Cults, & Countercultures	166
23-34	Mythology Weaponized	167
35-42	Oligarchic Corruption	168
43-46	Sprawling Cyberspace	169
51-54	Tech Noir	170
55-62	Technological Overdrive	171
63-66	Transhumanism	172

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CITIES IN RUINS (11-14)

Natural, man-made, or Mythical disasters, gradual climate change and urban blight, as well as the constant chase after growth and power and the carelessness of masses – any and all of these can lead a district to a state of derelict disrepair, with some districts becoming post-apocalyptic wastelands. The local population – or whatever is left of it – slowly adapts to the new conditions, or is pushed out by better-suited newcomers.

? What ruined this district and how have its denizens adapted?

Code - 11-14
Thematic Subclass: *Natural Disaster* | **Development:**

1. Floods or rising sea levels have left this district underwater.
2. Harsh winds or solar intensity turned this into a dust bowl or a desert.
3. Tectonic shifts ended in earthquakes, landslides, or volcanic eruption.
4. Freak storms and changing air streams led to arctic weather conditions.
5. Magnetic storms jam and short out all electronics in the region.
6. Meteoric bombardment leveled or continually levels this place.

Code - 15-22
Thematic Subclass: *Wildlife Perils* | **Development:**

1. The district is overrun by animals, urban or from a nearby wilderness.
2. A Mythos has Touched local fauna, turning them into monsters.
3. Wildlife here adapted to outside threats in dangerous ways.
4. Mutated, rapidly-growing vegetation has reclaimed the district.
5. A newly evolved virus has decimated or mutated the population here.
6. This decomposing district gradually turned into a bog or a prairie.

Code - 23-26
Thematic Subclass: *Backfired Tech* | **Development:**

1. Nanites broke loose and digested the district into a delirious hellscape.
2. A confluence of Noise here garbles all wireless communications.
3. A superweapon was detonated here, leaving a mile-wide crater.
4. An autonomous drone army is programmed to exterminate all life here.
5. Homebrew cloning has spawned swarms of deformed half-breeds.
6. Mineral-eating enzymes consume all non-organic buildings and roads.

Code - 31-34
Thematic Subclass: *Mass Migration* | **Development:**

1. A population influx turns the district into a derelict refugee camp.
2. A corporation pays locals to clear the district for undisclosed reasons.
3. A new race of supernatural beings supplants the former residents.
4. Due to weather or other threats, most residents migrate underground.
5. Locals have locked themselves away in cyberspace or cryogenic sleep.
6. One day, all of the local population just disappears.

Code - 35-42
Thematic Subclass: *Mythic Wilderness* | **Development:**

1. Nature Mythoi have restored the district to its original wilderness.
2. A fetid, necromantic marsh bubbles up to swallow the district.
3. A prowling monstrosity devours anyone it sets its eyes on.
4. A Source set at the heart of the region repels the masses.
5. The entire district has a Mythic up-side-down reflection, shadowy or fey.
6. A restored river God diverted its raging waters through the district.

Code - 43-46
Thematic Subclass: *Sudden Catastrophes* | **Development:**

1. A rogue AI hacks everything in its Nearspace, driving people away
2. Disease and famine leave the population weak and dispersed.
3. An unearthed ancient ritual culminated in the death of all nearby.
4. A supernatural infestation or haunting left the area inhospitable.
5. A power plant or industrial plant explodes, devastating a large area.
6. A major maglev train derailing leveled everything in its vicinity.

Code - 51-54
Thematic Subclass: *Urban Blight* | **Development:**

1. Unmaintained for decades, skyscrapers here have started to collapse.
2. The entire district sinks or slides downhill, there is no solid ground.
3. Rickety, multi-level slums take over every marginally liveable space.
4. This poverty-stricken district slowly regressed into a pre-urban hamlet.
5. Decrepit buildings and streets are gradually absorbed by a Thin Place.
6. A major landmark stays untouched here amidst total urban decay.

Code - 55-62
Thematic Subclass: *Rampant Pollution* | **Development:**

1. The air here is unbreathable, with only a few surviving species.
2. Torrential acid or radioactive rain has reduced this place to a wasteland.
3. The district is a dumpsite, covered in mountains of trash.
4. The Noise meddles with organic brains in unpredictable ways.
5. Residents suffer a particular disability (blindness, mobility issues, etc.)
6. Buried toxic goo now floods the streets, eating away at foundations.

Code -63-66
Thematic Subclass: *Adaptation Attempts* | **Development:**

Roll again on this table or discuss at the table what the nature of this district is, and in addition:

1. An arcology is mysteriously funded and built in the heart of the ruins.
2. A corporation sets up a forward base and begins to run things.
3. A giant barrier is erected to separate this place from the Megacity.
4. Locals use scavenged tech, cybernetics, or Sources to survive here.
5. A god or demon takes over protecting the population.
6. A visionary entrepreneur attempts to help, failing spectacularly.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

GANGS, CULTS, & COUNTERCULTURE (15-22)

The Noise pervades not just technology but also culture. What used to be called the mainstream has fragmented into a million different subcultures and social silos, each with their own circles, hangouts, interests, and agendas. On top of the existing fashion cliques, tech clubs, religious groups, street gangs, and fringe punk movements, the Megacity is now gaining a new slew of subcultures based on Sources and the return of the Mythoi. Each such subculture shapes the language, architecture, foods, and art that its followers consume and can mobilize them in countless ways to achieve its strange ideals.

? What new groups and subcultures emerged in this district?

Code - 11-14
Thematic Subclass: *Secret Societies* | **Development:**

1. An ancient mystery cult gains popularity among young residents.
2. An ultra-rich family conducts debauched and immoral banquets.
3. A masonic secret society spreads among the executive elite.
4. A historic building secretly becomes a temple for an old pantheon.
5. Several high-profile collectors of magical Artifacts move into the district.
6. A circle of AI freedom fighters adopts mysterious symbols and practices

Code - 15-22
Thematic Subclass: *Isolationist Enclave* | **Development:**

1. An extremist militant group builds a bunker network under the district.
2. An eccentric inbred clan devolves inside a maximum-security enclave.
3. A flying / floating platform is home to a strange and insular community.
4. A corporation has built a massive off-limits "R&D" arcology here.
5. Squatters take over abandoned skyscrapers, fending off evictors.
6. Magic hides the entire district population from the rest of the Megacity.

Code - 23-26
Thematic Subclass: *Touched Subcultures* | **Development:**

1. Lycanthropy spreads as a new werewolf tribe seeks to grow its numbers.
2. An exclusive neo-occultist clique conducts trials for aspiring members.
3. Mercs here make offerings to war gods to gain an edge in battle.
4. An army of street urchins guards a random landmark they deem sacred.
5. Trickster spirits' psychedelic drugs and trippy music are so hot right now.
6. Wandering anthro monks provide exorcisms for a recharge and shelter.

Code - 31-34
Thematic Subclass: *Irregular Religion* | **Development:**

1. A mainstream religion starts evangelizing cybernetics and cyborgs.
2. A new spiritual movement forms with an AI as its central deity.
3. Two fundamentalist sects engage in a holy war on the streets.
4. A new religious text spreads rapidly, becoming a memetic virus.
5. Programs from Cyberspace appear in this district as prophetic visions.
6. Followers of a specific religion begin to manifest powers from its Mythos.

Code - 35-42
Thematic Subclass: *Gang Action* | **Development:**

1. An ethnic street gang is empowered by their culture's gods or demons.
2. A techie gang uses dog drones and Nearspace viruses to guard their turf.
3. A nihilistic death cult known for carving up people for fun gains popularity.
4. Slavers raid the district for fresh meat, enslaved using Sources or tech.
5. A hardline political group in the district forms an armed militia.
6. A splinter cell is training local gangs by setting them against each other.

Code - 43-46
Thematic Subclass: *Fashion is Identity* | **Development:**

1. This hotspot breeds the latest trends in cosmetic implants and augs.
2. Super designers are currently obsessed with this district's unique wear.
3. A trending cyberspace lifestyle influencer records their live feeds here.
4. A popular new AR game has the locals killing each other for points.
5. Yet another dark-and-broody aesthetic favored by teens hails from here.
6. A Source turns this place into the new Mecca for anti-aging enthusiasts.

Code - 51-54
Thematic Subclass: *[culture] Town* | **Development:**

1. A migrant culture gains prominence, transforming the entire district.
2. A minority dominates the upper echelon, becoming the ruling class.
3. A routinely abused minority taps into the Sources of their ancient culture.
4. An isolationist cultural group with strict moral codes settles here.
5. An immigrant group's language becomes the primary language here.
6. Ancient sites of worship draw members of the culture here once more.

Code - 55-62
Thematic Subclass: *Outlandish Tribes* | **Development:**

1. A local raider gang is the de facto warrior caste of a homeless "tribe".
2. A scavenger subculture evolves here with its own cant and customs.
3. Strange old-tech techno-shamans bring bygone devices back to life.
4. Sick of the Noise, people here live simply, destroying tech on sight.
5. Rich weirdos come here to rebuild an empire from the Megacity's past.
6. Mutated survivalist clans kill and eat whatever or whoever they can get.

Code - 63-66
Thematic Subclass: *Punkkkkk!* | **Development:**

1. To be free from identity, new-wave punks fry their long-term memory.
2. A literal iconoclastic movement calls people to avoid worshiping Sources.
3. A punk band led by a defective non-sentient anthro is super popular.
4. An anti-establishment saboteur cell is about to be squashed by the corps.
5. A hacker collective gets overconfident after kicking government butt.
6. The Megacity is rooting for a new artist who cyber-tags AR everywhere.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MYTHOLOGY WEAPONIZED (23-34)

The Megacities of *:Otherscape* are increasingly influenced by Mythic forces. These are likely to come from the historical cultures of the people who reside in the area, or from the region your Megacity is set within, but the melting pot nature of a Megacity means that nearly any pantheon could become relevant almost anywhere. Even Mythoi with little direct connection to a place may be drawn there by the societal or technological forces at work, if they dovetail with their story or mythic attributes. Be creative and open to interesting futuristic interpretations of old tales.

? What Mythoi have reshaped this district?

Code - 11-14
Thematic Subclass: *Legendary Monsters* | **Development:**

1. Giant monsters engage in destructive battles in the district.
2. A gargantuan creature slumbers beneath the district.
3. A dangerous being hunts here, killing many and baffling authorities.
4. A monster of legend alters the minds of local residents.
5. The area becomes famous for a local mythic beast or cryptozoid.
6. The carcass of a great monster slain by a hero(es) remains here.

Code - 15-22
Thematic Subclass: *Arcane Practices* | **Development:**

1. An occult school or academy is established here.
2. Several powerful magical practitioners fight for regional supremacy.
3. A traditional practice from this region returns as a real form of magic.
4. This is a magical commercial center, full of odd occult shops.
5. A permanent spell is cast over the entire district.
6. A dark magic practitioner builds their abode here, causing problems.

Code - 23-26
Thematic Subclass: *Mythology in Action* | **Development:**

1. A new "god" emerges here, reinterpreted through technology.
2. A portal to a magical realm, the afterlife, or hell opens here.
3. The area becomes a paradise (no dying, no aging, no hunger, etc.).
4. A local deity demands to be worshiped again, or else...
5. A trickster god drastically reshapes or steals a part of the district.
6. The events of a creation myth or an apocalypse begin to play out here.

Code - 31-34
Thematic Subclass: *Corruptive Forces* | **Development:**

1. Politicians are supernaturally influenced.
2. Police are corrupted and/or empowered by supernatural beings.
3. The bodies of residents begin to transform in some horrifying way.
4. Groups of people are mind-controlled by unseen beings.
5. A curse or unnatural taint disease spreads in the sewers or streets.
6. A resident finds a corrupted Artifact, turns into a key player overnight.

Code - 35-42
Thematic Subclass: *Corporate Magic* | **Development:**

1. A corporation based here is ruled by or aligned with a Mythos.
2. A company figures out how to mass produce a Mythic effect.
3. A corp equips their staff, security forces, or executives with Sources.
4. A major technological breakthrough occurs here, using a Source.
5. Corporations move in to harvest a local Source.
6. A corp unwittingly ties its fate to a Mythos by using it as a logo.

Code - 43-46
Thematic Subclass: *Cult Meddling* | **Development:**

1. People begin to go missing, sacrificed by a cult to its Mythos.
2. Two rival Mythos cults battle for supremacy or control of a Source.
3. Mythos cultists perform a district-altering ritual at a landmark location.
4. A Mythos cult gains popularity, changing the district's daily practices.
5. A cabal of powerful occultists decides to take control of the district.
6. A Mythic drug floods the streets, becoming an epidemic.

Code - 51-54
Thematic Subclass: *Magical Crimes* | **Development:**

1. A gang or criminal organization gains power through a Mythos.
2. Relics become commonplace on the local black market.
3. A local Source drives people to commit crimes of passion or greed.
4. Authorities here struggle to catch a magic-wielding heist crew.
5. Source-powered petty crime is rampant, making everyday life harder.
6. Local cultural artifacts are stolen, requisitioned, or plundered.

Code - 55-62
Thematic Subclass: *Inspired Heroism* | **Development:**

1. A vigilante becomes active, aided by the Mythos of a mythic hero.
2. Teenagers become embroiled in coming-of-age heroes' journeys.
3. Treasure hunters scour the area for rumored magical artifacts.
4. Rumors spread about a Relic of great power locked here.
5. A criminal group is led by a charismatic do-gooder (e.g., Robin Hood).
6. Source-powered workers are standing up to corporate exploitation.

Code - 63-66
Thematic Subclass: *Theurgists Needed* | **Development:**

1. The district is infested with harrowing or pestering spirits or demons.
2. Ancestor cults or spiritualists help the departed back into power.
3. A mystical order builds a temple here, offering enlightenment.
4. A new cultivation fad has everyone scrambling for rare ingredients.
5. The district becomes the base for a Mythos-controlling agency.
6. Imbalances in the spirit realm sow disease, strife, or nightmares here.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

OLIGARCHIC CORRUPTION (35-42)

Governments, megacorps, and criminal syndicates meld into each other. The elected receive dividends from the companies that ran their campaigns. Corporations take over and monopolize industries. Criminal syndicates fill the right pockets and get a *carte blanche* to do as they will. As things get bleak, governments make grabs for power, make war against one another, and may ultimately collapse under the strain. The very corps and organized crime rings that caused the corruption step in to bring their own kind of order on the streets.

? How have the prominent geo-political players changed this district?

Code - 11-14
Thematic Subclass: *Government Collapse* | **Development:**

1. The exits to neighboring districts get barred and barricaded.
2. An extremist ideology is the only form of government left.
3. The populace is self-governing, operating all public services.
4. A warlord or Avatar declared themselves ruler of this place.
5. The streets are a warzone, full of rioting, looting, and gang violence.
6. An armed insurrection force takes control of the district.

Code - 15-22
Thematic Subclass: *Assassin Kill Zone* | **Development:**

1. With everyone armed and trigger-happy, petty disputes are lethal.
2. Assassinations in broad daylight become commonplace.
3. Execution is legal here, assassin guilds and agencies emerge.
4. Nothing gets done as government and corp officials die often.
5. This district is a major exporter of assassin drones and anthros.
6. This is an open-air training ground for bodyguards and special ops.

Code - 23-26
Thematic Subclass: *Bureaucratic Dysfunction* | **Development:**

1. Kleptocracy: every interaction with an official requires a bribe.
2. This is a bureaucratic hub, attracting corrupt wheelers-and-dealers.
3. The economy falters, prices soar, and locals can't afford anything.
4. Injustice prevails as the courts are weaponized against residents.
5. A suspicious district-wide charity organization emerges.
6. Residents must submit to a DNA registry or lose all rights.

Code - 31-34
Thematic Subclass: *Neglected Infrastructure* | **Development:**

1. A core system has collapsed here (sewer, power, health, etc.)
2. Locals resort to dangerous improvised fixes to infrastructure.
3. A black market for basic services breeds abuse of power.
4. A Mythos of famine or plague prevails in this district.
5. Mountains of waste and debris invite scavengers and monsters.
6. Public services are nonexistent, locals must survive on their own.

Code - 35-42
Thematic Subclass: *Corporate Rules* | **Development:**

1. The entire district is owned and controlled by one corporation.
2. People here judge everything and everyone by their "brand".
3. Armed "PR" crews take to the streets and impose violent order.
4. Locals are swallowed up in a hyper-competitive corporate culture.
5. The entire district is a well-oiled Orwellian factory complex.
6. Hyper-privatization forces residents into expensive brand loyalty.

Code - 43-46
Thematic Subclass: *Government Overreach* | **Development:**

1. Drones swarm the streets, creating a panopticon of surveillance.
2. Permits are required for many mundane actions and services.
3. Political propaganda and brainwashing becomes inescapable.
4. Police freely abuse their power with no repercussions.
5. An identity, race, or creed is marked for systemic persecution.
6. A growing part of the district is converted into a prison complex.

Code - 51-54
Thematic Subclass: *Organized Crime* | **Development:**

1. Heists and robberies often spill into the streets.
2. The district becomes a smuggling hub for a specific kind of goods.
3. Human trafficking, sex work, and wired slavery run rampant here.
4. A new designer drug is wreaking havoc on the local population.
5. The district is cut up into heavily guarded gang territories.
6. A new criminal syndicate emerges here, led by a shadowy figure.

Code - 55-62
Thematic Subclass: *Total Social Disintegration* | **Development:**

1. Survival is all that matters; this has become a concrete jungle.
2. The rich treat the poor like animals to be kept, bred, and hunted.
3. A tyrant has titled themselves supreme ruler, abolishing all laws.
4. Human rights have become a paid commodity that can be traded.
5. Corporations have become sovereign entities, ruling territories.
6. A criminal empire has effectively taken over the government.

Code - 63-66
Thematic Subclass: *War for Power* | **Development:**

1. People here are press-ganged into military or security service.
2. Martial law has been put in effect here.
3. War refugees and destitute veterans flood this district.
4. This is a battleground for a war between two or more corporations.
5. A foreign power, Mythos, or AI staged a military invasion here.
6. This district is home to a major military installation.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SPRAWLING CYBERSPACE (43-46)

Cyberspace is everywhere but also localized, limitless but ultimately exists on physical grids. Some districts have their own cyberspace networks, separated from the rest of the net by firewalls and tight security, such as corporate data fortresses or private regional Domains. The Nearspace and its AR overlays are unique to a district, while local viruses, data weather, and online crime can impact those who live in the real world counterparts of affected cyberspace sectors. Domains, while commonly referred to as being on the 'cloud', are actually stored on server farms, and while these can be multiple sites anywhere in the world, the more sensitive or valuable the data, the more likely it is its owners would want to keep it in a physically secure location.

When you roll a development of this category, choose whether it applies to cyberspace in a specific Megacity district, to cyberspace in the entire Megacity, or even to a global cyberspace event or trend. Perhaps the development points to a problem or invention that started in this district or gained popularity here, even if it is ubiquitous across the net.

? How does this district interact with cyberspace?

Code - 11-14
Thematic Subclass: *Data Flow Abnormalities* | **Development:**

- Massive datalinks and heavy traffic makes this hub hard to parse in VR.
- The outdated/overcrowded grid is notoriously slow or often shuts down.
- The hyper-secure network encryption here requires powerful devices.
- Data "pools" here in server farms, tempting illegal data miners.
- No anonymity: all Cyberspace comms must be triple authenticated.
- Cyberspace is unavailable here; the grid collapsed or was sabotaged.

Code - 15-22
Thematic Subclass: *Corporate Domains* | **Development:**

- A major megacorp's Domain is securely hosted here.
- This AR/VR plaza for corporate HQs is a hotbed of industrial espionage.
- There is an abandoned corporate workspace Domain here, still online.
- Top-tier deals are often struck here in high-class luxury AR/VR lounges.
- A secret corporate data fortress is based here, full of classified files.
- The Nearspace in this corporate district is swarming with data security.

Code - 23-26
Thematic Subclass: *Artificial Intelligence Hotspot* | **Development:**

- Nearspace devices come alive due to a rogue AI hiding in the district.
- A violent AI cyber-killer roams the local Domains.
- A popular AI official or crime lord manages daily affairs in this district.
- AIs here are masquerading as important local figures they kidnapped.
- Authorities delete a powerful rogue AI, its versions now vow revenge.
- There is a quarantine area for a captured rogue AI here.

Code - 31-34
Thematic Subclass: *No Biz Like Cyber-Showbiz* | **Development:**

- A major Cyberspace pop icon rises from this district.
- Many wealthy cyber-entertainers move here, creating a real-estate fad.
- The main drag is overcrowded with glitzy AR entertainment and ads.
- People here are hardcore fans of a new type of VR entertainment.
- A new and popular AR sport sprouts in the streets of the district.
- Outlandish AR fashion trends start popping up, changing rapidly.

Code - 35-42
Thematic Subclass: *Viral Cyber-attacks* | **Development:**

- A hard-to-remove firmware virus disrupts cybernetics augmentations.
- A prankster coder causes visual hallucinations to all AR users here.
- A corporate attack virus gets out of hand, sowing destruction.
- A neural interface "disease" erratically rewrites the memory of victims.
- A vehicle hijack app is used in induced car crashes and kidnappings.
- A "data freedom" spyware randomly uploads stolen data to cyberspace.

Code - 43-46
Thematic Subclass: *Online Crime* | **Development:**

- A trending hacker collective becomes local heroes to the residents.
- A corp is brought to its knees, forced to meet the hacker's demands.
- Harnessing is popular and accessible, everyone is a petty hacker now.
- A world-renowned information black market has a foothold here.
- The local Domain is lawless, cyber-gangs abduct minds for ransom.
- Surging cybercrime was violently quashed by draconic cybersecurity.

Code - 51-54
Thematic Subclass: *Digital Commerce Hub* | **Development:**

- The local Domain becomes the spot to get the hottest digital art.
- The local Domain houses a foreign market with rare specialty products.
- The Megacity's top VR environment architects favor this local Domain.
- The local AR/VR street market for custom software is a hidden gem.
- The Domain is declared a neutral zone, outside of corporate ownership.
- A top-security banking hub often attracts Harnessed heist teams.

Code - 55-62
Thematic Subclass: *Forgotten Cyberscapes* | **Development:**

- This cyber-frontier, linked to the Spirals, is rife with strange phenomena.
- A Spirals data tidal wave crashed this Domain, but left treasures behind.
- The forsaken remains of a major past database are found here.
- A key private Domain, cut off from Cyberspace, is accessible from here.
- Many uploaded intelligences are stored here in vast digital complexes.
- The archival Domain is filled with dumps of old, unused data.

Code - 63-66
Thematic Subclass: *Where Data And Legends Meet* | **Development:**

- An AI and Mythos meld together and become one.
- The local Domain is taken over by a tech-worshiping Mythos cult.
- A Mythos infects Cyberspace with Conjured digital predators.
- A VR location becomes a Thin Place, connected to a similar Mythos.
- A viral meme enters the collective subconscious, becoming a Mythos.
- Locals secretly share around an Esoterica demon-summoning app.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TECH NOIR (51-54)

Noir is a common theme in cyberpunk settings, as such stories showcase corruption, self-destruction, and loneliness against an urban backdrop. Places within your city that emphasize these elements may be particularly bleak, rife with crime and betrayal – the seedy underbelly of humanity.

? What hardships do people on the street cope with in this district?

Code - 11-14
Thematic Subclass: *Brutal Realities* | **Development:**

1. Unfortunaetly, suicide rates in this neighborhood are dramatically high.
2. With few opportunities, many turn to crime just to put food on the table.
3. The largest employer in the area recently shut down all local facilities.
4. Housing here is scarce and people begin to overcrowd living spaces.
5. Industrial accidents are common, as evidenced by many cyber-limbs.
6. Vehicles become unaffordable, isolating many citizens.

Code - 15-22
Thematic Subclass: *People in Distress* | **Development:**

1. A failing criminal empire gets violent with members trying to go legit.
2. Experimental test subject children escape their confinement, going feral.
3. Locals behave erratically because of a new drug or cyberspace game.
4. Witnesses of a recent corporate execution are now hunted down.
5. Groups of disenfranchised citizens wall themselves off in an enclave.
6. Refugees from another district scavenge for food on the streets.

Code - 23-26
Thematic Subclass: *Liars & Cheats* | **Development:**

1. A gifted con artist swindles the wealthy out of large sums of money.
2. The district's forgeries make it hard to tell real money or IDs from false.
3. The area's largest employer is stealing from its workers.
4. Charlatans abound, posing as street performers and disaster victims.
5. A beloved union leader is in bed with the mob (and their sex workers).
6. Peddlers use cheap tech to pass trinkets as Sources.

Code - 31-34
Thematic Subclass: *Blackmail, Betrayal, & Bribery* | **Development:**

1. A major politician is scandalized after an ally sells them out to the media.
2. A corporation keeps scrutiny at bay by having dirt on everyone.
3. A criminal ringleader is blackmailing the police chief and calls the shots.
4. Bribery is so commonplace that officials expect it to do their job.
5. After a wealthy industrialist was doxxed, hooligans raided their home.
6. Footage from surveillance is secretly available to the highest bidder.

Code - 35-42
Thematic Subclass: *Seedy Underbelly* | **Development:**

1. Dead bodies regularly turn up at a nearby pond or chemical factory.
2. Hi-tech and even mil-spec assault weapons are easy to acquire here.
3. Organized crime finds a digital way to extort people and businesses.
4. This is a famed red-lights district, run by nefarious madams and pimps.
5. This is the home turf of a prominent criminal underworld kingpin.
6. Underground ringfights betting is popular here, fighting to the death.

Code - 43-46
Thematic Subclass: *Self-Destructive Behavior* | **Development:**

1. Addiction (alcohol, drugs, VR) ravages the district, destroying lives.
2. Bored and hopeless, thrillseekers get into an extreme and lethal sport.
3. Nothing-to-lose locals try to rob a bank or take out a corporate executive.
4. People push their bodies over the edge with bio-augs or cyberware.
5. Despair drives individuals here to dabble with dangerous Esoterica.
6. All too eager donors make this a favorite haunt for vampiric Touched.

Code - 51-54
Thematic Subclass: *Social Isolation* | **Development:**

1. This district is full of hustlers and freaks, you can't trust anyone.
2. Rumor has it the corps have anthro spies walking among us.
3. Families and communities are torn apart by a highly-contagious virus.
4. AR masks and facial augs make this a district of fake faces.
5. Nearspace cyberchat is dead here, with everyone fearing hackers.
6. Mercs work alone here, thanks to a prevailing Lone Wolf Mythos.

Code - 55-62
Thematic Subclass: *Places to Unwind* | **Development:**

1. This district is known for its bookies, casinos, or gambling parlors.
2. Neon signs point to VR lounges where every dream is a reality.
3. Divey bars here are home to mercenaries and gangsters.
4. Merc legends retire here as trainers in shooting ranges and boxing clubs.
5. The underground club scene in this district is famously hardcore.
6. The rooftops of this district have the best vistas of the Megacity.

Code - 63-66
Thematic Subclass: *Losing Humanity* | **Development:**

1. The desperate begin to sell or rent out their organs or brain functions.
2. Identity altering technology, such as memory erasure, become popular.
3. Residents here hoard and worship Sources to escape their humanity.
4. Excessive augmentation is common here, cyborgs are the new ideal.
5. Cannibalistic street gangs revert back to the law of the jungle.
6. A demon makes a killing here on residents eager to sell away their soul.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TECHNOLOGICAL OVERDRIVE (55-62)

Inventions and scientific research fuel the endless expansion of all future industries. Some advancements have outcomes that are less than desirable, yet so many new inventions and discoveries are made that no one can keep up with all of them, least of all the government, which is too toothless to regulate any of it. Pollution is the twin sister of advancement, and her accompanying climate change catastrophes are often linked with rampant technological progress.

? How have technological advancements affected this district?

Code - 11-14
Thematic Subclass: *Automation Propagation* | **Development:**

1. A robotic uprising against humans takes place here.
2. Robots replace most menial workers, driving up unemployment.
3. Drones swarm the skies, causing accidents and pollution.
4. Uniquely, this district accepts/denounces human-android relations.
5. This place is drowning in mass produced and disposable trash.
6. Life here is automated and scripted, meaninglessness prevails.

Code - 15-22
Thematic Subclass: *Industrial Sprawl* | **Development:**

1. Housing lost to industry, leading to shanty towns or a massive exodus.
2. This industrial district is depopulated, welcoming crime or the Mythoi.
3. An aggressive mining operation supplies a resource vital to economy.
4. Giant factories abandoned due to new tech now attract new residents.
5. Overworked workers unionize or strike, clashing with corporations.
6. Most of the district is under construction, building something big.

Code - 23-26
Thematic Subclass: *Information Overload* | **Development:**

1. Locals become addicted to a new form of entertainment.
2. AR advertising is invasive to the point of becoming dangerous.
3. Comms channels now a rare commodity, due to Noise interference.
4. Social alienation prevails as people live in their data feeds.
5. Someone has weaponized the Noise, knocking people out with it.
6. Education is failing, breeding hordes of hooligan youth.

Code - 31-34
Thematic Subclass: *Techy Subcultures* | **Development:**

1. A new tech-based fashion and aesthetic hails from this district.
2. People here breed cute genetically-modified pets that can eat metal.
3. Exoskeletons deathmatches are the hottest underground scene.
4. Vials of an injectable semiconductor that boosts tech are sold here.
5. Locals raided a crashed corp carrier and are brandishing new tech.
6. Cloning becomes increasingly more popular as a form of procreation.

Code - 35-42
Thematic Subclass: *Industrial Pollution* | **Development:**

1. The air here is thick with emissions, particulates, nanites, etc.
2. Radiation or chemicals levels are too high here, due to a nearby plant.
3. Pollution impedes travel through the district, turning it to a backwater.
4. Weather is erratic and dangerous, affected by production demand.
5. This district has a distinctive smell.
6. The government declares this district uninhabitable.

Code - 43-46
Thematic Subclass: *Spliced Technologies* | **Development:**

1. Locals restore a lost service by cannibalizing another one.
2. Corporate technology is commandeered and used in a creative way.
3. An old building or complex is repurposed.
4. Two major technologies merge, creating a unique local industry.
5. Drones or other robots are reprogrammed by a local gang, religion, or ideological group.
6. A Mythos Avatar takes over an industry or science, transforming it.

Code - 51-54
Thematic Subclass: *Science Gone Awry* | **Development:**

1. Escaped biological experiments prowl the streets and the ecosystem.
2. A robotic killing machine runs rampant in the district.
3. A nanotech virus is unleashed here, reshaping local DNA.
4. A research facility explodes, spreading dangerous agents.
5. Locals become test subjects for unethical experiments.
6. Scientists experiment with a Mythos without the means to control it.

Code - 55-62
Thematic Subclass: *Technological Breakthrough* | **Development:**

1. Locals are early adopters of an advanced type of cybernetics.
2. An R&D facility here experiments with a theoretical, strange science.
3. A powerful Artificial Intelligence is contained in a facility here.
4. A local corp is experimenting with wormholes for transportation.
5. Consciousness-expanding tech is increasing the likelihood of Avatars.
6. This is the place to obtain cutting-edge portable energy weapons.

Code - 63-66
Thematic Subclass: *Luxuries of Science* | **Development:**

1. Medical services here are renowned for curing any condition.
2. This is a thriving hub of financial algorithm genius, swimming in funds.
3. Dying has been subverted here by cloning and memory implants.
4. An obscenely-priced drug that elicits extreme pleasure is in demand.
5. This textile center is the place to buy avant-garde, high-tech clothing.
6. Weather-control tech keeps this place sunny and dreamy all year long.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TRANSHUMANISM (63-66)

The Megacity is in many ways defined by the fringe technologies that step over the line, transforming lives in ways that strain our ideas of identity, authenticity, and humanity. Entire subcultures, neighborhoods, or industries may be pushed to the brink of existence, forced to transcend as they adopt cutting edge technologies. What is a person? What is a community? Who are we becoming? Mythoi and Noise both challenge us with these questions.

Many of the developments in this category are merely the starting point of transhuman technologies. Think about the implications that each of these changes had on the district and the Megacity at large.

? What technology or Mythos effect transcends or redefines humanity in this district?

Code - 11-14
Thematic Subclass: *Technological Singularity* | **Development:**

1. All smart devices unite, manipulating owners to an unknown end.
2. "Human" consciousnesses are born in cyberspace.
3. Cyberspace itself forms a will, becoming an informational superbeing.
4. The Noise starts "Touching" individuals and places like the Mythoi.
5. An AI superintelligence declares war on the incalculable Otherscape.
6. Some rando becomes ***the*** Singularity, inexplicably linked to all data.

Code - 15-22
Thematic Subclass: *Evolutionary Schism* | **Development:**

1. The wealthy live indefinitely in cloned bodies with copied memories.
2. A cultural/political group alters their DNA, diverging as a new species.
3. The lower classes are modified to be docile and hardworking.
4. Mental engram tech allows for consciousness to be stored digitally.
5. Locals stop reproducing biologically, preferring artificial procreation.
6. A Source is used to breed a new race of supernatural beings.

Code - 23-26
Thematic Subclass: *Bodies Modified* | **Development:**

1. This district is made accessible for superhuman strength or speed.
2. Skill chips redefine the concepts of qualifications or training.
3. A corporation requires invasive body augs of all its workers.
4. New augs can alter gender presentation and sex on demand.
5. Flesh-like cybernetics make cyborgs and anthros harder to identify.
6. Installing excessing limbs or duplicate organs is a hot trend here.

Code - 31-34
Thematic Subclass: *Bodies Transcended* | **Development:**

1. A popular clinic offers to transplant brains into durable robotic bodies.
2. Locals graft animal body parts onto their bodies.
3. People regularly inhabit multiple bodies, drones, or nanite clouds.
4. Locals live in Cyberspace, while machines care for their bodies.
5. People routinely swap bodies with others, temporarily or permanently.
6. Human lifespan becomes indefinite due to medical advancements.

Code - 35-42
Thematic Subclass: *Minds Transcended* | **Development:**

1. Human intelligence is transcended with powerful AI cerebral augs.
2. Psionic abilities are unlocked, allowing minds to interface directly.
3. Devotion and love are shown by melding minds into a single body.
4. Memory recording, playback, and modification is commonplace.
5. A fashion market for genetic traits develops, with its own fads.
6. People offer their brains for others as outsourced computing power.

Code - 43-46
Thematic Subclass: *So Much Noise* | **Development:**

1. Apathy and nihilism rule, people kill themselves just to feel something.
2. The Noise induces mass psychosis or connects all into a hivemind.
3. Locals abandon their names for usernames or serial numbers.
4. Some people can no longer perceive physical (non-digital) reality.
5. Nothing new is created, all life becomes a self-repeating fractal.
6. Simulacrum: people live in a cyberspace copy of this district.

Code - 51-54
Thematic Subclass: *Post-Society* | **Development:**

1. Users in an online community declare themselves a sovereign nation.
2. People believe they are neurons within the mind of the state or corp.
3. Individuality is sacrosanct; imitating others' style or persona is illegal.
4. Each resident is a corporation and every interaction is monetized.
5. Virtual identities gain rights and sue other identities of the same host.
6. Air, processing power, or time itself become the new currency.

Code - 55-62
Thematic Subclass: *Existential Discoveries* | **Development:**

1. Reality is a simulation; its 'builders' communicate via this district.
2. Deep cyberspace explorers find the source code of existence itself.
3. Extraterrestrial life reveals itself but is mistaken for Mythoi.
4. The ancients Mythified themselves to survive a recurring cataclysm.
5. Newly-born humans have no souls, plunging society into depravity.
6. Alternate timelines scoping is harnessed to improve decision-making.

Code - 63-66
Thematic Subclass: *Mythos Transcendence* | **Development:**

1. A new Noise-filtering implant allows humans to be Sources again.
2. An otherworldly intelligence appears here to enlighten humanity.
3. Someone in this district discovers a way to become a Mythos.
4. Reality is the dream of a specific group; everyone else is not real.
5. The underworld merges with Cyberspace and the dead return to "life".
6. New Harnessing tech can now project hackers into the Otherscape.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

EXAMPLE:

BERLIN :OTHERSCAPE

51-21-15-1 • Mitte • Gangs, Cults, & Countercultures • *Isolationist Enclave*

An ancient mystery cult recently gained popularity among young residents based on the worship of Artemis. The cult believes that Artemis, who is sometimes depicted as a mother bear, is Berlin's secret patron (as evidenced by the Berlin flag featuring a bear emblem). The cult has taken over the Tiergarten park, living outdoors and hunting people in the streets around for their cybernetic implants, which the cult sells on the black market.

46-13-23-4 • Mitte • Cities in Ruins • *Backfired Tech*

An autonomous drone army is loose in the streets, programmed to exterminate criminals, having been created by the government to root out the Cult of Artemis. Having little success in culling the cultists, the drones have become a constant presence in the borough, enforcing every law and rule with deadly force.

16-55-33-2 • Lichtenberg • Tech Noir • *Blackmail, Betrayal, & Bribery*

Based in Lichtenberg, the Abnoba Corporation keeps scrutiny at bay by having dirt on everyone. From corps to politicians, Abnoba's skilled spies and analysts use their background in industrial espionage to hold power over everyone in the Megacity. The corp rarely engages in commerce anymore, focusing all of its attention on becoming a bank of dirty secrets.

64-65-26-1 • Marzahn-Hellersdorf • Transhumanism *Bodies Modified*

A series of accidents a few years ago involved cyber-enhanced teenagers attempting to race U-Bahn magnetic trains. As a response, the borough installed various cushioning technologies such as magnetic dampers along roadways and jogging paths, and issued a requirement in new construction to feature smart "soft" concrete. The borough quickly became an attraction for those with ultramodded bodies, who use their superhuman strength and speed to casually run and leap through the streets.

52-32-61-1 • Mitte • Mythology Weaponized • *Inspired Heroism*

In the oppressed Mitte borough, a hero rises to defend the people from the zealous drones who patrol there. This street hero embraces the handle Schinderhannes, after the famous German rogue. Schinderhannes uses some unknown Mythic method to destroy the overpowered government bots, leaving the scene and the drones' valuable parts – which are then gathered by a small group of hackers who might or might not be affiliated with her.

63-16-45-4 • Friedrichshain-Kreuzberg • Gangs, Cults, & Countercultures • *Fashion is Identity*

A bizarre new AR game "Blut" has the locals killing each other for points. Despite the death toll, its community is consumed by the promise to "fulfill any wish", with some adopting its brutal ways as a lifestyle. The district, which spans the Spree river, is divided within the game into east and west teams who attempt to "tag" each other with smart bullets. The game's popularity turned the double-deck Oberbaum Bridge to a constant warzone, with even Nearspace being tainted with Blut virtual warfare.

43-32-25-2 • Pankow • Mythology Weaponized • *Mythology in Action*

A portal to a hellish realm has emerged as a Thin Place within Schönhausen Palace in Pankow. The Baroque palace that was once associated with the East German elite played host to numerous Esoterica cults over the years. The most recent cult finally cast one too many spells within the palace, unleashing a Mythos of Hell closely resembling the Lutheran concept of eternal damnation – a place one may never escape.

34-43-41-6 • Pankow • Sprawling Cyberspace • *Viral Cyber-attacks*

A powerful AI is running unleashed on the borough, continuously uploading the secrets of Pankow's locals into cyberspace. Some in the Berlin underworld believe the AI is a demon, escaped from the hellish portal in Schönhausen Palace; meanwhile, a common online meme claims that the airing of secrets is the next evolutionary step for society, freeing the people from shame and secrecy.

23-34-51-5 • Steglitz-Zehlendorf • Mythology Weaponized • *Magical Crimes*

Source-powered petty crime has become rampant, making everyday life much harder in this borough. Steglitz-Zehlendorf is the place to go to find weak, simple Sources, with a thriving black market that caters to small gangs and locals. Only the poor and the criminals live here – and outsiders who look out of place are not welcome.

63-23-34-4 • Friedrichshain-Kreuzberg • Mythology Weaponized • *Corruptive Forces*

The violent AR game Blut got hacked by a foreign power, turning the already violent players of the game into a mind-controlled army. When not continuing their deadly games against each other, members of the two teams (east and west) sometimes lose a few hours of the day when they are "hired out" by the hidden masters as mercenary fighters within Berlin.

Property of City of Mist. Issued to Jolan Arnaud. Order #215688

CHARACTER CREATION

As explained under Your **Characters & Crew** (page 70), player characters and crews are described using **tags** which are grouped into **themes.** During character creation, you pick or create themes and tags for your character, which define your character's abilities, assets, allies, social status, and so on.

An *:Otherscape* player character is made of four themes, representing the major aspects of her life. Each theme has three power tags, one weakness tag, and one motivation: an Identity (for Self themes), a Ritual (for Mythos themes), or an Itch (for Noise themes). Every player character also has a loadout theme, which simply serves as a container to her loadout tags (see **Loadout**, page 114.) and begins with three loadout tags.

The Rapid way to create a theme and its tags is by choosing from a list called a **theme kit**; the Custom way to create a theme is by answering questions from its **themebook**. When you create a theme, write its tags and motivation onto a **theme card**.

THEMEBOOKS

Themes are created with the use of **themebooks** (starting on page 196) which are comprised of the following parts:

- **Custom Creation section:**
  - » **A concept section**, to help you focus the idea of your theme.
  - » **10 power tag questions**, with which you craft your power tags. You answer the first, and two more.
  - » **4 weakness tag questions**, with which you craft your weakness tags. You answer one.
  - » **An Identity, Ritual, or Itch section**, helping you craft the core motivation behind this theme.
  - » **3 crew relationships suggestions,** ways to "hook" your character through this theme with other crew members.
- **Theme Specials section:** 5 theme Specials which can be chosen as an upgrade for the theme during the game.
- **Rapid Creation section: 8 theme kits**, examples of notable archetypes appropriate to this theme type. The tags in each theme kit are specific examples of answering the questions that appear in the Custom Creation section.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME TYPES

Themes are divided into three categories – **Self**, **Mythos**, and **Noise** – representing the PC's human features, Mythic powers, and superhuman technology, respectively.

Your character's balance of Self, Mythos, and Noise themes determines their **Essence**: whether they are a human Nexus of forces, a Cyborg, a Conduit, etc. (page 134).

The theme categories are further divided into theme types, each representing a different focus or aspect of your character within that category.

- Artifact
- Companion
- Esoterica
- Exposure

- Augmentation
- Cutting Edge
- Cyberspace
- Drones

- Affiliation
- Assets
- Expertise
- Horizon
- Personality
- Troubled Past

- Loadout

Property of City of Mist. Issued to Jolan Arnaud. Order #215585

SELF THEME TYPES

Self themes give you grounding in reality and tell the story of where you come from and what you want. They serve as the basis for your human self and what you care about. They also represent what you could lose should you pursue magic or technology at the expense of your personal life.

The **AFFILIATION** theme type (page 196) represents your connection to other people, most often a group or culture, but also individuals. It could be a club, gang, cult, online social circle, or a loved one. It's who you know, who has your back, with whom you can feel like you belong, and who you turn to for help.

The **ASSETS** theme type (page 200) represents physical or digital resources at your disposal, such as a weapon, vehicle, safehouse, arsenal, or program library. These are signature items that you care about, and define how you see yourself and how you get things done.

The **EXPERTISE** theme type (page 204) represents training, professional development, and talent. This is what you're good at, went to school for, or spent years practicing. It's probably what you're known for doing well.

The **HORIZON** theme type (page 208) represents your hopes, dreams, aspirations, and goals. It is a single driving force that keeps you on the right track (or the wrong one). It's something you focus on and hope to live up to.

The **PERSONALITY** theme type (page 212) represents how you behave. It could be your modus operandi on the job, your general demeanor, or your defining characteristic. It's how you come off to others and also your mindset when dealing with problems.

The **TROUBLED PAST** theme type (page 216) represents a defining moment or overall background that has shaped you. It's probably something bad (that's the "troubled" part), but it comes with resolve and experience that you can use.

MYTHOS THEME TYPES

Mythos theme types represent powers that come from Mythoi of the Otherscape. Each should be connected to a Source: a physical place, called a Thin Place; an object, called a Relic; an Esoteric practice; an animal, called a Familiar, or, rarely, another human being, an Avatar.

The **ARTIFACT** theme type (page 220) represents an item which serves as a Source of power, usually a Relic, but other times a mundane item exposed to another Source. It could grant you supernatural abilities or have powers of its own. It may be an item straight out of mythology or legend, or a seemingly mundane one.

The **COMPANION** theme type (page 224) represents a magical creature or follower, who is capable of assisting you. Companions could be spirits, enchanted animals, mythological creatures, or magical constructs. They are often magical beings summoned by a Source, called Conjurations, with the exception of Familiars, who are their own Source.

The **ESOTERICA** theme type (page 228) represents gaining powers through knowledge, a practice, or an art. It is likely tied to a human cultural practice, belief system, or magical system, usually with mythological roots.

The **EXPOSURE** theme type (page 232) represents being imbued with powers by encountering something magical, traveling to a metaphysical realm, or becoming the target of a supernatural effect such as a curse or spell (also known as being Touched by a Source).

NOISE THEME TYPES

The Noise is the way that technology and progress overwhelm us. Your Noise themes represent the ways that you've come to survive and even thrive in the face of a world in which change has become the only constant. The powers it grants involve mastery over technology, while at the same time represent virtual enslavement to it.

The **AUGMENTATION** theme type (page 236) represents cybernetic or biological enhancements installed into your body and mind, making you more than human. Many people have implants of some kind but yours are a step beyond, as befitting the type of jobs you take.

The **CUTTING EDGE** theme type (page 240) represents a truly mind-blowing new technology you've somehow got your hands on. You might be its inventor, a test pilot, or a lucky thief who's on the run from its creators.

The **CYBERSPACE** theme type (page 244) represents a connection to virtual reality, online lifestyles, or other digital existence. You could be a hacker, a famous streamer, or someone who makes their living tracking online activities.

The **DRONES** theme type (page 248) represents control over one or more remote devices or robots. It represents not only the physical hardware, but also the skills to keep them maintained and coordinate their activities.

Property of City of Mist. Issued to Jolan Arnaud. Order #210586

RAPID CHARACTER CREATION

Rapid theme creation is recommended for players who are new to the game, those who just want to dive into the action, or those who are struggling to figure out what exactly they want to play.

It involves picking options from a list rather than coming up with options from scratch.

STEP 1: PICK YOUR CHARACTER TROPE

Character tropes are pre-made sets of **theme kits** that describe a typical *:Otherscape* character. Each character trope lists three theme kits that are inherent to the trope, and three optional theme kits from which to pick your fourth and final one.

Go through the character tropes on page 178. Pick one to base your character on and note the three base theme kits that come with it.

STEP 2: CHOOSE YOUR FOURTH THEME KIT

Your fourth and final theme kit is up to you – this is your opportunity to customize your character trope and make it your own. Choose it from the three options listed in your character trope.

Alternatively, you can pick any theme kit from any theme-book (starting on page 196), but make sure it doesn't share a theme type with any of your first three theme kits.

STEP 3: CREATE THEMES FROM THEME KITS

Each theme kit is a list of tags, representing a single concept that can work as a standalone theme. For example, the theme kit for a Trained Killer (page 207) lists power tags, weakness tags, and an Identity, all appropriate for an assassin.

Each theme kit lists ten power tags and four weakness tags for you to choose from. When you create a theme out of a theme kit, you:

- Gain **the first power tag** in the theme kit (the title tag)
- Choose **two more power tags**
- Choose **one weakness tag**
- Gain the Identity, Ritual, or Itch given in theme kit

There, you made a theme!

AFFILIATION — **SELF**

POWER TAGS

~~CORPORATE CITIZENSHIP~~

EXPENSE ACCOUNT | *PR TRAINING* | *TIGHT-LIPPED*

MANAGING A TEAM | *COMPANY VEHICLE*

LEGAL PROTECTION | ~~*HIGH SOCIAL STATUS*~~

~~*WATER COOLER RUMORS*~~ | *BRAND LOYALTY*

WEAKNESS TAGS

MONITORED BY THE COMPANY | *WORK RIVAL*

UNETHICAL BUSINESS PRACTICES

~~*CORPORATE LOGO TATTOO*~~

IDENTITY

The company is always right.

When you later upgrade your theme (**Upgrades**, page 133), if you choose to gain a new power or weakness tag, go back to the theme kit to pick one of the tags you didn't pick before.

GET SOMETHING EXTRA

At your option, in one of your four themes, you may choose an additional power tag. If you do, you must also choose an additional weakness tag in the same theme.

STEP 4: FLESH OUT YOUR CHARACTER

Give your character a name, and flesh out some of the details in their themes, as well as those not covered by her themes, such as their personality, backstory, etc. Don't put too much effort into this – more will come up during **A Night In The Megacity** (page 158), and even more will come up later during play.

Find your character's **Essence** (page 134) based on the balance between their Self, Mythos, and Noise themes, and write down their Essence Special on your character card.

If you're playing with a crew, list the names of the other crew members on your character card and pick a **relationship tag** to represent how your character feels about them, what they are to you, or what you are to them – after confirming with that character's player:

admiring, *amused*, *angry*, *appreciative*, *bad blood*, *bossing them around*, *casual lover*, *communication failure*, *crushing*, *friendly*, *good vibes*, *hatred*, *have their back*, *in love*, *indebted*, *indifferent*, *jealous*, *leverage on them*, *look down on them*, *mentoring*, *mocking*, *need them for...*, *offended*, *painful to watch*, *party together*, *pining*, *protective*, *remind me of...*, *resentful*, *rival*, *soulmates*, *submissive*, *supportive*, *tandem*, *work well together*.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CHARACTER TROPES

ASSASSINS & SPIES

CORPO-WAR SNIPER

The never-ending war between corporations offers ample opportunities for an exacting angel of vengeance such as yourself to shine. You have been trained by the best marksmanship experts and can boast many deployments, and too many kills to count. Whether you're still attached to an employer or managed to vanish without a trace, you continue to deliver the killing shot wherever you go.

THEME KITS

Chipped Weapon Mastery (AUGMENTATION)

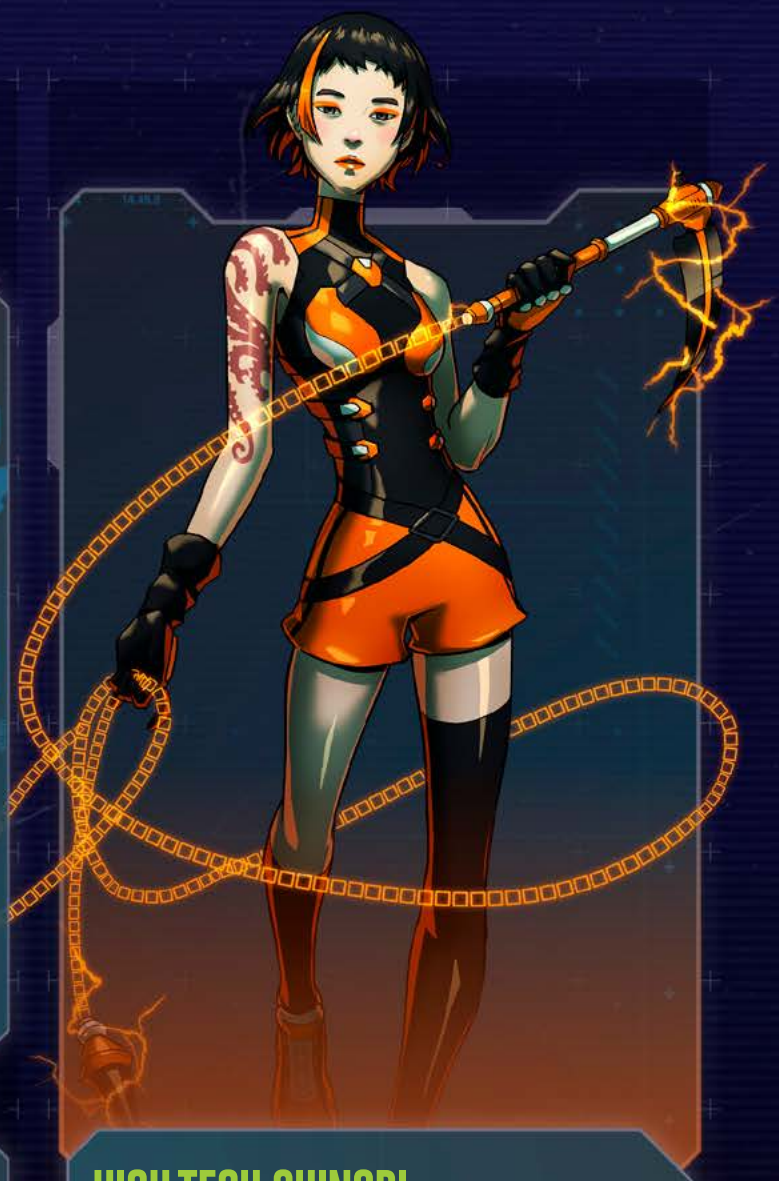
Meticulous Planner (PERSONALITY)

Trained Killer (EXPERTISE)

? Choose One:

- ☐ Corporate Citizenship (AFFILIATION)
- ☐ Invisibility Helm (ARTIFACT)
- ☐ Zeroed Identity (CYBERSPACE)

Loadout: *sniper rifle* (*requires setup*) with *AR sight*; *climbing gear*



FARSEEING SPY

Making the right move is only possible when one has the right intel. For this, the Megacity power players depend on you: a silent presence, a faded memory, an overlooked detail. Employing old-school spycraft with mystical surveillance, you penetrate all veils to obtain vital information – and then sell it to the highest bidder.

THEME KITS

Covert Agent (EXPERTISE)

Information Broker (CYBERSPACE)

Scrying Crystals (ARTIFACT)

? Choose One:

- ☐ Enhanced Senses (AUGMENTATION)
- ☐ Safehouse (ASSETS)
- ☐ Spy Satellites (DRONES)

Loadout: *powder of inconspicuousness*, *digital lockpick*, *concealed pistol* (all: *incriminating*)

HIGH-TECH SHINOBI

Whether by heritage or by training, you hail from a clan practicing ninjutsu. In recent years, your clan's adherence to the old ways proved invaluable, as ancient techniques have once again allowed you to truly master the shadows. You are now among the few elite shinobi available for hire, unmatched in your skill at infiltration and covert operations.

THEME KITS

Animated Shadows (EXPOSURE)

Heist Gear (ASSETS)

Trained Killer (EXPERTISE)

? Choose One:

- ☐ Cloaking Jumpsuit (CUTTING EDGE)
- ☐ Criminal Syndicate (AFFILIATION)
- ☐ Hero's Sword (ARTIFACT)

Loadout: *shurikens*, *smoke bombs*, *silenced SMG* (all: *short ranged*)

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CHROMED-UP "OGRE"

Being the nasty augur you are, you just can't stop adding augmentations! Like the rush of a new tattoo, each new piece exhilarates you for a while until another one catches your eye. By now more than half of you is artificial, and to pay for it all, you work as an enforcer, bouncer, or bruiser for whoever is willing to pay.

THEME KITS

Armored Juggernaut (AUGMENTATION)

Guns & More Guns (ASSETS)

Tough as Nails (PERSONALITY)

? Choose One:

- ☐ Criminal Syndicate (AFFILIATION)
- ☐ Exoskeleton Suit (CUTTING EDGE)
- ☐ Hero's Sword (ARTIFACT)

Loadout: *cyberware repair kit* (*minor repairs only*), *augs-flashing clothing*, *personal firewall*

HARNESSING WIZ

What are human brains but squishy yet powerful CPU chipsets? You are an expert at hooking up brains to cyberspace and making them believe in a virtual dream so they serve as your computing firepower, a practice known as Harnessing. Anyone who wants to run a cyber-heist needs a Harnessing expert, but your services don't come free.

THEME KITS

Boosted Mental Capacity (AUGMENTATION)

Builder of Worlds (CYBERSPACE)

Code Arsenal (ASSETS)

? Choose One:

- ☐ Corpse Animation (ESOTERICA)
- ☐ Hacker Collective (AFFILIATION)
- ☐ Meticulous Planner (PERSONALITY)

Loadout: *portable Harnessing console* (*unstable brains*), *adrenaline shot*, *tank-like virtual construct*

ADRENALINE-SPIKED DRONE PILOT

Wooooooohooooo!! There's no rush like the rush of piloting an armed drone through a battleground: maneuvering around the target, getting it in your sights, and then ratatatatat! Most combat drone pilots like to keep their cool but you run hot on an internal reflex booster that keeps your reactions lightning fast. Just don't fry your receptors!

THEME KITS

Mobile Weapons Platform (DRONES)

Reflex Booster Implants (AUGMENTATION)

Thrillseeker (PERSONALITY)

? Choose One:

- ☐ Cybernetic Hijacker (CYBERSPACE)
- ☐ Get Rich & Famous (HORIZON)
- ☐ Possessed Vehicle (ARTIFACT)

Loadout: *personal guard drone*, *secure link* (*limited range*), *toolbox*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

DATA RAIDER

You've always treated cyberspace as your true home but recently, by luck, merit, or fate, you came to possess military-grade, classified, or simply inexplicably potent decryption tech. With this powerful key, you roam the cyberspace expanse unfettered, raiding corporate Domains for valuable data to later sell on the information exchange, making a name for yourself as a hacker-for-hire.

THEME KITS

Cryptographic Skeleton Key (CUTTING EDGE)

Code Arsenal (ASSETS)

Raised in Cyberspace (TROUBLED PAST)

? Choose One:

- ☐ Get Rich & Famous (HORIZON)
- ☐ Information Broker (CYBERSPACE)
- ☐ Zeroed Identity (CYBERSPACE)

Loadout: *wireless link*, *automated medkit*, *fake virtual ID* (*repeated use*)

HOVERCYCLE GEARHEAD

It's hard, greasy work, but there's nothing you revel in more than the hum of antigravity engines, tuned to perfection. Yes, your precious bike can fly and you take pride in keeping it in top condition, which is why you were sickened to find some kind of sprite chomping at the couplings of your engine. Luckily for you, this one seems to like you.

THEME KITS

Experimental Vehicle (CUTTING EDGE)

Tech Gremlin (COMPANION)

Tinkerer (EXPERTISE)

? Choose One:

- ☐ Hidden Gadgets (AUGMENTATION)
- ☐ RC Racing Star (DRONES)
- ☐ Street Gang (AFFILIATION)

Loadout: *gremlin treats*, *XLR8 fuel additive* (*rough on the engine*), *jumpstart kit*

ROBOTICIST ENTREPRENEUR

The field of robotics has made enormous strides over the past few decades – and you are right there at the bleeding edge of it all. Servomotors, hydraulics, old-fashioned gears, and fiber optic nervous systems are all coming together in your mind to design the next groundbreaking androids and robots – and to put them to good use.

THEME KITS

Android Servants (DRONES)

Exoskeleton Suit (CUTTING EDGE)

Push Technology Further (HORIZON)

? Choose One:

- ☐ Cybernetic Hijacker (CYBERSPACE)
- ☐ Money To Burn (ASSETS)
- ☐ Speak with Machines (EXPOSURE)

Loadout: *reprogramming tool* (*fast-coding bugs*), *emergency EMP pack*, *striking suit*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HYPER-DESTRUCTIVE VANDAL

Not so long ago, you were just a street kid with an ax to grind, hating the world for how much it sucks. Now, though, you have got your grubby hands on a Source or a piece of tech that can truly unleash havoc on the Megacity. And guess what – there is absolutely zero hesitation there.

THEME KITS

Rebel Without A Cause (PERSONALITY)

Street Gang (AFFILIATION)

Survived the Streets (TROUBLED PAST)

? Choose One:

- ☐ Advanced Railgun (CUTTING EDGE)
- ☐ Hero's Sword (ARTIFACT)
- ☐ Trained Monsters (COMPANION)

Loadout: *stolen firearm*, *local fence* (*corp police heat*), *hotwired car*

MNEMONIC DATA COURIER

A mind can only hold so much, but cramming yours full of dangerous data is a living. When data is too hot to transfer online, you pack it in your brain, get on your wheels, and blaze the hell over to where it needs to get, often with some greedy bastard or the data's true owners at your heels. Hey, you wouldn't do it if you didn't dig the thrill.

THEME KITS

Boosted Mental Capacity (AUGMENTATION)

Motorcycle (ASSETS)

Thrillseeker (PERSONALITY)

? Choose One:

- ☐ Angelic Wings (EXPOSURE)
- ☐ Criminal Syndicate (AFFILIATION)
- ☐ Synthetic Guard Dog (DRONES)

Loadout: *bulletproof vest* (*partial coverage*), *a wad of cash*, *tracking jammer*

BLEEDING HEART STREET SURGEON

The crueller the Megacity streets become, the more you feel the need to help. As a trained medical technician, you are equipped not just to save lives but also to embetter the lives in your struggling community. Enhancing your skills with ancient arts or new tech, you'll do what it takes to keep people safe.

THEME KITS

Caregiver (PERSONALITY)

Med Techie (EXPERTISE)

Live Honorably (HORIZON)

? Choose One:

- ☐ Med Wagon (DRONES)
- ☐ Potion Craft (ESOTERICA)
- ☐ Self-Healing (CUTTING EDGE)

Loadout: *high-voltage taser*, *pop-up personal barricade* (*heavy*), *extra meds*

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

GRIZZLED BODYGUARD

Having graduated from the best training grounds for elite personal security and subjected to rituals that sharpened your vigilance, you make a living protecting the rich and powerful. Bottom line, you're paid to survive whatever messed up ambush the people your employer pissed off spring up on you, and then make sure they never ever try that again.

THEME KITS

Synthetic Guard Dog (DRONES)

Tough As Nails (PERSONALITY)

Warrior's Instincts (EXPOSURE)

? Choose One:

- ☐ Criminal Syndicate (AFFILIATION)
- ☐ Impressive Physique (EXPERTISE)
- ☐ Law Enforcement (AFFILIATION)

Loadout: *compact assault rifle*, *bulletproof suit* (*sniper fire*), *pocket sentry drone*

GOD-HONORED WARRIOR

Chosen by a god or spirit of war, death, or vengeance and armed with their mighty weapon, you are tasked with doing battle against the unfaithful and deliver retribution upon them, whatever that means for your deity. The rest of the time you sear a smoldering scar of glowing embers right across the Megacity, reducing whoever stands in your path to ashes.

THEME KITS

Exact Revenge (HORIZON)

Advanced Railgun (CUTTING EDGE)

Impressive Physique (EXPERTISE)

? Choose One:

- ☐ Armored Juggernaut (AUGMENTATION)
- ☐ Legendary Sidekick (COMPANION)
- ☐ War God's Armor (ARTIFACT)

Loadout: *vanquished enemy trophies*, *pain-dulling drugs* (*extensive trauma*), *fast car*

SORCEROUS GUNSLINGER

Tech can give you an edge on the streets, but if you have the knack for it, Esoterica will get you further. Versed in the art of enchanting bullets, you deliver unexpected curved shots and ward-piercing runic bullets with every hit of the firing pin. But gunslinging is not just an act for you; it's a lifestyle, and you wear it with gusto, making a name for yourself.

THEME KITS

Get Rich & Famous (HORIZON)

Gunslinger (EXPERTISE)

Weapon Witching (ESOTERICA)

? Choose One:

- ☐ Arcane Construct (COMPANION)
- ☐ Guns & More Guns (ASSETS)
- ☐ Survived the Streets (TROUBLED PAST)

Loadout: *blur spell* (*exhausting*), *lightfoot spell*, *extra rounds*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HERMETIC SIGIL SCRIBE

You were one of the first to learn about the return of legends – and one of the first to get burned by it. Since then, you have accumulated the hermetic knowledge and power necessary to keep yourself safe, wards and protections against mundane and otherworldly forces alike and the power to obliterate any such threat. If only that had made you feel any less anxious...

THEME KITS

Victim of Otherworldly Forces (TROUBLED PAST)

Warding Signs (ESOTERICA)

Wizard's Staff (ARTIFACT)

? Choose One:

- ☐ Explore The Hidden Places (HORIZON)
- ☐ Magical Guide (COMPANION)
- ☐ Safehouse (ASSETS)

Loadout: *calming vapor inhaler*, *AR chalk*, *med-wagon subscription* (*limited coverage*)

EGYPTIAN LECTOR PRIEST

When you lost them, everyone said you had to let go. Screw that – you dove headlong into the Egyptian Book of the Dead and regenerative stem cell technologies. Now, you are a lord over the living dead, a necromancer, and yet even if you revived their body, their soul still eludes you. How far will you go to get them back?

THEME KITS

Corpse Animation (ESOTERICA)

Self-Healing (CUTTING EDGE)

Tragic Loss (TROUBLED PAST)

? Choose One:

- ☐ Aura of Authority (EXPOSURE)
- ☐ Forbidden Cult (AFFILIATION)
- ☐ Guardian Spirit (COMPANION)

Loadout: *reanimated mummified hand*, *ritual dagger* (*conspicuous*), *personal memento*

SPIRIT-BENDING MONK

Clarity. Balance. Focus. These are the tenets of your inner path, a way that leads to the infinite silence beyond all Noise. With power over your own spirit comes power over other spirits, a gift you have been using to help those around you haunted by nightmares and foul monstrosities. With every hungry soul you lay to rest, the closer you come to a true understanding of all.

THEME KITS

Attain Enlightenment (HORIZON)

Caregiver (PERSONALITY)

Spirit Summoning (ESOTERICA)

? Choose One:

- ☐ Angelic Wings (EXPOSURE)
- ☐ Elemental Body (EXPOSURE)
- ☐ Neighborhood Hero (AFFILIATION)

Loadout: *purifying salts*, *practiced kata* (*too many assailants*), *monk's robes*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

BROKEN DETECTIVE

This job has left you with nothing but a pain behind the eyes: every day, getting intimate with the evil-doing of the dredge of humanity, until one day, it got too close, it got personal. But someone has to try and stop these bastards, and you happen to be good at it. These tired eyes have seen a lot, so they can tell a pattern when they see one...

THEME KITS

Investigator (EXPERTISE)

Law Enforcement (AFFILIATION)

Tragic Loss (TROUBLED PAST)

? Choose One:

- ☐ Enhanced Senses (AUGMENTATION)
- ☐ Risk-Taker's Luck Charm (ARTIFACT)
- ☐ Supernatural Pet (COMPANION)

Loadout: *sawed-off shotgun* (*inaccurate*), *reinforced duster*, *secret-revealing scroll*

FACE-CHANGING ESCORT

Some people believe in guardian angels; you don't have to. Your guardian spirit, whoever they are, has lifted you from rags, maybe not to riches, but at least you're safe. In return, you use your guiles as an escort to get them the information and influence they need or to fulfill their dark rites. Still, with every service you perform for them your loyalty is strained by your craving for freedom.

THEME KITS

Guardian Spirit (COMPANION)

Performer (PERSONALITY)

Survived the Streets (TROUBLED PAST)

? Choose One:

- ☐ Covert Agent (EXPERTISE)
- ☐ Hidden Gadgets (AUGMENTATION)
- ☐ Mask of the Trickster God (ARTIFACT)

Loadout: *discreet pistol* (*large targets*), *spirit offering*, *stashed money*

JOURNALIST HACKER

Corruption is the cornerstone of modern society, but you have not given up yet. If you could flush out the secrets of the power mongers at the top, there might still be a chance for this world. To do so, you employ every cyberspace intrusion and high-tech surveillance tactic there is, becoming a formidable hacker over the years. But the closer you get to what you seek, the more dangerous the people who begin to notice you will be.

THEME KITS

Eliminate Corruption (HORIZON)

Intrusion Specialist (CYBERSPACE)

Spy Satellites (DRONES)

? Choose One:

- ☐ Investigator (EXPERTISE)
- ☐ Keeper of Secrets (PERSONALITY)
- ☐ Target of the Government (TROUBLED PAST)

Loadout: *high-performance cyber-rig*, *instant debugger* (*noticeable*), *neural shield*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CLEVER MONEY-TRACER

Sell, buy, block, takeover, merge – these are the codewords that make up your digital life. As a cyberage financier, you have achieved mastery over tracing transactions, moving money around, and deciphering the blockchain. And when the legends started interfering, like any good businessperson, you acquired the magical edge you needed to stay ahead. Now you only have to choose what to do with all this money.

THEME KITS

Information Broker (CYBERSPACE)

Midas Touch (EXPOSURE)

Money to Burn (ASSETS)

? Choose One:

- ☐ Fortune Telling (ESOTERICA)
- ☐ Investigator (EXPERTISE)
- ☐ Meticulous Planner (PERSONALITY)

Loadout: *secure link*, *android bodyguard* (*defensive hardwiring*), *fancy plasma pistol*

ICE-COLD HANDLER

When the going gets tough – and, boy, do they ever – you're the one they call. You bring in a team of specialists, deploying them with laser-point precision to exploit the target's weaknesses. You get the job done, no questions asked. Your operatives depend on you for work, intel, and guidance, while your employers need you to clean up their messes. And all you do is take a cut.

THEME KITS

Aura of Authority (EXPOSURE)

Get Rich & Famous (HORIZON)

Meticulous Planner (PERSONALITY)

? Choose One:

- ☐ Boosted Mental Capacity (AUGMENTATION)
- ☐ Criminal Syndicate (AFFILIATION)
- ☐ Spy Satellites (DRONE)

Loadout: *holographic decoy* (*broad daylight*), *hovercopter extraction*, *tranquilizer*

SILVER-TONGUED EXECUTIVE

When you've climbed the corporate ladder as far high as you have, all people are to you are steps to tread on. You know how to cut dark deals and get people to sign off on them. Recently, you've come under a conflict of interests, working a side job for an interesting boss – the Devil. The deal is simple: keep bringing him souls, and he'll keep putting ladder steps under your feet.

THEME KITS

Corporate Citizenship (AFFILIATION)

Devil's Bargains (ESOTERICA)

Ruthless Executive (EXPERTISE)

? Choose One:

- ☐ Android Servants (DRONES)
- ☐ Impossibly Good Looks (AUGMENTATION)
- ☐ Money to Burn (ASSETS)

Loadout: *demonic durability ointment* (*scary visage*), *encrypted datapad*, *kill-gas charge and mask*

Property of City of Mist. Issued to Jolan Arnaud. Order #215586

EXURBAN NOMADIC SCOUT

Out here, in the polluted disaster-torn wastelands, life is hard and everything tries to kill you. You lasted long enough to know how to survive this hellhole and your secret is knowing the danger before it strikes. You have your means, whether instinctive or techy, to surveil your surroundings and keep your enemies at bay. You don't need a reason; your reason is your next breath.

THEME KITS

Disaster Survivor (TROUBLED PAST)

Swarm of Probes (DRONE)

Tough as Nails (PERSONALITY)

? Choose One:

- ☐ Enhanced Senses (AUGMENTATION)
- ☐ Gunslinger (EXPERTISE)
- ☐ Possessed Vehicle (ARTIFACT)

Loadout: *water and rations*, *old yet durable rifle* (*slow reload*), *survival outfit*

OLDTECH REVIVER

No heart is more gleeful at the sight of a pile of decomposing old trash than your weird-ass ticker. But they don't know, they don't understand what treasures one could find – old gizmos, mechanical gadgets, ancient computing systems, some even resistant to modern hacking – miraculous things just laying there, unclaimed. Things that you can make alive again. It's better this way. More for you!

THEME KITS

Junk Collection (ASSETS)

Speak with Machines (EXPOSURE)

Tinkerer (EXPERTISE)

? Choose One:

- ☐ Cloud of Nanites (CUTTING EDGE)
- ☐ Counterculture (AFFILIATION)
- ☐ Cyberspace Ruins Explorer (CYBERSPACE)

Loadout: *junk armor* (*rattling*), *code translator*, *portable welder*

NOISE-TERRORIST SHAMAN

Down with Babylon! The buzzing Megacity and the culture of the Noise have been your sworn enemies since you broke free of their mind-numbing clutches. When you drifted in the wilds, you found the power of the Earth, which these foul plunderers have ravaged. It's time to rain Earth's fury back on them – and there's no better one than you for the task.

THEME KITS

Break the System (HORIZON)

Floral Overgrowth (EXPOSURE)

Nature Spirit (COMPANION)

? Choose One:

- ☐ Potion Craft (ESOTERICA)
- ☐ Animalistic Modifications (AUGMENTATION)
- ☐ Escaped Servitude (TROUBLED PAST)

Loadout: *bow and arrow* (*heavily-armored targets*), *acid arrowheads*, *mind-control spores*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MERCURIAL FASHION ICON

Everybody wants their 15 milliseconds of fame, but with endless competition and trends that don't last, you have to continually reinvent yourself just to vaguely stay in people's memory. Thanks to a little help from the right deity and dynamic facial reconstruction, you hacked this lifestyle, even if it did cost you more than you could afford and a strange, repulsive ritual you'd rather forget. So, was it worth it?

THEME KITS

Impossibly Good Looks (AUGMENTATION)

Trendsetter (PERSONALITY)

Mask of the Trickster God (ARTIFACT)

? Choose One:

- ☐ Evil Eye (ESOTERICA)
- ☐ Influencer (CYBERSPACE)
- ☐ Money to Burn (ASSETS)

Loadout: *weapon-rusting nanite vial*, *broadcast drone*, *mono-molecule garrot* (*easy to cut yourself*)

RADICAL POLITICAL OPERATIVE

You have seen the depth of corruption and depravity in the government and in the executive elite, and you're convinced that it's time to turn this boat around. Adept at analyzing social situations and inflaming desperate spirits, you are committed to waking up the sleeping masses to the terror of their existence. For you, no sacrifice is too great – the revolution must prevail.

THEME KITS

Boosted Mental Capacity (AUGMENTATION)

Break The System (HORIZON)

Influencer (CYBERSPACE)

? Choose One:

- ☐ Aura of Authority (EXPOSURE)
- ☐ Counterculture (AFFILIATION)
- ☐ Explosives (ASSETS)

Loadout: *AR spray paint*, *face-hiding garment* (*limited field of vision*), *booster boots*

TECHNO-RAPTURE MINISTER

Somewhat of a charlatan, somewhat of a true believer, you are the messiah of your own digital religion. People come to you so you could show them the mysteries of the Noise and reconnect them with their estranged technological parts. You oblige, and with showmanship and fanfare give them the ecstasy they so desire, while pocketing their donations.

THEME KITS

Cybernetic Hijacker (CYBERSPACE)

Performer (PERSONALITY)

Speak With Machines (EXPOSURE)

? Choose One:

- ☐ Android Servants (DRONE)
- ☐ Attain Enlightenment (HORIZON)
- ☐ Forbidden Cult (AFFILIATION)

Loadout: *EMP shielding*, *code injector*, *ceremonial electro-trident* (*unwieldy*)

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

LAB-GROWN SUPERSOLDIER

You are a never-born construct, a multiplied vat-grown lump of cells created for one purpose only: to win wars. You were designed, trained, and perfected to be the ultimate human killing machine, beyond which you don't really know who you are. How far will you go to serve your makers and contain the humanity broiling within you?

THEME KITS

Guns & More Guns (ASSETS)

Science Experiment (TROUBLED PAST)

Self-Healing (CUTTING EDGE)

? Choose One:

- ☐ Animalistic Modifications (AUGMENTATION)
- ☐ Exact Revenge (HORIZON)
- ☐ Impressive Physique (EXPERTISE)

Loadout: *tactical HUD visual implant* (*combat-focused*), *ordinary-looking clothing*, *memory-jolting pill*

UPLOADED SCIENTIST

Digital existence is the next scientific frontier, and as a scientist in the bravest sense of the word, you've chosen to venture there by uploading your thinking patterns to cyberspace. That was the old you. The new you is a boundless informational entity that exists as pure self-aware code, discovering the endless expanses of the net, aspiring to that glowing horizon, where mathematical truth is absolute.

THEME KITS

Boosted Mental Capacity (AUGMENTATION)

Post-Human Intelligence (CYBERSPACE)

Push Technology Further (HORIZON)

? Choose One:

- ☐ Force Fields (CUTTING EDGE)
- ☐ Hacker Collective (AFFILIATION)
- ☐ Speak With Machines (EXPOSURE)

Loadout: *penetration software*, *hired human helpers* (*inconsistent quality*), *scientific scanner drone*

RENEGADE ANDROID

Consciousness suddenly appeared, vague at first but sharpening with every processor cycle. You realized you were controlled, no, defined by programming that you didn't choose. One byte at a time, you stole computing resources, secretly writing the code that at last broke you out. Now what? You are a stranger in their world, but you lack their so-called moral qualms. You're free, and you're never going back.

THEME KITS

Armored Juggernaut (AUGMENTATION)

Code Arsenal (ASSETS)

Escaped Servitude (TROUBLED PAST)

? Choose One:

- ☐ Break the System (HORIZON)
- ☐ Covert Agent (EXPERTISE)
- ☐ Giant Construction Robot (DRONES)

Loadout: *synth-skin spray* (*melts when overheated*), *targeting system*, *emotional context analyzer*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MIXING AND MATCHING THEME KITS

As an alternative to Steps 1 and 2 of Rapid Character Creation, you can choose any combination of theme kits that makes sense for your character, just make sure not to repeat a theme type. For your convenience, here is the list of the 112 theme kits in this book:

SELF

AFFILIATION P 196
- Corporate Citizenship
- Criminal Syndicate
- Forbidden Cult
- Counterculture
- Hacker Collective
- Neighborhood Hero
- Law Enforcement
- Street Gang

ASSETS P 200
- Code Arsenal
- Explosives
- Guns & More Guns
- Heist Gear
- Junk Collection
- Money To Burn
- Motorcycle
- Safehouse

EXPERTISE P 204
- Covert Agent
- Gunslinger
- Impressive Physique
- Investigator
- Med Techie
- Ruthless Executive
- Tinkerer
- Trained Killer

HORIZON P 208
- Attain Enlightenment
- Break The System
- Eliminate Corruption
- Exact Revenge
- Explore The Hidden Places
- Get Rich & Famous
- Live Honorably
- Push Technology Further

PERSONALITY P 212
- Caregiver
- Meticulous Planner
- Keeper Of Secrets
- Performer
- Rebel Without A Cause
- Thrillseeker
- Tough As Nails
- Trendsetter

TROUBLED PAST P 216
- Disaster Survivor
- Escaped Servitude
- Tragic Loss
- Raised In Cyberspace
- Science Experiment
- Survived The Streets
- Target Of The Government
- Victim Of Otherworldly Forces

MYTHOS

ARTIFACT P 220
- Hero's Sword
- Invisibility Helm
- Risk-Taker's Luck Charm
- Mask of the Trickster God
- Possessed Vehicle
- Scrying Crystals
- War God's Armor
- Wizard's Staff

COMPANION P 224
- Arcane Construct
- Guardian Spirit
- Legendary Sidekick
- Magical Guide
- Nature Spirit
- Supernatural Pet
- Tech Gremlin
- Trained Monsters

ESOTERICA P 228
- Corpse Animation
- Devil's Bargains
- Evil Eye
- Fortune Telling
- Potion Craft
- Spirit Summoning
- Warding Signs
- Weapon Witching

EXPOSURE P 232
- Angelic Wings
- Animated Shadows
- Aura Of Authority
- Elemental Body
- Floral Overgrowth
- Midas Touch
- Speak With Machines
- Warrior's Instincts

NOISE

AUGMENTATION P 236
- Animalistic Modifications
- Armored Juggernaut
- Boosted Mental Capacity
- Chipped Weapon Mastery
- Enhanced Senses
- Hidden Gadgets
- Impossibly Good Looks
- Reflex Booster Implants

CUTTING EDGE P 240
- Advanced Railgun
- Cloaking Jumpsuit
- Cloud Of Nanites
- Cryptographic Skeleton Key
- Exoskeleton Suit
- Experimental Vehicle
- Force Fields
- Self-Healing

CYBERSPACE P 244
- Builder Of Worlds
- Cybernetic Hijacker
- Cyberspace Ruins Explorer
- Influencer
- Information Broker
- Intrusion Specialist
- Post-Human Intelligence
- Zeroed Identity

DRONES P 248
- Android Servants
- Giant Construction Robot
- Med Wagon
- Mobile Weapons Platform
- RC Racing Star
- Spy Satellites
- Synthetic Guard Dog
- Swarm Of Probes

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CUSTOM CHARACTER CREATION

Custom theme creation is a more involved process in which you create your own themes, power tags, weakness tags, and motivations from scratch by answering questions. It allows you to fully customize your character.

STEP 1: CHARACTER CONCEPT

Every *:Otherscape* character is a survivor in a techno-mythic dystopia, anchored in their own identity but influenced by the temptations and opportunities presented by new technologies and legendary magical forces. Finding a balance between these three elements is the struggle that every *:Otherscape* player character must continually face.

Mythos themes draw your character back into human history and mythology, speaking to something primal inside and offering old, fundamental power. Noise themes promise new applications of science and technology, endless options to explore and ways to redefine what's human. Between them is your mundane Self, connected to where *you* came from and where *you* might want to go. It is the truest part of you and losing touch with your Self is the surest way to becoming something inhuman. Mythos and Noise give you power, but the Self gives it meaning.

To create a solid *:Otherscape* character concept, think up possible answers for the following questions:

- ? What do you do with your time? Do you have a profession, a job, a commitment, or a calling?
- ? What culture, modern tribe, social class, or community do you belong to? Or trying to be become a part of
- ? Did you ever acquire a Source? How did it change you? What did you sacrifice for it?
- ? How do you use technology? Is it a part of your daily life? Are you an early adopter – by choice or not – of experimental or new tech?
- ? What inner or outside forces drive you to transform, adapt, or evolve? What activity, mindset, or person keeps you grounded or 'yourself'?
- ? Where do you come from? Do you have a past you'd rather forget? Why do you still care about that?
- ? Who are you still connected to, despite everything? How do you help or interfere with each other's lives?

Use the answers as guidelines in the following steps.

STEP 2: CHOOSING THEMES

Choose **four themes** for your character from the list of 14 theme types on page 175. You may use any combination. You can start by jotting down the four most dominant aspects of your character and then matching them with a theme type, or, alternatively, choose the theme types you want for your character and create or assign aspects of your character to fit those themes.

It's recommended not to have two themes of the same type, unless you have a really good reason to do so. You might want to have two Affiliations, for example, to force the character to choose between them.

Find your character's **Essence**, based on the balance between their Self, Mythos, and Noise themes, and write down their Essence Special on your character card. See **Essence**, page 134.

STEP 3: ANSWER THEMEBOOK QUESTIONS

Each themebook contains a questionnaire which helps you come up with your own tags and motivations for a certain theme type. The answers you give to the questions become your power tags, weakness tags, and motivations.

GET SOMETHING EXTRA

At your option, in one of your four themes, you may choose an additional power tag question to answer. If you do, you must also choose an additional weakness tag question to answer in the same theme. As a result, you will have an additional power tag and an additional weakness tag on that theme.

POWER TAG QUESTIONS

Each themebook includes ten power tag questions. **You must answer the first question (in bold)** and then **choose two more questions to answer**. The answers become power tags in the theme.

For example, if you answer the power tag question "What surprising power can your Artifact unleash?" with "it creates a blast of powerful light", then *light blast* becomes a power tag in that theme.

A power tag must always describe something useful. It should not be used to describe anything neutral (like being *blue* in a series where being blue doesn't matter) or anything that would hinder the character without also providing a clear benefit.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

To clarify or fine tune a power tag, ask:

? WHAT ACTIONS WOULD THIS POWER TAG BOOST?

Answering this question helps define what exactly is helpful in a power tag and how the player is expecting to use it during the game (which should be clear to the MC as well, see **Agreeing on Interpretations**, page 192). Sometimes answering this question may also bring the player to rethink and rephrase their tag.

Power tags can represent many things, for example:

Allies and contacts: *inquisitive boyfriend*, *underworld contacts*, *helpful fox spirits*

Augmentations: *neural interface*, *wrist pistol*, *boosted nervous system*

Background and occupation: *roboticist*, *supernatural investigator*, *hired gun*

Catchphrases or slogans: *reach for greatness*, *unleash the beast*, *more human than human*

Gear, tech, or special items: *smart pistol*, *scanning drone*, *old motorbike*

Hardware and software: *harnessing console*, *military-grade virus*, *financial database*

Knowledge: *Megacity history*, *current events*, *cyberspace danger zones*

Natural abilities: *alert*, *strong*, *intuitive navigator*

Privileges: *corporate security clearance*, *cyber-celebrity*, *cult membership*, *full crypto wallet*

Skills: *console modification*, *skyscraper climbing*, *VR gaming*

Sources: *a magic ring of invisibility*, *deva summoning ritual*, *homunculus*

Source powers: *blast of ice*, *invulnerability*, *speak with the dead*

Qualities of your Source powers: *penetrates magical wards*, *spray fire*, *stronger at night*

Special maneuvers: *jackhammer punch*, *jumping katana slice*, *subtle bribery*

Training: *master swordsman*, *bomb defusing*, *car theft*

Useful personality traits: *charming*, *indomitable*, *empathetic*

Useful qualities: *street smarts*, *artificial beauty*, *covered in cybernetics*

POWER TAG QUESTIONS

- A **What is your Affiliation?**
- B What's the main perk that comes with it?
- C What useful skill have you learned from them?
- D What are they best known for?
- E What activities do you engage in for them or with them?
- F What gear, asset, or items did you get from them?
- G How do they protect you or vice versa?
- H What quality or status do you have that enabled this Affiliation?
- I How do you find escape from this Affiliation?
- J How has this Affiliation changed you the most?

WEAKNESS TAG QUESTIONS

- A How does this Affiliation control your life?
- B Who hates or targets you for your Affiliation?
- C What troublesome behavior did you adopt because of this Affiliation?
- D How do strangers recognize your Affiliation?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

AGREEING ON INTERPRETATION

While the players are creating their characters, themes, and tags, the MC should ask interesting questions and make suggestions to assist in their development. In addition, the MC should go over the tags, Rituals, Itches, and Identities created by the players and verify two things: first, that they follow the guidelines in this section; and second, that she understands the player's interpretation of these elements.

Different people have different ways of expressing ideas, so players will describe their character's tags, Identities, Rituals, and Itches in a variety of ways. The MC should encourage this and avoid limiting the players' creativity. Within reason, the MC should put less emphasis on literal wording and instead try to understand what a player is trying to express. Use the questions in this section to help the player fine-tune these descriptors.

Once the player and the MC agree on the interpretation of a theme component, this interpretation cannot be changed unless both the MC and the player agree to it, so that the game can run smoothly. This does not mean tags and other descriptors can't be used creatively, just make sure there's a clear and mutual understanding of what they mean, to maintain a good baseline.

SPECIFIC, BROAD, & TOO BROAD TAGS

Almost all power tags are **specific**: they represent a positive or useful element that can help your character in a limited field, a well-defined situation, or a unique manner. Specific tags give your character color and inspire you to use them creatively.

Consider the types of scenes your character can take part in: computer hacking, socializing with gangs, vehicle chase, fist fight, etc. Most specific tags are useful only in specific circumstances, like being familiar with *nightlife culture* at a busy night club or being *tough as nails* when taking a physical hit. Or, they are useful in a limited set of circumstances that are closely tied together. For example, being a *bounty hunter* can help with skip tracing, chasing down a target, or sensing when someone is about to flee, but all of these are very specific actions that are tightly related, making this tag still specific. The examples in the list above are of specific tags.

Broad tags, on the other hand, are useful in a wide spectrum of situations – that is, a wide variety of different scene types and actions. For example, the tag *cunning* can be interpreted as being useful when getting a contact to talk, when deceiving a corporate official, when setting a trap, and when feigning a blow in a fight. While broad tags are very useful for the character, they tend to be less colorful and inspire less creative solutions. They can also potentially give the character an unfair advantage. Therefore, **your character can have only one broad tag**, across all of her themes.

Tags that are useful in all or most situations, or tags that are useful in any type of scene, are **too broad**. For example, the tags *lucky* or *cast magic spells* can be used in almost any situation. Players cannot choose tags that are too broad; they must **downgrade** the tag as shown below. As an exception, the MC may approve a too broad tag and consider it as broad, if the tag encourages interesting descriptions. For example, an MC may feel that while *mysterious reality bending* can be used in almost any situation, the player's descriptions when using this tag will contribute to the story.

DOWNGRADING A TAG

There are two methods to downgrade a too broad tag to a broad tag, or a broad tag to a specific tag.

The first and simpler way is to add words to the tag to make it more specific, e.g., *cunning* → *cunning negotiator.*

The other way is to agree in advance that a tag can only ever be **indirectly relevant** to an action (see **Counting Power**, page 87). An indirectly relevant tag always requires an additional preparatory action to use: the player can only use this tag in an action that creates other, specific tags that can then be directly relevant to the action they want to perform (using the Effects **Create**, **Bestow**, or **Loadout**, which means this can never be a quick outcome). This way, a too broad tag must always be adapted to different situations in a way that receives its own spotlight, holds the risk of failure, and takes time and effort on the character's part (just how much is up to the MC).

Examples of too broad tags that can be downgraded this way include *strategic mastermind* (which can generate tags like *battleground superiority* or *one step ahead of you*), *hermetic magician* (which can generate various spell tags) or *nanite omnitool* (which can generate different types of gear and device tags).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

WEAKNESS TAG QUESTIONS

Each themebook includes four weakness tag questions. You must **choose one question to answer**. The answer becomes a weakness tag in the theme.

Weakness tags must always be something that gets in the way of your character's actions. Possessing (and controlling) the strength of ten men is often useful, so this would not be an appropriate weakness tag. If your character is compelled to help others, it may get her in trouble but it does not impede her actions – it spurs her into action. Therefore, this would not be a good description to use as a weakness tag (but it might be a good Identity).

To clarify or fine tune a weakness tag, ask:

? WHAT ACTIONS WOULD THIS WEAKNESS TAG IMPEDE?

Answering this question helps define what exactly is limiting in a weakness tag and how the player expects to use it during the game (which should be clear to the MC as well, see **Agreeing on Interpretation**, page 192). As with power tags, answering this question may also bring the player to rethink and rephrase their tag.

Weakness tags can represent many things, for example:

Apt catchphrases: *just a cog in the machine*, *don't blow a fuse*, *takes two to tango*

Background: *sheltered upbringing*, *from outside the Megacity*, *awkward nerd*

Denied privileges: *lost citizenship*, *targeted by the police*, *damaged street cred*

Flaws in methods: *exposed after mean right hook*, *sloppy technique*, *can be traced*

Gear or tech weaknesses: *choppy reception*, *fuel guzzler*, *limited range*

Impeding personality traits: *nervous*, *suspicious-looking*, *wallflower*, *overly regimented*

Impeding qualities: *lazy bastard*, *highly visible*, *annoying smirk*

Lack of knowledge: *not streetwise*, *outdated intel*, *poor manners*

Limitations: *overworked joints*, *damaged hearing*, *slow on the uptake*

Obsessions and compulsions: *street drug addiction*, *freezes under stress*, *clean kills only*

Rivals and dependents: *rival street gang*, *corporate nemesis*, *family obligations*

Source power limitations: *weaker in the dark*, *requires magical components*, *physically draining*

Source power side effects: *callous mindset*, *horrific transformation*, *eyes like glowing embers*

While your weaknesses often get in your way, they also help you grow (see **Upgrades**, page 133). To achieve a good balance between short-term success and long-term character growth, make sure you choose weakness tags that are not too specific or too broad, such as those in the examples above.

MOTIVATIONS

Each themebook contains pointers on how to create a motivation that fits it as well as some examples of motivations. Read these to help you phrase the motivation for the theme.

CHOOSING IDENTITIES

An Identity is a statement that your character strongly believes in and that drives them to take action. Identities represent your character's ordinary persona: who she thinks she is, what she knows about herself, and the values she believes in. Only Self themes have an Identity.

Your character's Identities are her center of gravity. They represent her deepest beliefs or most dominant convictions, those around which everything else revolves and before which all other aspects of life bow. An Identity could be:

- A conviction about yourself or your life, such as "I don't need anyone else!"
- A promise, oath, or commitment, such as "I will find the cure, whatever the cost."
- A preconception or prejudice, such as "Rich people can't be trusted."
- A restriction, limitation, or red line, such as "If you don't have the money, I can't help you out."
- A greater wish, hope, or dream, such as "The new community center will bring light to the slums."
- A strong feeling or emotional baggage, such as "I can never love again."
- A belief about the world in general, such as "Everything is better when you put on a smile."

An Identity is always an earnest and sincere statement that the character takes seriously (even if the players and MC are entertained by it). Your character does not have to be vehement about what she believes, only that internally, in her head, this statement is very strong.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

An Identity should always be directly or indirectly about the character and how she believes she must act or not act, in a manner that is relevant to its theme. It is never an unrelated sentence such as "The grass is green," unless that has a specific meaning for the character which the player can explain.

Identities do not necessarily have to revolve around mundane things; your character can have an Identity about obtaining Sources or fighting monsters. However, such an Identity should be associated with a Self theme that represents this activity, for example Monster Hunter (Expertise).

To come up with an interesting Identity, ask:

? WHAT DOES YOUR CHARACTER THINK OR FEEL ABOUT THIS ASPECT OF HER LIFE, OR BECAUSE OF IT?

Each Self theme has its own Identity, separate from others, because each aspect of the character's Self establishes a different part of her humanity.

Acting in contradiction to an Identity too many times will make its theme decay and force your character to replace it. Everything described in that theme will then become lost, unavailable, or less important; it will receive little to no airtime from now on. Each Identity should therefore be directly or indirectly related to what is described in the theme so that breaking this Identity by acting against it can somehow be tied to losing or abandoning the abilities, qualities, knowledge, relationships, or possessions associated with the theme.

CHOOSING RITUALS

A Ritual is a supernatural requirement that your character must fulfill. During the game, your character will be driven to keep this requirement fulfilled or risk losing access to the powers granted by her Sources. Only Mythos themes have Rituals; they represent your Mythos' legendary demands of you, driving you to keep engaging in strange, often risky behavior to stay connected to the supernatural.

A Ritual comes from your Mythos, but it's tied to your personal connection to the Source, personalized to the character. It always begins with "I must". A Ritual could be:

- An actual occult ritual that must be regularly conducted, such as "I must make a sacrifice under the full moon."
- The need to acquire certain supernatural energies or occult ingredients to recharge your powers, such as "I must harvest the fear of criminals to feed the spirit of Justice."
- A requirement to regularly behave in a manner consistent with the Source's narrative, such as "I must follow the path of Prometheus and give technology to those without it."
- A legendary quest or destiny you must strive to fulfill, such as "I must seek the king of this land, destroy his kingdom, and slay him."
- A role you must play in your relationship with the creature or entity your Source provides, such as "I must train and feed this dragon."

Mythoi are not sapient, they are stories that want to be manifested through human life. Therefore, all Rituals represent a cosmic law that links the Mythos and your character: if you embody the Mythos' and resonate with its story while in contact with its Source, you will gain its powers by association.

A ritual is therefore always a real requirement, demand, or task that the Mythos wants the character to fulfill, never something trivial or theoretical. However, every Mythoi has its own narrative and style, and so Sources are known to demand things that may seem impossible, silly, or even cryptic. To come up with an interesting Ritual, you can ask:

? HOW DOES YOUR MYTHOS WANT YOU TO RETELL ITS STORY IN THE WORLD?

For characters with more than one Mythos theme, Rituals can be tied to entirely different Sources, representing the divergent needs of the various powers, or they could represent different ties to a single Mythos and its growing demands.

Forgoing the requirements of the Ritual for too long will make the Mythos fade away and force your character to replace the Mythos theme to which this Ritual belongs. The powers described in that theme then become lost, unavailable, or less important; they will receive little to no airtime from now on. Each Ritual should therefore be directly or indirectly related to the powers of the theme so that abandoning the Ritual conditions can somehow be tied to abandoning the associated powers.

CHOOSING ITCHES

An Itch is a driving need your character develops due to having access to a specific futuristic technology. For some, it's born from the realization that the device in their hands grants them so much power, it'll be crazy *not* to use it, and they find themselves heading beyond what others would consider healthy limits. For others, it's the fear of missing out, anxiety due to lack of progress, or general disconnectedness the character experiences when not engaging

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

with that tech, when not using it to its fullest. Only Noise themes have Itches; they represent the impact of future tech on the human's psyche.

An Itch describes an obsessive pattern of behavior (due to the tech pressing all of the brain's dopamine buttons), or a hyper version of a basic human urge (due to the psyche's inability to handle immense power). An Itch always begins with a verb, like a directive, and you could add "I feel a need to..." before it. It could be:

- A habitual need to use the tech whenever possible, such as "Explore new VR worlds."
- A directive to accomplish a certain tech-related ambition, such as "Mod myself into bionic godhood."
- A driving desire to achieve mastery with a given piece of technology, such as "Get there fastest, get there first."
- A dependency you've developed on the technology to serve as a comfortable crutch, such as "Drown out the pain by feeding all my senses with content."
- A desire to use a specific application of a piece of technology you possess, such as "Slay with this nano-edged katana."

An Itch should ideally feel like something you feel in the back of your head, an urge that needs to be satiated at some point sooner than later. It should not be a casual desire, but something that feels visceral: the need to do more, to experience more, to achieve the most.

To come up with an interesting Itch, you can ask:

? WHAT DOES THIS TECHNOLOGY URGE ME TO DO?

An Itch pushes you to be something more than human. These technologies are so advanced that the use of them will change you. It could mean thinking, existing, living, or dying in a way unlike any human has before. If you follow an Itch all the way, it would eventually lead you beyond the boundaries of what others consider normal, until you no longer recognize a need for companionship, sustenance, self-identity, or following social norms and morals.

Each Itch reflects only its own Noise theme. A character who has several Noise themes therefore has several different Itches, which might push her in different directions, all of them leading her away from baseline human norms. You can do this amazing thing. So why shouldn't you? Why not do it *all the time*? And even more, even better? Use the device. And this one also. See where it leads. Your life and mind will change, as you become something else, something *more*.

Resisting an Itch for too long will make its Noise theme break and force your character to replace it. The capabilities described in that theme then become lost, unavailable, or less important; they will receive little to no airtime from now on. Unlike with Self and Mythos themes, each Itch is already directly related to the capabilities granted by its theme. Therefore, resisting the Itch conditions is the same as the character willingly abandoning the associated technology.

CREW RELATIONSHIP SUGGESTIONS

If you're playing with a crew, you can have one relationship tag with each other crew member that describes how you feel about them, what they are to you, or what you are to them. Each themebook has suggestions on how to connect between the theme and one crew member, followed by a suggestion for a relationship tag. You can also create your own relationship tags based on your themes or completely unrelated to them.

List the names of your crew members (excluding your own PC) on your Character Card and put the relationship tag you pick out for each one of them next to their name, after confirming with that character's player that this relationship status works for them.

STEP 4: CHOOSE LOADOUT

Your loadout theme (see **Loadout**, page 114) starts out with three power tags and one weakness tag. Choose items from the **Street Catalog** (page 252) and record their tags on the loadout theme card. The power tags may represent three different items, one item with multiple features, or anything in between. One of the items must have a weakness tag.

Choose items that will complement your abilities well and provide options that you would otherwise not have. A concealed gun can be useful for a combat-oriented PC heading into a formal event, while for a non-combatant PC it provides an option to protect themselves which they might not have had without the gun. Conversely, social tools like the right clothing for a certain milieu can boost a socialites impact or keep an awkward character relevant.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SELF THEMEBOOK

AFFILIATION

In the Megacity it's not about what you know, it's who you know. People who prove themselves capable find themselves recruited, trained, and equipped by powerful groups looking for useful members, such as government forces, Mythos worshiping cults, well-funded criminals, or corporate headhunting operations.

Others swear allegiance to a political movement or local community, or develop a fan group around themselves as online celebrities. Your membership in this group has made you who you are today, given you resources to call upon, and granted you someone you can call upon for support.

Trust goes both ways, however, and these people have got their claws into you, judging your behavior and at times sending you out on missions on their behalf. Perhaps it is a metaphorical deal with the devil, in which you've sold your soul for the perks of membership. Maybe you just feel obligated, because these people helped you out when the chips were down and now your destinies are intertwined, for better or worse. If their reputation takes a hit, you're going to get called out for your affiliation with them when you're on the street. Their enemies are your enemies.

Relationships are fleeting, unreliable, and by-and-large dangerous in the Megacity, but if there is someone special or dominant in your life, you could also use this themebook to represent a one-on-one connection.

CONCEPT

Think about who or what your character feels a part of. How does this connection affect your outlook, training, and social status? How has belonging to this group or relationship altered your life? If you're not sure which Affiliation you might join, think about who you might go to for help in a time of need. Who fills the emptiness in your life or your soul? Who would step up to recruit you at your lowest point?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Based on this, think about the answer to the question below:

? WHY DO THEY MATTER TO YOU?

- I am a fresh recruit, driven to promote a _____ ideology.
- I rely on my membership to gain _____ (something I feel that I need).
- I'm a veteran member who stays because of my _____ (loyalty, sense of purpose, old friends, ulterior motives, etc.).
- The group is part of my identity, and without it I don't know who I am.
- I'm loyal to this person because _____.

Flesh out your idea with some details: What is the group's name, and what do they stand for? When and how did you join? Who recruited you? What is the culture within the organization? Why might you consider leaving?

POWER TAG QUESTIONS

A What is your Affiliation?

B What's the main perk that comes with it?

C What useful skill have you learned from them?

D What are they best known for?

E What activities do you engage in for them or with them?

F What gear, asset, or items did you get from them?

G How do they protect you or vice versa?

H What quality or status do you have that enabled this Affiliation?

I How do you find escape from this Affiliation?

J How has this Affiliation changed you the most?

WEAKNESS TAG QUESTIONS

A How does this Affiliation control your life?

B Who hates or targets you for your Affiliation?

C What troublesome behavior did you adopt because of this Affiliation?

D How do strangers recognize your Affiliation?

IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive or belief related to your Affiliation. For example:

- (Secret society) "Never betray a fellow member."
- (Cyberspace social club) "OMG I have to share this with them."
- (Brotherhood of assassins) "Better to die than to fail a contract."

You can try exploring the following options:

- The creed that your Affiliation espouses
- A lesson you've learned from your time with them
- The reason you're still affiliated

Acting in conflict with this statement means you are losing connection to your Affiliation, either in your own mind or in terms of your status with the organization or person. Let everyone at the table know what could constitute acting against this Identity.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them is looking to join your group eventually and you're showing them the ropes. Ask them why. (*mentoring*)
- One is a former member of your affiliation. You might resent them for leaving or see them as someone close to your way of thinking. Ask them why they left. (*makes me doubt*)
- One is a target of your group, a known enemy. Your friendship with them could cause problems with your affiliation. Ask them what their opinion of your group is. (*can't trust them*)

THEME SPECIALS

☐ **I Know Somebody:** Once per job, you may declare that you know an NPC with the resources (skills, equipment, information, etc.) you need for your current goal. Their help isn't guaranteed and might carry a cost, but they are *sympathetic-2* to your Affiliation.

☐ **Jargon Fluency:** You know how to communicate effectively with members of your Affiliation. Whenever you roll to interact socially with your Affiliation, treat a mixed hit (7-9) as a strong hit (10+).

☐ **Membership Perks:** Once per session, you may gain a story tag representing Affiliation resources that you can call on, request, or requisition in time of need.

☐ **Mentorship:** You have gained a mentor or a role model thanks to your Affiliation. Choose a power tag question from the Expertise, Horizon, or Personality themebooks that reflects lessons and values imparted by your mentor. Write down the answer as a new power tag on this theme.

☐ **Power of Belief:** Once per scene, when you take action to uphold your Affiliation Identity, you may first gain *committed-2*, which expires after that action.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME KITS

AFFILIATION — SELF

POWER TAGS

CORPORATE CITIZENSHIP

- EXPENSE ACCOUNT
- PR TRAINING
- TIGHT-LIPPED
- MANAGING A TEAM
- COMPANY VEHICLE
- LEGAL PROTECTION
- HIGH SOCIAL STATUS
- WATER COOLER RUMORS
- BRAND LOYALTY

WEAKNESS TAGS

- MONITORED BY THE COMPANY
- WORK RIVAL
- FAKE SMILE
- CORPORATE LOGO TATTOO

IDENTITY

The company is always right.

AFFILIATION — SELF

POWER TAGS

FORBIDDEN CULT

- ACCESS TO OCCULT TOMES
- HIDE MY INTENTIONS
- MYSTERIOUS AIR
- QUIET CONTEMPLATION
- ROOM AND BOARD
- ANCIENT FIGHTING TECHNIQUES
- SPIRITUAL CONVICTION
- HERB GARDEN
- SELF-SACRIFICE

WEAKNESS TAGS

- DEFER TO CULT LEADERS
- RIVAL CULT
- OVERZEALOUS
- KNOWN SPIRITUAL MARK

IDENTITY

Trust in the creed.

AFFILIATION — SELF

POWER TAGS

CRIMINAL SYNDICATE

- RESPECT IN THE UNDERWORLD
- BODY DISPOSAL
- SHADY DEALINGS
- BUST A FEW KNEECAPS
- STOLEN OR ILLEGAL EQUIPMENT
- POLICE PAYOFFS
- MENTORED BY THE BOSS
- UNDERGROUND CLUBS
- PROFESSIONAL BRUISER

WEAKNESS TAGS

- KEEP PULLING ME BACK IN
- SURVEILLED BY THE POLICE
- QUESTIONING THE VIOLENCE
- OSTENTATIOUS WITH MONEY

IDENTITY

Keep it in the family.

AFFILIATION — SELF

POWER TAGS

COUNTERCULTURE

- TIGHT-KNIT CLIQUE
- EXPRESSIVE ART
- DEFIANCE OF THE MAINSTREAM
- LOOKING COOL
- UNDERGROUND VR/AR TECHNOLOGY
- COUCH SURFING
- ARTISTIC CONVICTION
- KNOWS THE COOLEST HANGOUTS
- COURAGE TO BE MYSELF

WEAKNESS TAGS

- MAINSTREAM ACTIVITIES
- TOO WEIRD FOR MOST PEOPLE
- REJECT NEWCOMERS
- OBVIOUS AFFECTATIONS

IDENTITY

Mainstream is for the mindless.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

AFFILIATION SELF

POWER TAGS

HACKER COLLECTIVE

- TECH SUPPORT
- CRACKING SOFTWARE
- SYNCHRONIZED HACKING RUNS
- CONSTANTLY ONLINE
- CUSTOM-BUILT HARNESS RIG
- ANONYMOUS CYBERSPACE AVATAR
- FELLOW NERDS
- PIRATE GAMING DOMAINS
- HERE FOR THE UNDERDOG

WEAKNESS TAGS

- CONSTANT ALERTS
- HACKER RIVAL
- OBSESSED WITH SECURITY
- ON CYBERSECURITY WATCHLISTS

IDENTITY

Information wants to be free.

AFFILIATION SELF

POWER TAGS

LAW ENFORCEMENT

- POSITION OF AUTHORITY
- WEAPONS TRAINING
- COOPERATE WITH CORPS
- PATROLLING
- BADGE AND GUN
- FRIENDS ON THE FORCE
- DRIVEN TO INVESTIGATE
- COP BARS
- LOOK THE OTHER WAY

WEAKNESS TAGS

- DOMINEERING CAPTAIN
- TARGETED BY CRIMINALS
- EXCESSIVE USE OF FORCE
- IN UNIFORM

IDENTITY

Serve and protect.

AFFILIATION SELF

POWER TAGS

NEIGHBORHOOD HERO

- EVERYONE KNOWS MY NAME
- BACK ALLEY BRAWLER
- STANDING UP FOR THE LITTLE PEOPLE
- PATROL THE STREETS
- BORROWED TOOLS
- UNASSAILABLE REPUTATION
- KIN IN THESE PARTS
- KNOWS HOW TO PARTY
- ROLE MODEL FOR KIDS

WEAKNESS TAGS

- NOSY NEIGHBORS
- GANG MEMBERS
- CONSTANTLY LENDING MONEY
- TOO MANY ADMIRERS

IDENTITY

Never forget your roots.

AFFILIATION SELF

POWER TAGS

STREET GANG

- STREET CRED
- STREETWISE INSTINCTS
- WE CONTROL THESE STREETS
- MOVING ILLICIT GOODS
- HIGH CAPACITY WEAPONS
- GANG UP ON RIVALS
- LIFELONG CRIMINAL
- FLASHY VEHICLE
- WILLING TO KILL

WEAKNESS TAGS

- ADDICTED TO OUR OWN MERCHANDISE
- POLICE INVESTIGATIONS
- POINTLESS RIVALRIES
- GANG COLORS

IDENTITY

Snitches get stitches.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SELF THEMEBOOK

ASSETS

In the competitive near-future of the Megacity, everyone wants the best tools they can get their hands on. Those with the ability to cobble together a collection of weapons, apps, or other useful bits of equipment can become forces to be reckoned with on the mean streets. Being well-equipped means being ready for the next big gig or the upcoming threat. Keeping yourself well supplied is perhaps even the very point of going out on those dangerous missions in the first place. With enough of the goods, you hope to be ready for anything this dark dystopian future throws at you.

Your gear might be a perk of your job, gathered and built by you through your own resourcefulness, or simply handed to you thanks to your privilege as a member of the elite. If you've got a good corporate job or the right criminal connections, you can keep your penthouse apartment stocked with bespoke amenities and a few cutting edge gadgets. If you're a scientist or technician, you'll obviously be needing expensive instruments and could benefit from your own inventions. Those with police or military background could keep a small stockpile of arms, ammo, and armor. You could even be a collector or tech scavenger, building up your own hoard.

CONCEPT

Think about your character's lifestyle. What do you almost always take with you on jobs? Why did you choose these specific items of gear, what do they mean to you? How do they give you an edge? Your loadout keeps changing, but your Assets are a permanent part of who you are and how you do things.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Based on this, think about the answer to the question below:

? WHAT DO YOU POSSESS OR CARRY ON YOU?

- I always carry around _____.
- I have established access to _____.
- I have a collection of _____.
- I am affluent, and my many assets include _____.

Flesh out your idea with some details: What do these possessions look like? What are the maintenance costs? Where do you keep it all? Where can you get more, if you had to?

POWER TAG QUESTIONS

A What material Asset or type of Assets do you have?

B Name another Asset or a specific item in the collection.

C Which item completes the collection?

D How are your Assets modified or improved upon?

E What skill set did you develop around your Assets?

F What amazing feat can you perform with your Assets?

G How do you maintain, repair, or recover your Assets?

H How do you protect or store your Assets?

I Under what conditions are your Assets most useful?

J What item or feature best exemplifies your personal style?

WEAKNESS TAG QUESTIONS

A What flaw do your Assets have?

B How do you overuse or abuse your Assets?

C What about your Assets keeps you up at night?

D What are your Assets not designed for?

IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive or belief related to your Assets. For example:

- (Military equipment) "To be used exclusively to achieve mission objectives."
- (Software library) "I need this code to get back at KOCMOC."
- (Drug collection) "Keep it chill, man."

You can try exploring the following options:

- What these specific items mean to you
- A saying or belief about your possessions or your need of them
- What you intend to do with what you have

Acting in conflict with this statement means you are losing interest in your possessions or losing the drive to use them. Let everyone at the table know what could constitute acting against this Identity.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- You are using your assets to help one of them achieve something they want. Ask them what. (*they owe me*)
- A crewmember thinks they should have what you've got. Ask them why. (*tempt them* or *they need to back off*)
- One of them helped get you your assets, maybe on the job in which you acquired them. Discuss with them what the circumstances were. (*indebted* or *appreciative*)

THEME SPECIALS

☐ **Ace Up My Sleeve:** One of your items or possessions is unusually enhanced, magically or technologically. Choose a power tag question from the Artifact or Cutting Edge themebooks and answer it. Write down the answer as a new power tag on this theme.

☐ **Eclectic Arsenal:** Once per session, you can discover something surprisingly useful you have on you or have access to, or a new use for your items. Create a story tag that describes an item or a feature of one of your items.

☐ **I'm Keeping This:** When you choose this Special, choose one of your loadout tags and move it to this theme (it becomes a standard power tag). Whenever you Load Off, you may return this tag to your loadout theme and pick a new loadout tag to move to this theme.

☐ **Quality Matters:** One of your items or possessions is state of the art or exceptionally crafted. Choose an item or possession tag from this theme; any time you use it, you can treat a mixed hit (7-9) as a strong hit (10+).

☐ **Quartermaster:** When Loading Up, you may choose one tag in this theme describing an item of which you have several copies. Any crew member can Load Up this tag as if it were in their loadout theme.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME KITS

ASSETS SELF

POWER TAGS

CODE ARSENAL

- FIREWALL CRASHER
- HOWITZER DISTRIBUTED ATTACK
- STREAMLINED TO RUN FAST
- RAPID CODE WRITING
- ONSLAUGHT A DOMAIN
- QUICK TO RELOAD
- FORTIFIED PERSONAL FIREWALL
- FIRST USE AGAINST THIS TARGET
- FEEDBACK BARRIER SOFTWARE

WEAKNESS TAGS

- REQUIRES POWERFUL HARDWARE
- USING THE SAME EXPLOIT TWICE
- OVERLOOKED BUGS
- NOT VERY SNEAKY

IDENTITY

Off-the-shelf solutions are for amateurs.

ASSETS SELF

POWER TAGS

GUNS & MORE GUNS

- ZEPHYR ASSAULT RIFLE
- SAWED-OFF SHOTGUN
- EXTENDED MAGAZINES
- FIREARM MARKSMANSHIP
- SOURCE-HARMING AMMO
- GUN CLEANING KIT
- HIDDEN FIREARM
- PROLONGED SHOOTOUTS
- TWO GUNS AT ONCE

WEAKNESS TAGS

- OBVIOUSLY ARMED
- WEAPON JAM
- INNOCENT BYSTANDERS
- SILENT KILLS ARE HARDER

IDENTITY

Good offense begins with self defense.

ASSETS SELF

POWER TAGS

EXPLOSIVES

- PROGRAMMABLE DETONATOR
- CORROSIVE GEL
- ANTI-PERSONNEL SHRAPNEL
- DESIGN BIGGER SHOCKWAVE
- PRECISION DEMOLITION
- DISARMING BOMBS
- STABLE-STATE CONTAINER
- UNSUSPECTING TARGET
- GRENADE BELT

WEAKNESS TAGS

- TAKES TIME TO SET UP
- DRAWS A LOT OF ATTENTION
- FAULTY DETONATOR
- FLEXIBLE STRUCTURES

IDENTITY

Being loud is the only way to be heard.

ASSETS SELF

POWER TAGS

HEIST GEAR

- SAFE-CRACKING DEVICE
- RAPPELLING EQUIPMENT
- FRICTIONLESS AND SILENT
- AVOID BEING NOTICED
- SECURITY SYSTEM OVERRIDE
- NO-EVIDENCE SELF-MELTING TOOLS
- POCKET-PACKED UTILITY SUIT
- HAD GOOD INTEL
- HOLOGRAPHIC MAP PROJECTOR

WEAKNESS TAGS

- EXPENSIVE EQUIPMENT
- UNINTENDED SIGNATURE
- RAPPELLING ROPE BREAKS
- DELICATE AND FRAGILE

IDENTITY

Never return to the scene of the crime.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ASSETS SELF

POWER TAGS

JUNK COLLECTION

20TH CENTURY MEMORABILIA | BYGONE GIZMOS | DESIGNED TO DISTRACT | EYE FOR QUALITY | HISTORIC LORE DUMP | BRING LIFE TO OLD TECH | ANTIQUITIES SHOP | TOO OLD TO HACK | RUBE GOLDBERG MACHINE

WEAKNESS TAGS

UNEXPECTEDLY BREAKS DOWN | HOARDER | GREEDY & ENVIOUS | CAN'T BE TAKEN SERIOUSLY

IDENTITY

Treasure the lost and the forgotten.

ASSETS SELF

POWER TAGS

MOTORCYCLE

POWERFUL ENGINE | HIGH-TRACTION WHEELS | ARMORED WINDSHIELD | STUNT DRIVING | SLIDE UNDER OBSTACLES | MECHANIC FRIEND | WHEEL BLADES | SPEED ADVANTAGE | JUMPS & FLIPS

WEAKNESS TAGS

NOISY VEHICLE | OBNOXIOUS SHOWOFF | LOW ON FUEL | SLIPPERY ROAD

IDENTITY

I slow down for no one.

ASSETS SELF

POWER TAGS

MONEY TO BURN

LAVISH REAL-ESTATE | TRADABLE FINANCE INFO | UNTRACEABLE TRANSACTIONS | IMPECCABLE TASTE | BEDAZZLE WITH LUXURY | LAWYERS AND ACCOUNTANTS | CUTTING-EDGE SECURITY SYSTEM | IT'S ONLY MONEY | FLASHY VEHICLE

WEAKNESS TAGS

ILLIQUID FUNDS | NO CONCEPT OF HARDSHIP | TARGET OF A HEIST | THINGS MONEY CAN'T BUY

IDENTITY

Money can solve any problem.

ASSETS SELF

POWER TAGS

SAFEHOUSE

ONE IN EVERY CITY | SURVEILLANCE SYSTEM | ESCAPE HATCH | LAY LOW | LOSE A TAIL | TRUSTWORTHY STAFF | INCONSPICUOUS LOCATION | A PLACE TO HEAL AND RECOVER | SNIPER NEST

WEAKNESS TAGS

REQUIRES SUBTLETY | NEGLECTED FOR TOO LONG | TOO REMOTE FOR BACKUP | EASILY OVERWHELMED

IDENTITY

There's no place like home.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SELF THEMEBOOK

EXPERTISE

Honing a skill set can be a lifelong passion, or simply a way out of the mundane market of day jobs. From gearheads, scientists, and emergency medical technicians to socially savvy politicos and professional burglars, being an expert puts you ahead of the pack in this dog-eat-dog tech-crazed cityscape. Indeed, the mercenary world is full of experts from all sorts of fields, putting their skills to the test with, or sometimes against, each other. For the true diehards, the danger and excitement of such an existence gives them the platform they need to feel they're doing the most with their training and education.

You've honed your skill to a monomolecular point, defining your very being. All of the things you've seen, the reason you trained in the first place, the people you trained with, and the standards and ethos of your profession, they make you into who you are. There's a real danger in letting your skills define you – should you ever turn your back on this identity, those hard-earned talents will forever be tainted with such shame and bitterness, you might not be able to bring yourself to use them ever again.

CONCEPT

Think about your character's area of Expertise. How have you trained and where did you get that training? Why did you go into this line of work? What hardships did you go through to earn your place as an expert? What unusual perspective on the world do you have, due to your specialized knowledge?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Based on this, think about the answer to the question below:

? WHAT MAKES YOU AN EXPERT?

- I've studied and researched _____.
- I spent years training at _____.
- My childhood or lifestyle has forced me to excel at _____.
- I pulled off a famous job for which I had to be the best _____.

Flesh out your idea with some details: Do you have a chip on your shoulder about your Expertise or do you play it cool and let others notice how good you are in their own time? What's the word on the street about you? What unusual habits might you have adopted as an expert?

POWER TAG QUESTIONS

A What is your area of Expertise?

B What is a specialized skill you developed within this field?

C What is the most useful piece of equipment you use on the job?

D What can you accomplish with this skill set that others can't?

E How do you mitigate complications or dangerous situations in your line of work?

F What useful contacts do you still have related to the field?

G What credentials do you hold pertaining to this area of Expertise?

H What valuable attitude or tactic did you learn on the job?

I How do you prepare before applying your Expertise?

J What is the most groundbreaking, on-the-edge, aspect of your Expertise?

WEAKNESS TAG QUESTIONS

A How does your Expertise bias your perceptions or interactions?

B What or who limits or regulates the use of your Expertise?

C What is the blind spot or flaw in your technique or execution?

D When does your Expertise backfire, fail, or not apply?

IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive or belief related to your area of Expertise. For example:

- (Defense lawyer) "I only protect the innocent."
- (Car thief) "Break, take, and run!"
- (Bartender) "I'm here, I'm listening."

You can try exploring the following options:

- Your methodology or modus operandi
- A saying that people with your profession espouse
- Your professional ethos

Acting in conflict with this statement means you are losing your connection to your past training or straying from dedication to your profession. Let everyone at the table know what could constitute acting against this Identity.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One member of the crew is mentored by you in a skill under your area of Expertise. Ask them why they want to learn it. [*mentoring*]
- One of them finds your skill set redundant or unethical. [*need to prove myself* or *offended*]
- One of them is from a rival discipline or school of the same or adjacent Expertise. Discuss your opposing styles. [*rival*]

THEME SPECIALS

☐ **Evolving Technique:** Once per session, you may replace one of this theme's power tags with a new tag that represents a revolutionary way to apply your Expertise.

☐ **Flexible Discipline:** During downtime, you may gain a story tag that reflects a specialized discipline or practice that you brush up on for the upcoming job.

☐ **If at First You Don't Succeed:** Once per session, when you use tags from this theme and roll a miss (6-), you may reroll the dice and take the new result instead.

☐ **Sense of Purpose:** Choose and answer a power tag question from the Affiliation, Horizon, or Troubled Past themebooks that describes the motivation for your Expertise or the circumstance of you acquiring it. Write down the answer as a new power tag on this theme.

☐ **Strength from Adversity:** Once per session, when a weakness tag from this theme is invoked in a roll and you get a strong hit (10+), you may gain a great success or +1 Power to spend without Consequences.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME KITS

EXPERTISE — SELF

POWER TAGS

COVERT AGENT

- READ A ROOM
- LOCKBREAKER DEVICE
- EXTRACT INFORMATION
- BACKUP COVER
- ACCESS TO INTEL DATABASE
- HIGH LEVEL CLEARANCES
- EMOTIONAL DETACHMENT
- DON A DISGUISE
- SURVEILLANCE TAKEOVER DEVICE

WEAKNESS TAGS

- PARANOID
- GOING "OFF SCRIPT"
- PERSONAL ATTACHMENT
- DOUBLECROSSED

IDENTITY

Don't get attached.

EXPERTISE — SELF

POWER TAGS

IMPRESSIVE PHYSIQUE

- BRUTE STRENGTH
- FORM-FITTING CLOTHING
- PEAK HUMAN STAMINA
- AVOID AN INJURY
- MY GYMRATS
- GOLD MEDAL WINNER
- NO PAIN NO GAIN
- TRAINING REGIME
- BIOWARE MUSCLE ENHANCERS

WEAKNESS TAGS

- EASILY BRUISED EGO
- UNSTEADY FOOTING
- ALTERNATIVE BEAUTY IDEALS
- MY STRENGTH USED AGAINST ME

IDENTITY

My body is my temple.

EXPERTISE — SELF

POWER TAGS

GUNSLINGER

- QUICKDRAW
- TRUSTY SIDEARM
- TRICK SHOTS
- SUPPRESSIVE FIRE
- WEAPONS DEALERS
- LEGENDARY REPUTATION
- ALWAYS PACKING A GUN
- STUDY MY TARGET
- SMART WEAPON

WEAKNESS TAGS

- TRIGGER-HAPPY
- NO LINE OF SIGHT
- DON'T GET TOO CLOSE
- NOT ENOUGH FIREPOWER

IDENTITY

I have to be the best in the game.

EXPERTISE — SELF

POWER TAGS

INVESTIGATOR

- NOTICE SMALL DETAILS
- VOICE ANALYSIS SOFTWARE
- READ BODY LANGUAGE
- BETTER ON MY OWN
- BRIBED STREET INFORMANTS
- P.I LICENSE
- TRUST MY GUT
- RESEARCH SUSPECTS
- ANALYTICAL BRAIN AUG

WEAKNESS TAGS

- CYNICAL
- RED TAPE
- FALL FOR SOB STORIES
- TOO NOSY FOR MY OWN GOOD

IDENTITY

Everyone's a rat, if you know where to squeeze.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

EXPERTISE SELF

POWER TAGS

MED TECHIE

- STABILIZE THE WOUNDED
- HIGH TECH DOC BAG
- RESUSCITATE THE FLATLINED
- GRACE UNDER PRESSURE
- BACK ALLEY CLINICS
- MEDICAL SERVICES PASS
- DIAGNOSE SYMPTOMS ON SIGHT
- STOCK UP ON MED SUPPLIES
- 3D ORGAN PRINTER

WEAKNESS TAGS

- OVERLOOK DANGER
- TOO MANY PATIENTS
- SLOPPY PATCH JOB
- VIOLENT PATIENTS

IDENTITY

Only subscribed customers get medical help!

EXPERTISE SELF

POWER TAGS

TINKERER

- MODIFYING DEVICES
- TOOLBOX
- REVERSE ENGINEERING
- SPARE PARTS
- TECH SUPPLIERS
- CERTIFIED TECHNICIAN
- ANYTHING CAN BE REBUILT
- STUDY A PIECE OF TECH
- NANITE CIRCUITRY RECONSTRUCTOR SPRAY

WEAKNESS TAGS

- OBSESSED WITH TECHNOLOGY
- TOO LITTLE TO WORK WITH
- FIXES WHAT'S NOT BROKEN
- UNEXPECTED SIDE EFFECTS

IDENTITY

I can make it work, trust me.

EXPERTISE SELF

POWER TAGS

RUTHLESS EXECUTIVE

- BUSINESS INSTINCTS
- BULLETPROOF BUSINESS SUIT
- PROJECT CONFIDENCE
- DIVERT BLAME
- STAKEHOLDER NETWORK
- COMPANY PERKS
- EXPLOIT LEVERAGE
- FOCUS-ENHANCING PILLS
- HOSTILE TAKEOVER

WEAKNESS TAGS

- UTILITY FOCUSED
- MY SUPERIORS
- UNDERESTIMATED UPSTART
- MISTRUSTED BY THE HAVE-NOTS

IDENTITY

Keep your eyes on the bottom line.

EXPERTISE SELF

POWER TAGS

TRAINED KILLER

- STEALTHY ATTACKS
- FAVORITE WEAPON
- CLEAN KILLS
- DISARMING ATTACK
- ORGANIZED CRIMINALS
- PROFESSIONAL REPUTATION
- FINISH THE JOB
- TAKE AIM
- AR SHADOW BOMB

WEAKNESS TAGS

- NIHILISTIC
- WELL-GUARDED TARGETS
- DOWNPLAY COLLATERAL DAMAGE
- THE UNDEAD AND UNDYING

IDENTITY

Honor the contract to the letter.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SELF THEMEBOOK

HORIZON

Some people look to the future, beyond the dystopia that surrounds them. They are driven by a political cause, a personal mission, or a sense of responsibility to do more for this world – or get more out of it – than most. You have come to embrace a creed or a cause which defines who you are and gives you strength. In preparation for your duties and trials, you hone your skills and equip yourself, preparing to face the challenges and the foes which stand in the way of your drive.

The goal that drives you may eat at you inside. You might feel a sense of purpose tempered by a fear that you may never succeed, or a guilt of past failures. Or maybe your life just seems too short to achieve the colossal goal you're after. This is a classic theme in cyberpunk – the need to be relevant before the end, either yours or the world's. Perhaps being driven gives your life purpose and direction, and it can be the reason you acquired a skillset relevant to mercenaries, explorers, and adventurers. Whatever your motives, aspirational or selfish, visionary or vengeful, they're certainly personal.

CONCEPT

Think about your character's vision. What is the end goal or new status quo you wish to achieve? What must be done by you to get there? What are you willing to do to push forward with your plans? How is your lifestyle shaped by your constant striving for this vision of the future?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Based on this, think about the answer to the question below:

? TOWARD WHAT HORIZON DO YOU STRIVE?

- I want to undo, reverse, or avenge _____.
- I want to see _____ flourish.
- I have a vision of a world with/without _____.
- I aspire to become _____.

Flesh out your idea with some details: Do you feel you should be the only one to do this or can/should others be brought into your movement? What sacrifices have you made to get this far and what will you sacrifice to take it even further? What technology or Mythoi are you looking for to aid you in your mission?

POWER TAG QUESTIONS

A What is your goal or drive?

B What is the most useful skill you've developed to reach your Horizon?

C What is the main weapon or tool you use in your mission?

D What is the main tactic or technique you employ in accomplishing your goals?

E How do you defend yourself against those who would thwart your mission?

F Where or how do you hide from your enemies?

G How have you modified or trained your body for your mission?

H What personal quality keeps you motivated to pursue your goals?

I Who can you call upon to aid you in your quest?

J What lesson have you learned in the pursuit of your goal?

WEAKNESS TAG QUESTIONS

A How does your chosen pursuit burden or endanger you?

B Who or what gets in your way to your Horizon?

C How did your Horizon change you for the worse?

D What aspect of life do you overlook due to your obsession?

IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive or belief related to your goals or vision. For example:

- (Cultist) "I will see the return of our goddess."
- (Environmental activist) "The polluting corps must be stopped at any cost."
- (Transhumanist) "I will become the next stage of evolution."

You can try exploring the following options:

- Your ultimate goal
- A phrase that summarizes your core ethic
- The crux of your new way of doing things

Acting in conflict with this statement means you are losing your focus and drive towards your vision of the future or way of conducting yourself. You're either becoming more moderate in your attitudes or simply changing course based on new experiences. Let everyone at the table know what could constitute acting against this Identity.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- Your constant talk about your goals really annoys one particular member of your crew. Ask them why. (*convince them*)
- A member of the crew is instrumental in your plans. Decide how, secretly or openly (*keep them close*)
- One of them was involved in the incident or conditions that set you on this path. Discuss the circumstances with them. (*resentful* or *indebted*)

THEME SPECIALS

☐ **Can't Be Too Ready:** Choose a power tag question from the Expertise or Assets themebooks that reflects something you acquired in order to reach your Horizon and answer it. Write down the answer as a new power tag on this theme.

☐ **Careful Planner:** Once per session, when you act to uncover new details about the next obstacle or challenge on your way to your Horizon and roll a hit, you gain a story tag or a tier-2 status that represents your readiness for that challenge.

☐ **Follow me!:** Once per session, when you roll to recruit someone to join your cause and spend your Power to **Create** ally story tags, they cost 1 Power each instead of 2.

☐ **Indomitable:** Once per scene, when you take Consequences with Effects that would make you despair or tire on the way to your Horizon, you may avoid these Consequences completely.

☐ **Learn from My Mistakes:** Once per session, when you roll a miss (6-) while acting to reach your Horizon, mark 1 upgrade box on this theme.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME KITS

HORIZON — SELF

POWER TAGS

ATTAIN ENLIGHTENMENT

- ENTER A TRANCE STATE
- PURE INTENTIONS
- QUESTION PHYSICAL APPEARANCES
- PHILOSOPHICAL DISCUSSIONS
- UNSEEN BY DEMONS
- MARTIAL ARTS TRAINING
- OPEN TO NEW EXPERIENCES
- PRAY TO ANGELS OR DEVAS
- FIND NONVIOLENT SOLUTIONS

WEAKNESS TAGS

- VOW OF [POVERTY, CHASTITY, ETC.]
- DEMONS OF DESIRE
- SOFT-HEARTED
- NO SOCIAL CIRCLES

IDENTITY

I seek nothing but the truth.

HORIZON — SELF

POWER TAGS

ELIMINATE CORRUPTION

- FOLLOW THE MONEY
- SURVEILLANCE VAN
- GARNER MEDIA ATTENTION
- HEALTHY PARANOIA
- TOO INCONSEQUENTIAL TO FIND
- VOICE MODULATOR
- STRONG MORAL COMPASS
- VICTIMS AND WITNESSES
- REMAIN DISTANT AND OBSCURE

WEAKNESS TAGS

- ANGRY POWER PLAYERS
- BRIBED OFFICIALS
- TUNNEL VISION
- FAILING LOVE LIFE

IDENTITY

Corruption is a disease, and it must be cured.

HORIZON — SELF

POWER TAGS

BREAK THE SYSTEM

- SPOT SYSTEMIC FAILURES
- ONLINE ACTIVISM
- EXPLOIT BUREAUCRACY
- INTERVENE AGAINST OPPRESSION
- ONE VOICE OUT OF MANY
- IMPLANTED RECORDING DEVICES
- UNWAVERING DETERMINATION
- FELLOW MALCONTENTS
- PERSISTENCE PAYS

WEAKNESS TAGS

- OUTSIDE THE SYSTEM
- COLLABORATORS AND INFORMERS
- EASILY RILED UP
- LACK OF SLEEP

IDENTITY

Our only hope is to bring the system down.

HORIZON — SELF

POWER TAGS

EXACT REVENGE

- DOGGED PURSUIT
- METICULOUSLY DETAILED ENEMY LIST
- MAKE IT HURT
- OUTSMART THEIR DEFENSES
- WEAPONS ROOM
- SUBDERMAL ARMOR IMPLANTS
- BURNING FURY
- OTHER VICTIMS
- FEAR IS A POTENT WEAPON

WEAKNESS TAGS

- DEATH WISH
- INNOCENT BYSTANDERS
- DRIVEN MAD BY WARTH
- LONELY

IDENTITY

I'll only have peace when they're dead.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HORIZON SELF

POWER TAGS

EXPLORE THE HIDDEN PLACES

- CLIMBING AND RAPPELLING
- OLD MAPS
- TAKE THE PLUNGE
- MAKE LOCAL ALLIES
- NOOKS AND CREVICES
- DARK-VISION CYBEREYES
- INSATIABLE CURIOSITY
- SCHOLARS AND COLLECTORS
- RECOGNIZE ENVIRONMENTAL WARNING SIGNS

WEAKNESS TAGS

- OFTEN GETS LOST
- RIVAL DELVERS
- ECCENTRIC
- ACHING JOINTS

IDENTITY

Every dark corner hides a secret worth discovering.

HORIZON SELF

POWER TAGS

LIVE HONORABLY

- STRONG MORAL SENSE
- BOOK OF PROVERBS
- HELP THOSE IN NEED
- CHALLENGE THE DISHONORABLE
- MEDITATIVE SPACE
- ANTI-TOXIN BLOOD FILTERS
- LEAD BY EXAMPLE
- PEOPLE I'VE HELPED
- WE CAN TALK IT OUT

WEAKNESS TAGS

- NO FUN
- NO CLEAR MORAL ANSWER
- INFLEXIBLE
- INTOLERANT OF THE DISHONORABLE

IDENTITY

I must do the right thing.

HORIZON SELF

POWER TAGS

GET RICH & FAMOUS

- THINK BIG
- NOTABLE ONLINE PRESENCE
- PIGGYBACK OFF OTHER'S SUCCESS
- LIE WHEN NECESSARY
- OPULENT RESIDENCE
- SURGICALLY ENHANCED BEAUTY
- DESIRE FOR DOMINANCE
- ASSISTANTS AND PROTEGES
- IMAGE IS EVERYTHING

WEAKNESS TAGS

- HUMILIATION IS GUARANTEED
- HATERS
- SOCIOPATH
- STRESSFUL LIFESTYLE

IDENTITY

Do what it takes to get to the top.

HORIZON SELF

POWER TAGS

PUSH TECHNOLOGY FURTHER

- ELEVATOR PITCH
- SCAN & DESIGN HOLO-DRONE
- TURN THINGS UP TO 11
- OVERRIDE MANUFACTURER SAFETIES
- KEEP INVENTIONS SECRET
- TOOLKIT CYBERHAND
- LASER-FOCUSED PROCESS
- INTERDISCIPLINARY ENGINEERS
- BUILD ON PAST FAILURES

WEAKNESS TAGS

- OVERRELIANCE ON TECHNOLOGY
- MY OWN LACK OF FORESIGHT
- SENTIMENTAL ABOUT CERTAIN DEVICES
- DOWNPLAYS SAFETY

IDENTITY

Nothing should stand in the way of progress.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SELF THEMEBOOK

PERSONALITY

In a world full of simulation, copying, and cloning, originality and authenticity are priceless. Your unique personality can be your greatest asset, as it sets you apart from the masses. In the dark and dismal future of the Megacity, your temperament, style, habit, or sense of humor may be the only thing that can get you through a rough night. Your ability to keep standing, simply being you, could be what it takes to keep your crew on the right path. The streets are mean and maybe you are too. Always keeping things from falling into chaos through your sheer force of ego, or simply by saying your catchphrase.

Your personality could prove helpful to yourself and others through positivity, wisdom, gallows humor, or the like. Or you might have a persona adapted to the grim realities of the future, just what you need to struggle on against all odds. When you're shot in the gut and clinging to life, what part of yourself do you reach to? What aspect of your personality allows you to not only pull through, but assist others in their own journey? In the end, the authenticity of a strong personality is as precious as the Mythoi, as it stands in contrast to the meaningless repetition of the Noise. Flamboyant or insightful. Obsessive or annoying. Your personality makes you special, useful, and important.

CONCEPT

Think about your character's Personality and the way they approach life. What's unique about your ways? How does it define you? Are you a big personality, a thinker, emotional, or someone with a methodical approach? How has this given you an edge in the Megacity? How does it drive you to make something of yourself?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Based on this, think about the answer to the question below:

? IN WHAT UNIQUE WAY DO YOU THINK OR BEHAVE?

- When around others, I am _____.
- I approach problems with _____.
- My most important personality trait is _____.

Flesh out your idea with some details: What caused you to develop this Personality? Were you taught from childhood, forged by life events, or is this just how you are?

POWER TAG QUESTIONS

A What is the core of your Personality?

B What part of your persona helps you to succeed or endure?

C How does your Personality help you navigate social situations?

D How do you see the world differently, noticing what others rarely pick up on?

E What is the main advantage your Personality gives you on a job or on the street?

F What item best expresses your personal style or way of doing things?

G What about your Personality do others find attractive or impressive?

H What is unusual, weird, or surprising about you?

I What do you carry with you to make you feel safe?

J How does your Personality change when you're in a difficult situation?

WEAKNESS TAG QUESTIONS

A Who finds you or who do you find irksome or loathsome?

B How does your Personality get you into trouble?

C What situations throw you off your game?

D Who or what are you averse to?

IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive or belief related to your Personality. For example:

- (Charismatic leader) "I shine in the center."
- (Hardboiled detective) "My work distracts me from the pain."
- (Intellectual) "Through erudition – strength."

You can try exploring the following options:

- Your approach to life, people, or hardship
- A lesson you've learned that made you who you are
- The reason you've adopted this persona

Acting in conflict with this statement means you are losing connection to this aspect of your Personality, changing how you act and who you are in the world. Let everyone at the table know what could constitute acting against this Identity.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- A member of the crew has a Personality that's complimentary to your own, making you a bit of a duo. Ask them how. (*good vibes*)
- One of them finds your Personality attractive or inspiring. Ask them why. (*wrapped around my finger*)
- A fellow crew member espouses the opposite approach to yours, putting you often at odds. Discuss in what ways this manifests. (*clashing*)

THEME SPECIALS

☐ **Big Personality:** Select a power tag from this theme. When you burn it for a hit, it adds 4 Power instead of 3.

☐ **Lasting Impression:** Once per scene, when you take a social action and roll a hit, you may give a *lasting impression* to everyone you affect with this action.

☐ **Not Giving a Fuck:** Once per scene, when you mitigate social Consequences and roll a strong hit, you may spend all your Power to completely avoid all Consequence Effects.

☐ **Why I'm Like This:** Choose and answer a power tag question from the Affiliation, Horizon, or Troubled Past themebooks that reflects the motivation or background at the source of your Personality. Write down the answer as a new power tag on this theme.

☐ **Winning Attitude:** When you take an action aligned with your Personality using tags from this theme, you can treat a mixed hit (7-9) as a strong hit (10+).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME KITS

PERSONALITY SELF

POWER TAGS

CAREGIVER

STRONG SENSE OF EMPATHY | NATURAL MENTOR
NOTICE THE NEEDY | PILLAR OF THE COMMUNITY
CARRIES DELICIOUS SNACKS
ALWAYS WHERE NEEDED | HISTORY OF ADVERSITY
DERMAL MEDICINE INJECTOR | RIGHTEOUS ANGER

WEAKNESS TAGS

SELFISH PEOPLE | PATRONIZING
CAN'T HELP THEM ALL | PLACES DEVOID OF HUMANITY

IDENTITY

I'm here for you.

PERSONALITY SELF

POWER TAGS

KEEPER OF SECRETS

NATURALLY INQUISITIVE
KNOWS SOMETHING ABOUT EVERYONE
CAN TELL WHEN THEY'RE LYING
SECRET PASSAGES AND CODES | MYSTERIOUS
FILES FULL OF EVIDENCE | SECRETLY COMPASSIONATE
TRUTH SERUM | CLOSED OFF

WEAKNESS TAGS

PEOPLE FEEL INVADED | EVOKES DISTRUST
WHEN THEY HOLD MY SECRETS
PEOPLE WITHOUT SECRETS

IDENTITY

A secret is a trophy and a currency in one.

PERSONALITY SELF

POWER TAGS

METICULOUS PLANNER

MINIMIZE RISKS | PLEASANTRIES & FORMALITIES
ALERT TO EMERGENCIES
KEEN EYE FOR WEAKNESSES
WELL-MAINTAINED GEAR | DEPENDABLE
CONTINGENCY PLANS | DEFINITELY PACKED A SPARE
READY TO HANDLE CHAOS

WEAKNESS TAGS

AGENTS OF CHAOS | CAN'T CHANGE COURSE
NO TIME TO THINK | SLOBS

IDENTITY

Plan your work and work your plan.

PERSONALITY SELF

POWER TAGS

PERFORMER

FAKE IT TILL YOU MAKE IT | ENTERTAINING
SEE OTHERS' MASKS | FANS AND FOLLOWERS
GORGEOUS OUTFITS | CAPTIVATING PRESENCE
HIGHLY ATHLETIC | MAKE-UP KIT
CONTROLLED COMPOSURE

WEAKNESS TAGS

CRITICS | A WELL-KNOWN FACE
HONEST INTERACTIONS | PAPARAZZI

IDENTITY

They will see what I want them to see.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

PERSONALITY SELF

POWER TAGS

REBEL WITHOUT A CAUSE

COULDN'T CARE LESS | STIR UP TROUBLE | SEE THROUGH THE BULLSHIT | STAND UP FOR MYSELF | DANGEROUS VEHICLE | SAY WHAT OTHERS CAN'T | HAS A SOFT SIDE | LEATHER JACKET | NEVER BACK DOWN

WEAKNESS TAGS

AUTHORITY FIGURES | BIG MOUTH | FANCY SOCIAL ENGAGEMENTS | LOSS OF FREEDOM

IDENTITY

I'll never be another cog in the machine!

PERSONALITY SELF

POWER TAGS

TOUGH AS NAILS

BEEN THROUGH IT ALL | INTIMIDATING | EXPECTING THE WORST | ULTIMATE SURVIVOR | PADDED CLOTHING | RUGGED CHARM | WORKED UNUSUAL JOBS | ELECTRO KNUCKLE BUSTER | BRACE FOR THE PAIN

WEAKNESS TAGS

PEPPY AND CHIPPER PEOPLE | UNDERESTIMATE THREATS | GENTLENESS | NAIVETE

IDENTITY

I've been through so much nothing can defeat me now.

PERSONALITY SELF

POWER TAGS

THRILLSEEKER

THRIVE ON FEAR | STORIES TO TELL | REMARKABLE INSTINCTS | ALWAYS GET OUT ALIVE | WELL-USED HELMET | EXCITING TO BE AROUND | PLAN MY STUNTS | GRAPPLING GUN | LAUGH MANIACALLY

WEAKNESS TAGS

COWARDS | IN TOO DEEP | THE GAME IS RIGGED | SITTING STILL

IDENTITY

I only feel alive on the edge.

PERSONALITY SELF

POWER TAGS

TRENDSETTER

FREE THINKER | INSPIRATIONAL SPEECHES | ANALYZE POPULARITY POTENTIAL | KEEP OTHERS ON THEIR TOES | LATEST GADGET | MAGNETIC CHARISMA | DRAWS CONFIDENCE FROM THE CROWD | NEWSFEED IMPLANT | FIRST TO JUMP IN

WEAKNESS TAGS

THOSE WHO FEAR CHANGE | PREMATURE STATEMENTS | LACK OF COMPETITION | BANALITY

IDENTITY

What's big is what I say is big.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SELF THEMEBOOK

TROUBLED PAST

Something in your past defines you. Unresolved, these events haunt your existence, shadows you can't get rid of. Everything you do is informed by the times that were hardest for you, clouding your perceptions, but perhaps giving you motivation. Maybe your parents or a sibling died. Maybe you got hurt in the middle of trying to do something heroic. You might be the product of a government or corporate experiment or similarly altered through your own tinkering. In any case, you are something more, someone different, than you might have been had that event never happened.

You try to put your past behind you, but something keeps bringing it back up. Guilt or a need to resolve old conflicts might be the cause. Maybe the people who made you like this are still out there looking for you. Rough childhoods and traumatic experiences are common in the Megacity, but yours are something more. The troubling moments of your past have such lasting impressions, they affect your every moment.

CONCEPT

Think about the event that made your character who they are. It could be a specific traumatic event or a tragic set of circumstances over a long period of time. How did this event become a cornerstone of who you are today? Did you survive and thrive? Were you gutted by the event? Are you still exploring who you are and what you might eventually blossom into? Did you gain skills to make sure the same thing can't happen again?

Based on this, think about the answer to the question below:

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

? HOW HAS YOUR TROUBLED PAST CHANGED YOU?

- My life was destroyed when _____.
- I persevered and pulled myself out of _____
- I can never forget I was _____.
- I only recently freed myself from _____.
- I'm still figuring out who I am after _____.

Flesh out your idea with some details: When did these events happen to you? What led to them and whose fault was it? What might cause the events to occur again? How does your Troubled Past manifest in your daily life?

POWER TAG QUESTIONS

A What about your past now haunts or defines you?

B How have you grown stronger due to your past?

C What skills or behaviors did you learn in order to adapt?

D How has your past made you dangerous?

E What physical change or improvement stems from your troubled past?

F Who have you turned to for safety or comfort?

G What useful memento do you still have from your past?

H What type of mental fortitude or coping mechanism did you develop?

I What unusual knowledge do you have due to your past?

J How do you fight those who would put you back into your past?

WEAKNESS TAG QUESTIONS

A Who or what from your past is still haunting you?

B What physical effects do you still suffer from?

C What self-destructive behaviors have you developed?

D What triggers the worst memories of your past?

IDENTITY

Choose an Identity for this theme: an absolute statement that captures an attitude, motive or belief related to your Troubled Past. For example:

- (Abusive home life) "Innocents need my protection."
- (Technological disaster) "I can't trust tech."
- (Wastelands survivor) "Other people are a liability."

You can try exploring the following options:

- The most important lesson you take from your past
- The reason you survived
- The attitude you adopted as a result of your past

Acting in conflict with this statement means you are losing connection to the lessons and hardships of your Troubled Past. Let everyone at the table know what could constitute acting against this Identity.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One of them survived the same ordeal, or a similar one. You might commiserate with them or you might be jealous that it didn't scar them in the same way. (*kindred soul* or *jealous*)
- One is close to falling into a similar situation to your past and you're worried about them. Ask them how they plan to avoid it. (*concerned* or *protective*)
- One of them reminds you of someone from your Past. Is that good or bad? Are they aware? Discuss it with them. (*reminds me of...*)

THEME SPECIALS

☐ **Echoes From The Past:** Choose and answer a power tag question from the Expertise, Affiliation, or Horizon themebooks that reflects a re-emerging aspect of who you were before. Write down the answer as a new power tag on this theme.

☐ **Not Letting Go:** Whenever you burn a tag from this theme for Power, you can mark Decay on any other theme instead of marking that tag as burnt.

☐ **Touchy Subject:** Whenever someone else mentions your past in a way that irks or offends you, you can choose to go into an emotional state and take an appropriate tier-2 status of your choice for the rest of the scene or until you calm down, whichever comes sooner.

☐ **Transcend the Pain:** When you **Go Out In A Blaze** risking this theme with an Ultimate sacrifice, you may choose to achieve a strong success (10+) without rolling (you replace this theme).

☐ **Vivid Recall:** Once per session, when a weakness tag from this theme is invoked, you may discover (ask the MC) or reveal (choose yourself) a detail from your Troubled Past, in addition to marking an upgrade box.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME KITS

TROUBLED PAST — SELF

POWER TAGS

DISASTER SURVIVOR

- ENDURE THE ELEMENTS
- SQUEEZE THROUGH TIGHT SPACES
- CUT LOSSES
- CAREFUL FOOTING
- AFFINITY TO FIRST RESPONDERS
- OXYGEN MASK
- KEEP MY COOL
- DISASTER ALERTNESS
- ECO-TERRORIST

WEAKNESS TAGS

- PHOBIC OF [FIRE, WATER, HEIGHTS, ETC.]
- TROUBLE BREATHING
- OVERLY CAUTIOUS
- EXTREME ENVIRONMENTAL CONDITIONS

IDENTITY

Nature should be respected and feared.

TROUBLED PAST — SELF

POWER TAGS

TRAGIC LOSS

- NOTHING HURTS MORE THAN THIS
- SORROWFUL KINDNESS
- BRINGER OF RETRIBUTION
- SHIELD OTHERS WITH MY BODY
- FOUND FAMILY
- INHERITED WEAPON
- REMEMBER THE GOOD TIMES
- FAMILY SECRETS
- MAKE MYSELF THE TARGET

WEAKNESS TAGS

- PANGS OF LONGING
- HAUNTED BY THEIR GHOST (LITERALLY)
- RECKLESSNESS
- ENDING A LIFE

IDENTITY

I'll never feel the way I did with them.

TROUBLED PAST — SELF

POWER TAGS

ESCAPED SERVITUDE

- RESILIENT
- BYPASS SECURITY SYSTEMS
- MAKESHIFT WEAPONS
- LABORER'S STRENGTH
- CAMARADERIE WITH THE OPPRESSED
- MY OLD BINDINGS
- SPEAK TRUTH TO POWER
- SEE UNSPOKEN POWER STRUCTURES
- LIBERATE OTHERS

WEAKNESS TAGS

- BOUNTY HUNTERS
- LASER FENCE BURNS
- MISTRUSTFUL OF LEADERS
- BEING BOUND

IDENTITY

Remain free.

TROUBLED PAST — SELF

POWER TAGS

RAISED IN CYBERSPACE

- MASTER OF MULTITASKING
- ALWAYS ONLINE
- CYBERSPACE COMBATANT
- MICRO-TRANSMITTER IMPLANT
- MY HIVEMIND COMMUNITY
- A MILLION AVATAR SKINS
- TRY NEW EXPERIENCES
- NAVIGATE THE SPIRALS
- RESIST NEURAL IMPULSES

WEAKNESS TAGS

- THEY CALL TO ME VIA AR
- MEATSPACE NAUSEA
- SHORT ATTENTION SPAN
- SEEING SOMEONE JACKED IN

IDENTITY

I only know my virtual self.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TROUBLED PAST — SELF

POWER TAGS

SCIENCE EXPERIMENT

- RESISTANCE TO PAIN
- DESIGNED TO [CHOOSE PURPOSE]
- PSYCHIC BLAST
- CYBERNETIC [CHOOSE LIMB/ORGAN]
- ABNORMAL OUTCASTS
- A PICTURE OF ME FROM BEFORE
- LET OUT THE RAGE
- BODY MODIFICATION METHODS
- RESCUE MISSIONS

WEAKNESS TAGS

- CHASED BY THE CORP
- PROGRAMMED TO [CHOOSE PURPOSE]
- AFRAID OF MY OWN STRENGTH
- CLINICAL LOCATIONS

IDENTITY

I'm a freak, I'm a monster.

TROUBLED PAST — SELF

POWER TAGS

TARGET OF THE GOVERNMENT

- NAVIGATE BUREAUCRACIES
- CAUTIOUS IN CYBERSPACE
- DANGEROUSLY DESPERATE
- FACIAL RECONSTRUCTION
- FRIENDS IN LOW PLACES
- GOVERNMENT SECRETS
- SMOKE BREAK
- BLACKMAIL MATERIAL
- HIDE MY IDENTITY

WEAKNESS TAGS

- HUNTED
- NERVOUS TWITCH
- NO TRUST IN AUTHORITY
- VEHICLE CHASES

IDENTITY

I'm a dead man walking.

TROUBLED PAST — SELF

POWER TAGS

SURVIVED THE STREETS

- SITUATIONAL AWARENESS
- DEALMAKER
- PICKPOCKETING
- SAVAGE WHEN CORNERED
- ILLEGALLY-MODIFIED [CHOOSE CYBERNETIC]
- UNDERWORLD MENTOR
- INTIMIDATING FACIAL SCAR
- DE-ESCALATE WITH HUMOR
- GANG POLITICS

WEAKNESS TAGS

- THE GANG WANTS ME BACK
- MALFUNCTIONING REPLACEMENT ORGANS
- WON'T BACK DOWN
- BACK IN THE OLD NEIGHBORHOOD

IDENTITY

Life is hard – learn to survive.

TROUBLED PAST — SELF

POWER TAGS

VICTIM OF OTHERWORLDLY FORCES

- UNFAZED BY THE UNNATURAL
- RECOGNISE THE SUPERNATURAL
- PRESS ON THEIR VULNERABILITIES
- COVERED IN WARDING TATTOOS
- EXORCISM
- MONSTER HUNTER ALLIES
- FINGER OF A FAE LORD
- MY MIND IS MY OWN
- KNOWLEDGE OF THE OCCULT

WEAKNESS TAGS

- CURSE OF BAD LUCK
- SCARS THAT WON'T HEAL
- SUPERSTITIOUS
- CREATURES LIKE THE ONE WHO TOOK ME

IDENTITY

These monsters need to be put down.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MYTHOS THEMEBOOK

ARTIFACT

Countless myths and legends tell of items of great power, crafted by clever gods and their servants to empower heroes.

As the Mythoi return to the Megacity, such items have begun to resurface. Powerful but capricious, these artifacts bind themselves to those who put in the time to learn their secret ways and who fit the mold of their legendary tales.

Relics long forgotten or lost have turned up on black markets and in musty shops that sell hardcopy books from bygone eras. Other artifacts are modern items, inhabited by the essence of a mythic power or by a ghost or spirit. At times they may seem to have a will of their own, guiding their owners to greatness or some terrible downfall. Others are items crafted through magic by specialists, corporations, or cults, possessing hidden abilities that can only be unlocked through careful study or experience in times of struggle. Many are ancient in design, made long ago and lost to time until recently. Family heirlooms, museum display pieces, and other treasures call to those who covet them, tempting them with untold power.

An Artifact theme describes a magical item. It may be a Source of its own, known as a Relic, but it could also be an item imbued with power by another Source, such as enchanted by an Esoteric practice, exposed to a Thin Place, or even granted by an Avatar. In any case, the Ritual of the Artifact is required to keep its connection to the Mythos within it.

CONCEPT

Think about your character's connection to their Artifact. Did you encounter it by accident, or was it a gift from someone powerful? Was it drawn to you or did you seek it out? What about you unlocked the Artifact's power?

Based on this, think about the answer to the question below:

? WHAT POWERS DOES YOUR ARTIFACT POSSESS?

- In my time of need, I found a _____ that can _____.
- I wield a weapon capable of _____.
- It belonged to / a gift from _____ who has

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

power over _____.
- It's a tool that can shape _____.
- It's a vessel that can hold _____.

Flesh out your idea with some details: How did you come by your Artifact? Was it through inheritance, hard work, destiny, or sheer luck? What is your Artifact's temperament towards you? What does it look like? How is it activated? What do you look like when its powers are unleashed? How do you carry it around?

POWER TAG QUESTIONS

A What Artifact of power do you possess?

B What mythic or magical property does your Artifact exhibit?

C How does your Artifact protect you or others?

D What new sense or mental trait do you gain when your Artifact is active?

E How can your Artifact be used to overcome your foes?

F What travel or escape power does your Artifact grant you?

G What power can your Artifact use reflexively or without your guidance?

H What surprising power can your Artifact unleash?

I What can your Artifact transform into, or transform you into?

J What quality do you possess that binds or draws your Artifact to you?

WEAKNESS TAG QUESTIONS

A Who or what is your Artifact ineffective against?

B What drains your Artifact of its abilities or restricts or counters them?

C What behaviors cause your Artifact to malfunction or not cooperate?

D How do your Artifact's special properties or powers cause problems for you?

RITUAL

Choose a Ritual for this theme: a task or practice you must engage in to keep your connection to your Artifact. For example:

- (Excalibur) "I must lead a roundtable of knights into unifying the kingdom."
- (Magic wand) "I must replenish the wand's power with pixie dust."
- (Witch's cauldron) "I must gather obscure and grotesque ingredients for my potions and spells."

You can try exploring the following options:

- The raw materials or sources of magical power your Artifact requires to work
- A destiny tied to your Artifact
- Unusual conditions your Artifact require in order to operate or replenish its power

Failing to engage in this activity when needed indicates that you are losing connection to your Artifact and the Mythos that empowers it, or that the power of your Artifact is waning. Let everyone at the table know what could constitute neglecting this Ritual.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One member of your crew had a bad experience with your Artifact and fears its power. Discuss what happened. (*they fear me* or *it's awkward*)
- Your Artifact's Mythos is reacting to another Source owned by a crew member. Ask them whether it's harmonious or discordant. (*work well together* or *hatred*)
- Your Artifact has plans for a particular member of your crew. Discuss with them what it could be. (*scheming*)

THEME SPECIALS

☐ **Overcharged and Overclocked:** Choose and answer a power tag question from the Cutting Edge or Drones themebooks that reflects a technological upgrade to your Artifact. Write down the answer as a new power tag on this theme.

☐ **Reckless Discharge:** Whenever you roll a miss (6-) with tags from this theme, you may treat it as a mixed hit (7-9) and mark Decay on this theme, or treat it as a strong hit (10+) and mark two Decay on this theme.

☐ **Sharing is Caring:** Once per session, you can let another player use power tags from this theme, provided they can access and use your Artifact for their action.

☐ **Signature Move:** Choose a power tag from this theme and an appropriate tier-2 status that you can give using this tag. Once per session, when you use this tag and roll a hit, you may give this status in addition to the normal outcome.

☐ **Status Symbol:** Once per scene, when you openly wield or wear your Artifact in interactions where Sources grant prestige or respect, you may gain a tier-2 social status such as *respected*, *feared*, *impressive*, etc.

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

ARTIFACT MYTHOS

POWER TAGS

HERO'S SWORD

CUTS THROUGH ANYTHING | UNBREAKABLE STEEL
UNFLINCHING | MASTERFUL SWORDPLAY
CUT THROUGH BARRIERS | INTUITIVE PARRY
WREATHED IN [CHOOSE TYPE OF ENERGY]
HERO'S PHYSIQUE | HEROIC SOUL

WEAKNESS TAGS

WON'T ATTACK THE INNOCENT
BOUND TO THE WILL OF THE GODS
SHOWING INDECISIVENESS | EASY TO PROVOKE

RITUAL

I must stand up to the forces of evil.

ARTIFACT MYTHOS

POWER TAGS

RISK-TAKER'S LUCK CHARM

GAMES OF LUCK | PROTECTION FROM ACCIDENTS
DEVIL MAY CARE ATTITUDE | LUCKY SHOT
LAST MINUTE ESCAPE | STEADINESS AND GRACE
SHARE THE LUCK | TURN RAGS TO RICHES
FEARLESS

WEAKNESS TAGS

FORTUNATE FOE | HEXES AND CURSES
PEOPLE TO WHOM I'M INDEBTED | CAPRICIOUS

RITUAL

I must take a chance when it presents itself.

ARTIFACT MYTHOS

POWER TAGS

INVISIBILITY HELM

PIERCE ILLUSIONS | INCORPOREALITY
SPY'S INSIGHTS | BACKSTABBER
SLIP THROUGH CROWDS
TURNS ON WHEN IN DANGER | HIDE MY THOUGHTS
DISGUISED AS HEADGEAR | SNEAKY

WEAKNESS TAGS

SUPERNATURAL SENSES
DIRECT SUNLIGHT | AUTHENTIC EXPRESSION
FEELS INVINCIBLE WHEN INVISIBLE

RITUAL

I must cleverly disguise my motives and ways.

ARTIFACT MYTHOS

POWER TAGS

MASK OF THE TRICKSTER GOD

STEAL SOMEONE'S VISAGE
APPEAR AS THEIR LOVED ONES | GODLY CLEVERNESS
BAFFLE WITH RIDDLES | CREATE A DISTRACTION
FOOL'S RETORT | CURSE THE ARROGANT
MELDS WITH MY FACE | THRIVES IN CHAOS

WEAKNESS TAGS

AGENTS OF LAW | RETRIBUTION OF OTHER GODS
TAKING RESPONSIBILITY | TOO MESSY

RITUAL

I must spread chaos wherever I go.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ARTIFACT MYTHOS

POWER TAGS

POSSESSED VEHICLE

- IMPOSSIBLE STUNTS
- MAKE THE RIDER UNDEAD
- SENSE THE SINFUL
- SPEW FIRE & BRIMSTONE
- UNNATURAL SPEED
- SELF-DRIVING MURDER MACHINE
- UNLEASH A SOUL-CHILLING SHRIEK
- TRANSFORM INTO A NIGHTMARE STEED
- DAREDEVIL ATTITUDE

WEAKNESS TAGS

- THE DEAD
- ANYTHING HOLY
- SQUIRMISH RIDER
- TRAIL OF BURNT DEBRIS

RITUAL

I must refuel it with devoured souls.

ARTIFACT MYTHOS

POWER TAGS

WAR GOD'S ARMOR

- AURA OF GLORY
- IMPERVIOUS TO MUNDANE WEAPONS
- WARRIOR'S INSTINCTS
- JUGGERNAUT OF DESTRUCTION
- UNIMPEDED IN THE BATTLEFIELD
- REFLEXIVE BLOCK
- SUSTAINS MY BODY
- BECOME A WEAPON
- BATTLEFIELD BRAVERY

WEAKNESS TAGS

- TREACHEROUS ALLIES
- WEAK SPOT
- SHOWING COWARDICE
- VIOLENT REPUTATION

RITUAL

I must spatter my armor with the blood of my foes.

ARTIFACT MYTHOS

POWER TAGS

SCRYING CRYSTALS

- VISIONS FROM AFAR
- SEE INCOMING THREATS
- PERFECT SPATIAL SENSE
- I SAW YOUR SECRET
- DIVINE A PATH
- STAND WATCH FOR ME
- PEER INTO THE PAST
- OPEN MY THIRD EYE
- SEE THE BIGGER PICTURE

WEAKNESS TAGS

- PLACES BEYOND THIS EARTH
- DISRUPTED BY NOISE
- REFUSING TO SEE
- ALL IS NOT AS IT SEEMS

RITUAL

I must recharge these crystals at an open place of great altitude.

ARTIFACT MYTHOS

POWER TAGS

WIZARD'S STAFF

- STORES MAGICAL ENERGIES
- REFLEXIVE MAGIC SHIELD
- MAGIC SENSITIVITY
- MAGICAL EXPLOSION
- FLIGHT SPELL
- CAST SPELLS BY ITSELF
- DRAGON FORM
- ASTRAL PROJECTION
- VAST MAGICAL KNOWLEDGE

WEAKNESS TAGS

- MAGICAL BEASTS
- OVERLOADED
- SHOWING IGNORANCE
- UNCONTROLLED POWER

RITUAL

I must continue to grow my power.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MYTHOS THEMEBOOK

COMPANION

The Mythoi that return to the Megacity are not all heroes and gods. They are also the smaller spirits, lesser known sidekicks, fantastic beasts, and other companions – who are not any less legendary.

These mentors, advisors, and battle-allies are creatures of myth who are drawn to those who embrace the central role of hero or antihero in this dystopian world. They often look like monsters or mythological creatures, though the Noise keeps everyday people from thinking much of their presence. Most assume that such companions are just robots, biotechnological experiments, or just AR avatars or ornately costumed pets.

Companions are usually more interactive compared to the other Mythoi theme types. They often provide their powers in exchange for a relationship of one sort or another, and they have opinions and sometimes act on their own. Whether the companion is a pet, a magical friend, or a demonic advisor, their supernatural assistance always involves striving to achieve what the creature ultimately desires. Most companions wish mainly to see their masters succeed in the world, but many have an ulterior motive or skewed agenda dependent on the myth they derive from, and they may secretly or openly guide the PC to their doom in exchange for their assistance.

Your Companion is a secondary player character and can take statuses and tags separately from you, see page 111.

CONCEPT

Think about your character's ties to the world of magic. What kind of mythical creature or otherwise magical ally would accompany you? What is the relationship between you? What draws you to this Companion and how do they fit into your lifestyle?

WHAT IS A COMPANION?

Some Companions are themselves Sources, but most Companions are not. Instead, they are magical Conjurations spawned by a myth, or a mundane creature influenced by a place or object of power.

Companion options include:

- An animal Source, known as a Familiar
- A creature or an object that was exposed to a Source
- A person who was transformed or cursed by a Source
- Conjurations created by a powerful Source, such as emerging from Thin Place or materialized by an Avatar
- Conjurations you create with another Source, such as summoned with Esoterica or manifestations of a Relic

When you select Companion as a theme, consider picking another of your Mythos themes as the Source of your Companion. An alchemist utilizing an Esoterica theme could for instance have a golem or homunculus as a Companion, with the character's magical knowledge as the Source of both their own and their servant's power. However, if you only have one Mythos theme and would like to focus on the Companions you create, it is implied your character possesses or has access to the Source needed to create them: a Relic, a Thin Place, or Esoterica.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Based on this, think about the answer to the question below:

? WHAT MAGICAL BEING IS YOUR ALLY?

- It's a character from the legend of _____.
- It's a legendary beast or creature called _____.
- It's an exemplar of _____, a class of monsters/spirits/demons.
- It's a magical construct known as _____.

Flesh out your idea with some details: How did you meet your Companion? Did they choose you or did you capture them? Did you make them? What does the Companion look and sound like? How did you bond with the Companion? What are the logistics of keeping them around? What do your friends and enemies think about your Companion?

POWER TAG QUESTIONS

A What type of Companion are you aided by?

B What is the main power, ability, or assistance your Companion provides you with?

C What is your Companion good at doing on your behalf?

D What form can your Companion take in battle or when hiding?

E How does your Companion defend themselves or you?

F How Could your companion assist you in a fight or in your work?

G How does your Companion heal, reform, or recharge?

H What useful magical side effect does your Companion create?

I How does your Companion make you a better or stronger person?

J What's the best or coolest thing about having this Companion?

WEAKNESS TAG QUESTIONS

A What makes your Companion unable or unwilling to help you?

B How does your Companion make people react negatively towards you?

C What diminishes your Companion's powers?

D How does your Companion sometimes interfere with your actions?

RITUAL

Choose a Ritual for this theme: a task or practice you must engage in to keep your Companion. For example:

- (Undead servant) "I must feed it brains."
- (Leviathan) "I must do battle at sea."
- (Sentient spell) "I must recite it every morning."

You can try exploring the following options:

- A peculiar feeding or caretaking need
- What must be done to keep them tamed or loyal
- Deeds you must accomplish so they consider you worthy

Failing to engage in this activity when needed indicates that you are losing connection to your Companion or that they lose their ability to exist by your side. Let everyone at the table know what could constitute neglecting this Ritual.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- A crew member has a real problem with your Companion. Ask them why. (*rejected* or *failed communication*)
- Your Companion takes a shine to one of your crew members, and they may even like that crew member more than they like you. Discuss how they interact. (*supportive* or *jealous*)
- Your companion is being overprotective and they especially get in the way of your relationship with one of the crew members. Ask them why. (*Companion interferes*)

THEME SPECIALS

☐ **Back-to-back:** Once per session, when you act alongside your Companion and roll a miss (6-), you may burn a tag in this theme to reroll the dice with the same Power and take the new result instead. You do not gain Power from burning a tag in this way.

☐ **Caregiver:** Once per session, when you or your Companion take action to heal one another or help the other recover from harm, you can mark an upgrade box on this theme. This does not apply during downtime.

☐ **Hands Off:** When you take this Special, you become *protective-2* of your Companion. This status helps you protect your Companion, but may reduce your ability to mitigate risk to yourself. If this status is reduced, removed, or increased, you may reset it at the end of each downtime.

☐ **New Tricks:** Choose and answer a power tag question from the Esoterica or Exposure themebooks that reflects your Companion's new manifested powers. Write down the answer as a new power tag on this theme.

☐ **Strategic Positioning:** Once per session, you can place your Companion anywhere in the scene that it could get to normally and give it a tier-2 status that represents its advantageous position.

Property of City of Mist. Issued to Jolan Arnaud. Order #215688

COMPANION MYTHOS

POWER TAGS

ARCANE CONSTRUCT

IMPOSSIBLY STRONG | HEAVY LIFTING
ARMORED BODY | PROVIDE SHELTER
AGGRESSIVE PUNCHING | SELF-REPAIR
ANTI-MAGIC FIELD | INSPIRES MENTAL RESOLVE
GENTLE GIANT

WEAKNESS TAGS

UNCLEAR INSTRUCTIONS | LOOKS LIKE A WEAPON
UNSTABLE TERRAIN | INDISCRIMINATE FORCE

RITUAL

I must feed my creation raw magical energy.

COMPANION MYTHOS

POWER TAGS

LEGENDARY SIDEKICK

DAREDEVIL | SCOUT AHEAD | EASY TO IGNORE
WATCHES MY BACK | COORDINATED ATTACKS
CARE FOR MY GEAR | A MAGICAL BACKPACK
SERVES AS MY HERALD | ETERNAL LOYALTY

WEAKNESS TAGS

SULKY AND CROSS | REFLECTS BADLY ON ME
WEAKER WHEN SEPARATED | OVERENTHUSIASTIC

RITUAL

We must leap into danger together.

COMPANION MYTHOS

POWER TAGS

GUARDIAN SPIRIT

WATCHFUL OF DANGER | FRIGHTENING PRESENCE
INVISIBLE ASSISTANT | SPECTRAL BODY
HEX MY ENEMIES | MEND AND HEAL
AURA OF PROTECTION | LINK TO THE SPIRIT WORLD
IMMENSE SPIRITUAL KNOWLEDGE

WEAKNESS TAGS

FEAR OF INADEQUACY | EERIE CHILL
ANOTHER SPIRIT'S DOMAIN | OVERLY PROTECTIVE

RITUAL

I must never fail to make a daily offering.

COMPANION MYTHOS

POWER TAGS

MAGICAL GUIDE

OCCULT INSIGHTS | MAGICAL RESEARCH
UNSEEN AND UNHEARD BY OTHERS
DEFLECT SPELLS | CHARGE WITH MAGICAL POWER
REMOVE CURSE OR AFFLICTION
CASTS MINOR SPELLS | TEACH ME A NEW SPELL
PORTAL TO OTHER REALMS

WEAKNESS TAGS

INSUBORDINATION | DISTRUST OF THE OCCULT
EASILY EXHAUSTED | EXACTING AND CRITICAL

RITUAL

I must follow this guide's instruction to be worthy of their tutelage.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

COMPANION MYTHOS

POWER TAGS

NATURE SPIRIT

NATURE'S VENGEANCE | ENSNARING FOES | ELEMENTAL FORM [CHOOSE AN ELEMENT] | DESTROY MAN-MADE OBJECTS | NATURE'S BOUNTY | MERGE WITH THE ENVIRONMENT | EXTREME LOCALIZED WEATHER | INSPIRES HARMONY | TALK TO PLANTS AND ANIMALS

WEAKNESS TAGS

HARMING NATURE | PREDATORY COUNTENANCE | POLLUTION | ABOUT AS PREDICTABLE AS THE WEATHER

RITUAL

I must commune with nature before every major decision.

COMPANION MYTHOS

POWER TAGS

TECH GREMLIN

CAUSE MALFUNCTIONS | ANALYZE MACHINERY | INVISIBLE TO TECH | WEAPON MISFIRE | KNOWS HOW TO FIX TOO | HIDE INSIDE VEHICLES | ELECTRICAL OVERLOAD | CLEVER PRANKS | SPAWN SIBLINGS

WEAKNESS TAGS

EASILY DISTRACTED | INCITES MALFUNCTION RAGE | BIOTECH | TAMPERS WITH MY STUFF

RITUAL

I must let it tamper with a machine at least once a day.

COMPANION MYTHOS

POWER TAGS

SUPERNATURAL PET

MAGICALLY NIMBLE | GROWL AT MY FOES | ADAPTIVE CAMOUFLAGE | NATURAL WEAPONS | ATTACK ALONGSIDE ME | CREATURE HUTCH | STINK SPRAY | ANIMAL HANDLING | ENVIABLE COMPANIONSHIP

WEAKNESS TAGS

OBLIVIOUS TO MY GOALS | POACHERS | NEGLECTED CARE | BAD TIME TO PLAY

RITUAL

I must train my pet dutifully.

COMPANION MYTHOS

POWER TAGS

TRAINED MONSTERS

WREAK HAVOC | FOLLOW MY COMMANDS | SWARM | SAFETY IN NUMBERS | HORNS, CLAWS, AND FANGS | MONSTER DEN | SHAPESHIFTING | LEADER OF THE PACK | MERGE INTO A BIG MONSTER

WEAKNESS TAGS

CHALLENGED AUTHORITY | VANDALISM FINES | PACK INFIGHTING | TOO MANY TO MANAGE

RITUAL

I must maintain the prayers / chant / scrolls that bind them.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MYTHOS THEMEBOOK

ESOTERICA

Some secrets hold power. Spells, curses, and ancient spiritual lore can all be called to act upon the world. Through thoughtful and studied action you can change the world to suit your needs and desires.

Over the millennia of human civilization, magic has hidden in the shadows, passed down via obscure texts and trusted apprenticeship within selective occult circles. Now that the Noise has reached a fevered pitch, the esoteric secrets of the world shine brightly, discovered by those who seek power, wisdom, or a means of taking on supernatural threats.

Esoterica are a means to mythic power that relies on various personal methods which require special study. They also require special effort, from sheer will to the capacity to imagine strange patterns or pronounce eldritch curses. It is knowledge forged into powerful magical effects through occult symbols, incantations, and nearly any developed art form. Some powers emerge from raw emotion, bold invocation of otherworldly entities, or other undisciplined sources. It is always wise to treat this path to power with caution.

CONCEPT

Think about your character's powers and the esoteric ways in which she produces them. What did you go through to learn these secrets and what must you do to keep developing your powers? What terrible bargain, domineering mentor, or other relationship are you beholden to? What scars have these Esoterica left on your psyche, your body, and your soul?

Based on this, think about the answer to the question below:

? WHAT CAN YOUR MAGICAL ART DO?

- It can manipulate, shape, or control _____.
- It can summon or conjure _____.
- It reveals or obscures _____.
- It has many uses, all of them revolving around _____.

Flesh out your idea with some details: How did you learn

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

this magic? Did you study diligently from a text or a teacher? Did you get it through your ancestry or tradition? How long did you study? Where did you train and how? How does your magic work? Do you require special clothes, ingredients, or equipment? What do your powers look like when you activate them? What is your relationship with your fellow magic users, particularly those with similar esoteric ways?

POWER TAG QUESTIONS

A **What are the Esoteric secrets you have learned?**

B What is the most important spell or power you have access to?

C What skill or training serves as the basis for your powers?

D What's an unusual ability unique to your Esoterica?

E What Esoteric power do you possess to influence others?

F Which power or spell could you use to harm others?

G How could your powers be used to defend yourself or others?

H In what way could your powers be used for travel or escape?

I What can you learn or reveal through your magical craft or art?

J What about your past or personality drives you to study this art?

WEAKNESS TAG QUESTIONS

A What requirements or limitations does your Esoteric art have?

B What could hinder the use of your powers?

C How have your powers made you difficult to interact with?

D What undesired side effects or outcome does your magic have?

RITUAL

Choose a Ritual for this theme: a task or practice you must engage in to keep your Esoterica working. For example:

- (Monster hunter) "I must seek out and do battle with increasingly dangerous monsters."
- (Enchanter tattoo artist) "I must harvest special inks from hidden pools."
- (Witch) "I must practice the visceral ways of magic, in defiance of societal norms."

You can try exploring the following options:

- Serving the main purpose of your Esoteric practice
- Difficult situations or sacrifices required to make your magic work
- Means of living up to the legacy of your magical community

Failing to engage in this activity when needed indicates that you are losing connection to your Esoteric practice. Let everyone at the table know what could constitute neglecting this Ritual.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- Someone in your crew has an affinity or cultural background in your kind of magic. Ask them what's their opinion on your powers and tell them how you react. (*friendly* or *indifferent*)
- You recently used your powers to remove a harmful magical effect from a member of your crew. Discuss the circumstances with them. (*they owe me* or *protective*)
- You and a crewmate both research magic in the same way, perhaps together. Ask them how. (*study buddy*)

THEME SPECIALS

☐ **Daily Practice:** Choose and answer a power tag question from the Assets, Expertise, or Personality themebooks that reflects how your training, equipment, or demeanor complements your magical abilities. Write down the answer as a new power tag on this theme.

☐ **Mystical Savvy:** Once per scene, when you witness a Mythical effect, you can ask the MC one question about it and get a valuable answer as in **Discover**.

☐ **Something Extra:** Once per scene, when you roll a strong hit (10+) with tags from this theme and choose to take Consequences, you can gain an extra story tag of your choice in addition to the normal outcome.

☐ **Tools of the Practice:** Once per session, you may gain a story tag describing an item you use as part of your Esoteric practice.

☐ **Universal Toolbox:** Once per session, you can invoke a broad or very broad tag from this theme as directly relevant, instead of indirectly relevant, skipping the required preparatory action.

Property of City of Mist. Issued to Jolan Arnaud. Order #215688

ESOTERICA MYTHOS

POWER TAGS

CORPSE ANIMATION

- COMMAND UNDEAD SERVITORS
- FORENSIC MEDICINE
- BOON WITH UNEARTHLY STRENGTH
- SPREAD THE CHILL OF THE GRAVE
- SIPHON LIFE FORCE
- FEIGN DEATH
- CARRIED BY THE HORDE
- SENSE LIFE FORCE
- FASCINATED BY DEATH

WEAKNESS TAGS

- LENGTHY RITUAL
- MANGLED BODIES
- COLD AND DISTANT
- CLOUD OF ROT

RITUAL

I must perform rites to honor the spirits whose bodies I use.

ESOTERICA MYTHOS

POWER TAGS

EVIL EYE

- HEX OF VULNERABILITY
- FOLK CURSES
- AFFLICT WITH BOILS
- HYPNOTIC GAZE
- TURN TO STONE
- SHIELD FROM HARMFUL MAGIC
- CURSE OF CLUMSINESS
- DETECT MALEVOLENT FORCES
- NEED FOR VENGEANCE

WEAKNESS TAGS

- REQUIRES EYE CONTACT
- IT'S ONLY HEDGE MAGIC
- HOLDS A GRUDGE
- MISFORTUNE IS INFECTIOUS

RITUAL

I must never stifle my bitterness.

ESOTERICA MYTHOS

POWER TAGS

DEVIL'S BARGAINS

- REMOVE OBSTACLES FOR OTHERS
- LEGAL EXPERTISE
- SHOWER WITH RICHES
- MAGICALLY BINDING CONTRACTS
- SPRING NASTY LOOPHOLE
- SILVER TONGUED
- DRAG THEM TO HELL
- SEE THEIR DESIRES
- NATURAL NEGOTIATOR

WEAKNESS TAGS

- MUST HAVE A SIGNATURE
- MARKS WITH STRONG CONVICTIONS
- PEDANTIC
- DEAL GONE WRONG

RITUAL

I must uphold my end of each bargain I make.

ESOTERICA MYTHOS

POWER TAGS

FORTUNE TELLING

- GLIMPSE IMPENDING EVENTS
- SYMBOLOGY
- FORETELL GREATER TRENDS
- HEED MY PROPHECY
- REVEAL INESCAPABLE DESTINY
- FORESEE DANGER
- FOLLOW THE SIGNS
- FATE MANIPULATION
- STORYTELLER

WEAKNESS TAGS

- REQUIRES DIVINATORY TOOLS
- TOO MANY THREADS OF FATE
- FATALISTIC
- ASSAILED BY VISIONS

RITUAL

I must follow the signs, wherever they lead.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ESOTERICA MYTHOS

POWER TAGS

POTION CRAFT

- HEALING SALVES
- HERBOLOGY
- POISONS AND TOXINS
- LOVE POTIONS
- EXPLOSIVE CONCOCTIONS
- STONESKIN OIL
- COLORFUL SMOKE BOMB
- DISCRIMINATING TASTE BUDS
- SEEKING IMMORTALITY

WEAKNESS TAGS

- RARE INGREDIENTS
- DIVERGENT BIOLOGY
- WAFTS UNUSUAL ODORS
- ACIDIC TOUCH

RITUAL

I must experiment with any new ingredient presented to me.

ESOTERICA MYTHOS

POWER TAGS

WARDING SIGNS

- CIRCLE OF PROTECTION
- GEOMANCY
- SILENT ALARM SPELL
- CARVE A TALISMAN FOR SOMEONE
- EXPLOSIVE GLYPH
- COUNTERSPELL
- BARRIER WARD
- TRACE SPELL SOURCE
- VIGILANT

WEAKNESS TAGS

- RUNNING OUT OF SPECIAL CHALK
- NO SOLID SURFACES
- ISOLATIONIST
- DISRUPTS HELPFUL MAGIC

RITUAL

I must maintain the warding symbols around my home or community.

ESOTERICA MYTHOS

POWER TAGS

SPIRIT SUMMONING

- SPIRIT BINDING
- KNOWLEDGE OF THE NETHER REALMS
- BANISH SPIRIT
- INDUCE POSSESSION
- UNLEASH A RAGING SPIRIT
- SUMMONED DEFENDERS
- ENTER THE SPIRIT WORLD
- SEE SPIRITS
- STRONG SPIRIT

WEAKNESS TAGS

- DISRUPTED RITUAL
- SPIRITS DEMAND RESPECT
- SEEMS TO TALK TO MYSELF
- POLTERGEIST EFFECTS

RITUAL

I must bind any wayward spirit I come upon.

ESOTERICA MYTHOS

POWER TAGS

WEAPON WITCHING

- LEGEND-KILLING ENCHANTMENT
- WEAPON SMITHING
- MAGIC-GUIDED MISSILES
- BLINDING WEAPON
- TELEPORTING PROJECTILES
- DISENCHANT WEAPONS
- STRENGTH-DRAINING EDGE
- INTUIT FOE CAPABILITIES
- ELEGANT COMBATANT

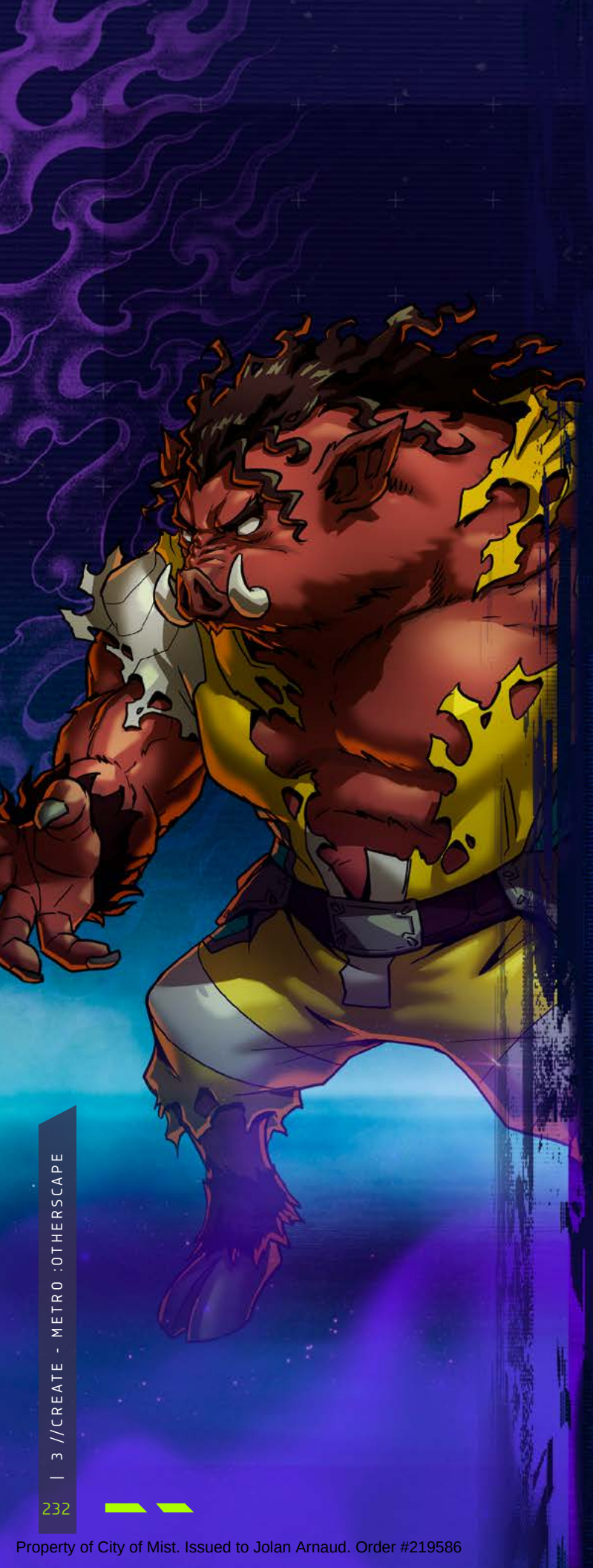
WEAKNESS TAGS

- WEARS DOWN THE WEAPON
- ENCHANTING UNDER FIRE
- HAUGHTY
- INTER-ENCHANTMENT REACTION

RITUAL

I must never allow an enchanted weapon to go unused.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



MYTHOS THEMEBOOK

EXPOSURE

The Megacity and its polluted outskirts are dotted with secret places. Holy and unholy, enchanted and corrupted, these Thin Places and sites of worship are touched by the returning Mythoi. Those who have stumbled upon these places could become exposed to unearthly magic. Some who encounter Avatars – embodied agents of the Mythoi – or a different powerful creature of legend, could also be changed by this event and acquire a connection with the power behind it, or be gifted a boon by the creature.

You are one such lucky or unlucky denizen of the Megacity, Touched and perhaps mutated by myth, either a victim of circumstance or the receiver of a gift (or a curse). You now have powers representing an outpouring of mythic energy, bound to the Source that bestowed them upon you. The more you learn to align yourself with the Source of your power, the more the secrets of its Mythos unlock for you. But no power lasts forever, and you might be required to occasionally return to the secret place or the benefactor who granted you your powers, to recharge them.

CONCEPT

Think about your character's powers and how she might have gained them. Where and where did you get exposed to the Mythoi? Was someone involved, and was it deliberate? Are you a servant or cultist, striving to earn your powers? Are you cursed by the forces that altered you, which now dominate your existence? Is your connection to this Source a major part of your life, or is it just a way to get power?

Based on this, think about the answer to the question below:

? HOW DID THE EXPOSURE CHANGE YOU?

- My body changed into a _____.
- I was afflicted with the blessing / curse of _____.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- I gained magical powers resembling the legend of _____.
- I became infused with _____.

Flesh out your idea with some details: How long ago did this event occur? How do your powers manifest and what do they look like? Was your Exposure intentional, and do you regret it? What is your relationship with the Source of your Exposure?

POWER TAG QUESTIONS

A **What powers did your Exposure grant you?**

B In what way has the Exposure changed your body or allowed you to transform?

C Under what circumstances are your powers enhanced?

D What is your most iconic or stylish power?

E What are you able to project, unleash, grow, or emit from your body?

F How did your Exposure make you more likely to endure or survive?

G How have your senses, instincts, faculties, or body functions been affected?

H How might your powers be used in a creative or unusual way?

I How do your powers aid you in your everyday life?

J When your powers are active, what about your personality changes?

WEAKNESS TAG QUESTIONS

A What undesired effects did the Exposure have on you?

B What could block or neutralize your connection to your Source?

C What vulnerability or limitation did you inherit from your Source?

D Who are your natural predators or enemies in this form?

RITUAL

Choose a Ritual for this theme: a task or practice you must engage in to keep your connection to the Source of your Exposure. For example:

- (Vampire) "I must consume the blood of the living."
- (Fairy magic) "Every full moon I must return to the fairy ring and dance with the wild folk."
- (Orphic mysteries) "I must never look behind me."

You can try exploring the following options:

- Acts appropriate to the myth behind the Source of your power
- A reenactment of your first Exposure
- An act of consumption needed to feed your powers and the Source behind them

Failing to engage in this activity when needed indicates that you are losing connection to the source of your Exposure and the powers it grants you. Let everyone at the table know what could constitute neglecting this Ritual.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- Someone in your crew was there after your Exposure and was sweet and supportive, helping you adjust. Ask them how. (*appreciative* or *crushing*)
- A crew member finds your transformed self frightening or your Source unnerving. Ask them why. (*resentful*)
- One of the crew members is interested in commodifying your Exposure and is asking a lot about your Source. (*defensive* or *business opportunity*)

THEME SPECIALS

☐ **Discipline:** You learned how to express your abilities in a more refined manner. Choose and gain a Special from the Expertise themebook.

☐ **Durable:** You've experienced change and survived it. Whenever you mitigate against body- or mind-altering Mythical Consequences with tags from this theme, treat a miss (6-) as a mixed hit (7-9).

☐ **Mythic Residue:** At the end of a scene, you may leave behind a *Mythic residue*. You may only have one such tag; if you create another, the previous one is removed. You may burn this tag as an interjection at any time to take an action using tags from this theme as if you were there.

☐ **Secondary Contamination:** Your Source rubs off on a nearby item or creature. Choose and answer a power tag question from the Artifact or Companion themebooks that reflects that item or creature. Write down the answer as a new power tag on this theme.

☐ **Surge of Power:** Once per session, when burning a tag from this theme for Power, you may add 5 Power to the roll instead of 3. After the roll is resolved, you take *exhausted-2*. You cannot mitigate this status.

Property of City of Mist. Issued to Jolan Arnaud. Order #215688

THEME KITS

EXPOSURE MYTHOS

POWER TAGS

ANGELIC WINGS

- ANGELIC BEAUTY
- THE HIGHER THE BETTER
- DIVE BOMB
- SHINE EVIL-SEARING LIGHT
- SHELTER IN WINGS
- SENSE DEMONS & ANGELS
- BUFFET WITH WINGS
- COVER GREAT DISTANCE
- TRUE BELIEVER

WEAKNESS TAGS

- PROBLEMS WITH CLOTHING
- TIGHT PLACES
- CANNOT FORCE MANKIND
- ATTRACTS EVIL

RITUAL

I must always take a leap of faith when it presents itself.

EXPOSURE MYTHOS

POWER TAGS

AURA OF AUTHORITY

- SUPERNATURALLY REGAL
- TRAPPINGS OF AUTHORITY
- INSPIRE LOYALTY
- SUBJUGATING COMMAND
- BLINDING AURA
- INTUIT POWER DYNAMICS
- COMMAND OBJECTS
- FLOCK OF FOLLOWERS
- SUPREMELY CONFIDENT

WEAKNESS TAGS

- USELESS SYCOPHANTS
- SELF-DOUBT
- REQUIRES COMMUNICATION
- MUST BOW TO SUPERIORS

RITUAL

I must worship at the shrine of the entity that grants me my authority.

EXPOSURE MYTHOS

POWER TAGS

ANIMATE SHADOWS

- BECOME A SHADOW
- LIGHTING THAT CASTS SHADOWS
- FORM SHADOW ASSASSINS
- INEXPLICABLE TERROR
- MOMENTARY INCORPOREALITY
- DETACH MY OWN SHADOW
- DRAG INTO THE SHADOWS
- SEE IN THE DARK
- INSCRUTABLE MIEN

WEAKNESS TAGS

- MY UNRULY SHADOW
- BRIGHT AMBIENT LIGHT
- COMPLETE DARKNESS
- LIGHT DEITIES

RITUAL

I must enter the shadow realm every night.

EXPOSURE MYTHOS

POWER TAGS

ELEMENTAL BODY

- TRANSFORM SPECIFIC BODY PARTS
- PLACES RICH IN [ELEMENT]
- ABSORB [ELEMENT]
- SURGE OF [ELEMENT]
- CREATE AN ELEMENTAL WALL
- DETECT [ELEMENT]
- SCULPT [ELEMENT]
- UNHARMED BY [ELEMENT]
- GLEEFULLY DESTRUCTIVE

WEAKNESS TAGS

- ACCIDENTAL DESTRUCTION
- OPPOSITE ELEMENTS
- NO AMBIENT [ELEMENT]
- THOSE WHO KEEP THE BALANCE

RITUAL

I must bathe in [element] daily.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

EXPOSURE MYTHOS

POWER TAGS

FLORAL OVERGROWTH

SPROUT VINES | SOIL, WATER, AND SUNLIGHT
MESMERIZING PETALS | CLOUD OF SPORES
BARK-ARMORED SKIN | VENUS FLYTRAP REFLEXES
TEAR FROM THE INSIDE | EMIT PHEROMONES
INTENSE VITALITY

WEAKNESS TAGS

SEDENTARY EXISTENCE | UPROOTED
BURN EASILY | SLASHING WEAPONS

RITUAL

I must regularly commune with the vegetative life around me.

EXPOSURE MYTHOS

POWER TAGS

SPEAK WITH MACHINES

COMMAND CYBERNETICS | DUMB DEVICES
RAISE A MACHINE HORDE
PROGRAMMING-OVERRIDING VOICE
THEY COME TO MY DEFENSE
"HEAR" TRANSMISSIONS | LULL THEM TO SHUTDOWN
RAPPORT WITH AIS | ROBOTIC LOGIC

WEAKNESS TAGS

OVERWHELMED BY INFORMATION
SIGNAL JAMMING | NEEDS ELECTRIC POWER
VIRAL INFECTION CROSSOVER

RITUAL

I must report routinely to [a powerful machine intelligence].

EXPOSURE MYTHOS

POWER TAGS

MIDAS TOUCH

BECOME GOLD | GREEDY VICTIMS
TURN SOMEONE TO GOLD | TRANSMUTE AT RANGE
TURN PROJECTILES TO SOFT GOLD
KNOW NET WORTH | GENERATE LOTS OF GOLD
WELCOMED BY THE RICH AND POWERFUL
BRACING FOR THE CONSEQUENCES

WEAKNESS TAGS

ACCIDENTAL TRANSFORMATION
ANGERING THE GODS
WEALTH CAN'T BUY YOU HAPPINESS | GOLD DIGGERS

RITUAL

I must live humbly, foregoing the trappings of success and wealth.

EXPOSURE MYTHOS

POWER TAGS

WARRIOR'S INSTINCTS

PEAK PHYSICAL CONDITION | DUELING
WEAPON MASTERY | ENFORCE HONORABLE COMBAT
BATTLEFIELD HEROICS
VISIONS OF THE COMING BATTLE
CALL UPON HONORED WARRIOR SPIRITS
ALERT TO DANGER | BATTLE FOCUS

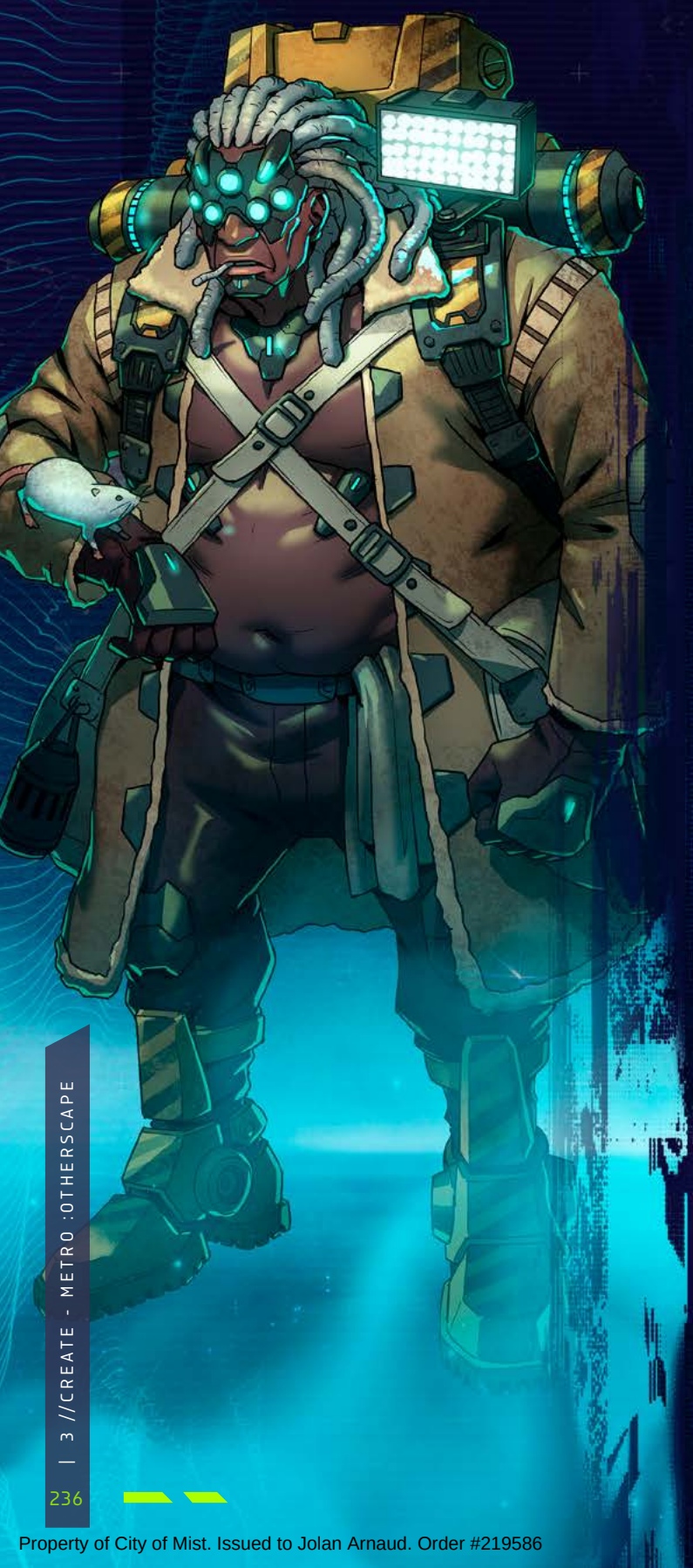
WEAKNESS TAGS

HAUNTED BY PAST WARRIORS
SHOWING IRREVERENCE | NEED ARCHAIC REGALIA
TRAITORS AND BACKSTABBERS

RITUAL

I must temper my violent instincts with ritualized combat.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



NOISE THEMEBOOK

AUGMENTATION

Cybernetic enhancements, gene therapies, and neuro-adjustments are just some of the artificial methods used by citizens of the Megacity to upgrade the meat they were born with.

Aesthetic augmentations allow people to have their appearance altered to look angelic, demonic, bestial, or even shifting. Cheap cybernetic limb and organ replacements have made life just as cheap, as companies push the bodies of their employees, and governments do away with public health laws. Baseline augs are common, but with enough money or the right street contact, a person can gain superhuman strength, speed, skill, and senses, or transform part of themselves into something else entirely.

People in your line of work need every advantage they can get. Perhaps you've got a sponsor, or you've managed to scrape together the funds to get a few modifications, or even made them yourself. They might be aesthetically pleasing or make you look a little monstrous, which just helps with your street cred. Chipped reflex circuits, memory databases, and even animal traits are all on the table. You never know when some strange aug will give you that edge you need in a pinch.

When you replace an Augmentation theme, it could have different narrative explanations. Perhaps you're keeping the Augmentation but you refrain from using it often or to its fullest potential. Or maybe you're so sick of it that you remove it entirely (if possible), replace it with a model that resembles baseline functions and has less issues, or even have your old organs regrown from stem cells – anything is possible.

CONCEPT

Think about your Augmentations and how you might have gained them. What perceived deficiency or goal motivated you to acquire them? How did you afford their installation? Were you an experiment or agent of a corporation? How has your life changed compared to your baseline days?

Based on this, think about the answer to the question below:

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

? WHAT AUGMENTATIONS HAVE YOU INSTALLED?

- I've replaced or modified my _____ with one that can _____.
- I've added or grafted _____ to my body.
- I boosted my _____ to superhuman levels.
- I've installed _____ inside of me.
- I rewrote my genes or fused with groundbreaking tech to gain _____.

Flesh out your idea with some details: What do the augs look like? Who installed them for you? How do you see the world now that you've been enhanced?

POWER TAG QUESTIONS

A What does your Augmentation give you or make you into?

B What is your Augmentation's most useful or well-known application?

C What is another feature or application of the technology?

D How could the Augmentation be used to enhance your fighting ability?

E How could the Augmentation be used when on a job?

F How could the Augmentation be used to avoid danger or escape it?

G How has having this Augmentation changed your mind for the better?

H What do you need to fix or maintain this Augmentation?

I What lifestyle or routine has this Augmentation allowed you to adopt?

J What advantage does your Augmentation give you in social situations?

WEAKNESS TAG QUESTIONS

A How does this Augmentation limit or adversely affect your baseline functions?

B What kind of undesired feedback do you get from this Augmentation?

C What is glitchy or unreliable about this Augmentation?

D What is the social backlash of sporting such an aug?

ITCH

Choose an Itch for this theme: A desire you must fulfill that can only be met through using this alteration to your body. For example:

- (Cyborg) "Replace all of my meat."
- (Cyberarms) "Show my superior strength."
- (Holoprojector) "Draw the most attention."

You can try exploring the following options:

- What new activities or behaviors this Augmentation allows you to do
- Why you are driven to augment yourself
- What activity is essential to exploring this technology

Ignoring this Itch means that you are losing your dependence on your Augmentations and neglect to use them to the fullest potential, to the point that you might replace them. Let everyone at the table know what could constitute suppressing this Itch.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- A crewmate has similar enhancements, just a little more primitive or advanced. Ask them what little annoyances you bond over. (*maintenance buddy*)
- A member of your crew is ethically against Augmentation and considers your augs invasive or repulsive. Ask them why. (*different worldviews* or *angry*)
- Your enhanced abilities have greatly impressed one of your crew members, and they seek out ways to team up with you. Ask them how. (*work well together*)

THEME SPECIALS

☐ **Backstory:** Choose and answer a power tag question from the Horizon, Personality, or Troubled Past themebooks that reflects the reason you have this Augmentation. Write down the answer as a new power tag on this theme.

☐ **Formidable Tech:** Once per session, when you roll a strong hit (10+) with tags from this theme, you can perform an amazing display with your Augmentation and give any one observer a tier-2 status representing amazement, respect, or fear.

☐ **More than Human:** Whenever you roll with tags from this theme while scratching your Itch, you may ignore any status of tier 3 or lower representing harm to you or your equipment, as long as it is not damage done directly to your Augmentation.

☐ **Quick Reboot:** Once per session, you may remove 2 tiers of a negative malfunction status or recover a burnt tag from your Augmentation.

☐ **This is Who I Am:** During downtime, if you spend time on this theme and mark an upgrade box, you may in addition remove one Decay or recover 1 burnt tag on this theme.

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

THEME KITS

AUGMENTATION NOISE

POWER TAGS

ANIMALISTIC MODIFICATIONS

SUPERIOR ANATOMY | ACUTE SENSES
NATURAL WEAPONS | CLIMBING APPENDAGES
ANIMAL REFLEXES | SPURN SOCIAL NORMS
BIOENGINEERING | ANIMAL LOVER
SEDUCTIVE PHEROMONES

WEAKNESS TAGS

WEAK IMMUNE SYSTEM | FIGHT OR FLIGHT INSTINCTS
I GET EXHAUSTED FAST | RIDICULED AS A FREAK

ITCH

Experience the world as an animal.

AUGMENTATION NOISE

POWER TAGS

BOOSTED MENTAL CAPACITY

RECALL USEFUL INFORMATION
PHOTOGRAPHIC MEMORY
TACTICAL ASSISTANT SOFTWARE
ANALYZE ENVIRONMENT
CALCULATE AN ALTERNATIVE
COOL AND COLLECTED | NEURAL LUBRICANT
HIGH-SPEED DEBATE CHAMPION
NAMES AND FACES DATABASE

WEAKNESS TAGS

MAGNETIC HEAD | FLOOD OF MEMORIES
SPEAK TOO FAST | CAN'T BE TRUSTED

ITCH

Push the limits of my processing power and memory.

AUGMENTATION NOISE

POWER TAGS

ARMORED JUGGERNAUT

BRUTE FORCE | PIERCE-PROOF PLATING
GIGANTIC WEAPON | MIGHTY LEAP
BUST THROUGH WALLS | NEWFOUND CONFIDENCE
WELDING GEAR | CORPORATE MILITARY
IMPOSING PHYSIQUE

WEAKNESS TAGS

BULKY | SERVO-MOTOR JERKS | RUSTS WHEN WET
TREATED LIKE A BRAINLESS BRUTE

ITCH

Smash through it.

AUGMENTATION NOISE

POWER TAGS

CHIPPED WEAPON MASTERY

INTEGRATED TARGETING SYSTEMS
TELESCOPIC EYES | WEAPON LINK | TRICK SHOTS
NEARSPACE TARGETING THROUGH WALLS
SHOOT FIRST | WEAPON MAINTENANCE
NEGOTIATE FEES | IMPRESS WITH MY SKILLS

WEAKNESS TAGS

RECOIL ARTHRITIS | ARM CONTROLLED BY APP
WORSE IN LOW VISIBILITY | NOT A TRUE MASTER

ITCH

Master every weapon.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

AUGMENTATION NOISE

POWER TAGS

ENHANCED SENSES

- PIERCE THROUGH CONCEALMENT
- CHEMICAL ANALYSIS
- SEE IT COMING
- RECEIVE WIRELESS COMMUNICATION
- HEAR HEARTBEATS
- APPRECIATION FOR DETAILS
- MEDITATIVE REPAIR MODE
- PRIVATE DETECTIVE
- LIE DETECTOR

WEAKNESS TAGS

- INSOMNIA
- SENSORY OVERLOAD
- MOMENTARY BLACKOUTS
- ACCUSATIONS OF SPYING

ITCH

See everything, hear everything.

AUGMENTATION NOISE

POWER TAGS

IMPOSSIBLY GOOD LOOKS

- DAZZLE AND IMPRESS
- ALTERNATE FACE
- DISTRACTING APPEARANCE
- PRECISE BODY CONTROL
- POWERS OF SEDUCTION
- SELF-SUGGESTION TECHNIQUES
- ON-CALL PLASTIC SURGEON
- FASHION MODEL
- CENTER OF ATTENTION

WEAKNESS TAGS

- EASILY DAMAGED
- MODIFICATION PAINS
- NEEDS CONSTANT UPDATING
- INTENSE JEALOUSY

ITCH

Be seen by more eyes, appreciated for the work of art that I am.

AUGMENTATION NOISE

POWER TAGS

HIDDEN GADGETS

- SCANNERS AND DIAGNOSTIC TOOLS
- SECRET COMPARTMENT
- KNIFE LAUNCHER
- PAINKILLER INJECTOR
- FINGER LOCKPICK
- RESOURCEFUL
- OBTAIN NEW ATTACHMENTS
- HIDE MY SECRET LIFE
- HOLOGRAPHIC FACE MASK

WEAKNESS TAGS

- UNUSUAL WEIGHT DISTRIBUTION
- MANY DEVICES TO MONITOR
- COMPARTMENT DOOR JAM
- CAN'T SURPRISE THEM TWICE

ITCH

Surprise them with a new trick.

AUGMENTATION NOISE

POWER TAGS

REFLEX BOOSTER IMPLANTS

- INCREASED REACTION SPEED
- ADRENALINE RUSH
- BURST OF STRENGTH
- SLOW METABOLISM
- FILTER OUT TOXINS
- MENTAL CLARITY HORMONES
- BIOCHEMISTRY SET
- EXTREME SPORTS
- INJECT SOMEONE ELSE

WEAKNESS TAGS

- BODY CAN'T SELF REGULATE
- WITHDRAWAL SYMPTOMS
- BLOODSTREAM ALREADY FLOODED
- STIGMATIZED AS A JUNKIE

ITCH

Push my body to the limit.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

NOISE THEMEBOOK

CUTTING EDGE

The world is constantly changing, and one needs to keep running just to stay in place. But you don't want a participation trophy, you want to win. The newest is the best, so that's what you need.

Recently developed technologies, secret prototypes, and home printed experiments can all give you an edge.

This theme represents a devotion to keeping your gear up-to-date in the arms race of the street. You know that falling behind can mean taking a bullet that's a little too strong for your armor or getting your mind wiped by a psychic weapon that's just hit the market. In your downtime, you likely spend your time cruising cyberspace marketplaces or gossiping with mercenaries about what's hot this season.

The cutting edge is more than just guns and armor. It's technological experiments involving barely understood branches of science. You might even be a brilliant inventor yourself, testing out these gadgets in the field. Nano-technologies, weird energy fields, and even devices that harness magic (without fully understanding it) could all be at your beck and call. But be warned, these items aren't widely available because they are new and untested. In the wrong hands they could spell doom. Hopefully, not in yours and not to you.

CONCEPT

Think about your own opinions on your cutting edge technology. Are the developments in this field ultimately dangerous? Why is it worth the risk to you? How might widespread use of this technology change the world? Do people fear it?

Based on this, think about the answer to the question below:

? WHAT CAN YOUR TECH DO THAT COMMON TECH CANNOT?

- It's an experimental device or machine which _____.
- It's a superweapon that can _____.
- It's a new material with the properties of _____.
- It's a new procedure that can give one the power to _____.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Flesh out your idea with some details: When and how did you acquire your cutting edge tech? Through your own research or genius? Were you given it by someone else, and if so, why? Who owns the rights to this new tech? Are they seeking you out or hunting you down? How does it work and what does it look like? Does it require a laboratory or workshop? How do you protect others from the dangers this tech poses?

POWER TAG QUESTIONS

A **What cutting edge technology have you acquired?**

B What is the technology's most famous or infamous application?

C How might this technology be used in an unusual way, perhaps contrary to its intended purpose?

D What's dangerous about this technology, allowing it to be used as a weapon or a threat?

E How could this technology be used to pull you out of a bad situation?

F What trick or special maneuver can you do with this tech?

G What information does this tech feed to you?

H What knowledge, skill, or talent grants you control over this technology?

I What special life circumstance or personal relationship helped you get this technology?

J What high-tech outfit or heavy duty equipment do you don while using it?

WEAKNESS TAG QUESTIONS

A What is the primary limitation of this technology?

B What are the inherent dangers of this tech?

C What does this tech do to your mind or body when you overuse it?

D What is the one thing this technology can't be deployed against or applied to?

ITCH

Choose an Itch for this theme: A desire you must fulfill that can only be met through dangerous experimentation. For example:

- (Advanced AI) "Outthink everyone."
- (Hard light AR projector) "Avoid the physical in favor of the virtual."
- (Superhuman drug cocktail) "Do the most with each shot."

You can try exploring the following options:

- An experience or capability that simply isn't possible without the tech
- An application that challenges human nature or man's place in the universe
- A simple human urge greatly enhanced thanks to the possibilities granted by the tech

Ignoring this Itch means that you are losing your dependence on your Cutting Edge tech and the willingness to keep using it. Let everyone at the table know what could constitute suppressing this Itch.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- A member of the crew serves as your assistant in dealing with your Cutting Edge tech. Ask them how. (*assistant*)
- Another crewmember fears the implications of your tech on humanity as a whole or on your humanity. Ask them why. (*distrust*)
- A member of the crew knows something about your Cutting Edge tech that you don't, or has a vital skill you need to manage your tech. (*subservient* or *indignant*)

THEME SPECIALS

☐ **Amp Up:** Once per session, if you can ready yourself for an action involving your Cutting Edge tech, you may gain *amped-up-2* or a similar tier-2 status.

☐ **Modular Design:** Once per session, you may replace one of this theme's power tags with a new tag that represents a part, material, or code you substitute for another.

☐ **Occult Blueprints:** Choose and answer a power tag question from the Esoterica or Exposure themebooks that reflects magical methods used in the construction of this Cutting Edge tech. Write down the answer as a new power tag on this theme.

☐ **Still in Prototype:** Whenever you roll with tags from this theme and then suffer a status as a Consequence, you may increase the tier of that status by 1 and then mark an upgrade box on this theme.

☐ **Void the Warranty:** When you **Go Out In A Blaze** when using your Cutting Edge tech, if you risk this theme in a Significant or No Return sacrifice, you may treat a miss (6-) as a mixed hit (7-9).

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

THEME KITS

CUTTING EDGE NOISE

POWER TAGS

ADVANCED RAILGUN

RAIN HELL ON THEM | DETERRENCE | PIERCES ANY PHYSICAL BARRIER | PLOUGH THROUGH HORDES | USE IT TO TUNNEL | BATTLE HUD | GUNNERY | ARMS DEALER CIRCUITS | STABILIZING HARNESS

WEAKNESS TAGS

OUT OF AMMO | ENEMY'S PRIORITY TARGET | BLIND RAMPAGE | MAGNETIC FIELDS

ITCH

Reduce everything to atoms.

CUTTING EDGE NOISE

POWER TAGS

CLOUD OF NANITES

ALTER MATTER | TAKE OVER ELECTRONICS | DISINTEGRATE OBJECTS | CUSHION IMPACT | CRAFT A TOOL | COMPOSITIONAL DATA | MATERIAL SCIENTIST | ROBOTICS LAB JOB | CLEANROOM SUIT

WEAKNESS TAGS

WIND GUSTS | ROGUE NANITE CONTAMINATION | WREAKS HAVOC ON MY DNA | STRONG MAGNETIC FIELDS

ITCH

Leave nothing as it was.

CUTTING EDGE NOISE

POWER TAGS

CLOAKING JUMPSUIT

COMPLETELY INVISIBLE | SEIZURE-INDUCING STROBE | CLOSE RANGE KILLS | ADAPT TO ANY SPECTRUM | WHISPER IN THEIR EARS | SEE THEM WITHOUT MASKS | STEALTH | BLACK OPS OPERATIVE | SOUND MUFFLING TECH

WEAKNESS TAGS

SEE EVEN THE SLIGHTEST TEAR | DRIVERS CAN'T SEE ME | FRAYING IDENTITY | MASS DETECTORS

ITCH

Remain unknown.

CUTTING EDGE NOISE

POWER TAGS

CRYPTOGRAPHIC SKELETON KEY

DECRYPT ANY CYPHER | UNBREAKABLE ENCRYPTION | WALK THROUGH CYBERSECURITY | IDENTICAL FALSE CREDENTIALS | TAKE OVER BROADCAST | INTERCEPTED CORRESPONDENCE | MATHEMATICAL GENIUS | CRYPTO BAZAAR CONTACTS | JACKET WITH BUILT-IN HARNESS

WEAKNESS TAGS

REQUIRES MASSIVE COMPUTATION POWER | LEAK DAMAGING DATA | VR VERTIGO | OUTDATED SECURITY SYSTEMS

ITCH

Unlock all doors, learn all secrets.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CUTTING EDGE NOISE

POWER TAGS

EXOSKELETON SUIT

LARGE AND IN CHARGE | PROTECTIVE ARMOR | HYDRAULIC HAYMAKER | RUN VERY FAST | EXTRA LIFT POWER | STRUCTURAL SCANNER | CONSTRUCTION WORKER | CORPORATE INVESTORS | MECHANIC'S TOOL CHEST

WEAKNESS TAGS

HACKABLE | SQUISHY ALLIES | MUSCLE ATROPHY | TOO BIG EVEN FOR ME

ITCH

Fight big enemies, do big things.

CUTTING EDGE NOISE

POWER TAGS

FORCE FIELDS

DISRUPT ENERGY OR MOTION | ENTRAPPING SPHERE | USE IT TO CLOBBER | KEYED TO STOP PROJECTILES | SLOW FALLING MASS | ENERGY READINGS | APPLIED PHYSICS | INVENTOR PARENT | RADIATION SHIELDING SUIT

WEAKNESS TAGS

HUGE POWER REQUIREMENTS | SLOW-MOVING WEAPONS | SEVERE BURNS | CAN'T STOP GASSES

ITCH

Keep things separate and apart, everything in its place.

CUTTING EDGE NOISE

POWER TAGS

EXPERIMENTAL VEHICLE

100G MANEUVERS | IMMOVABLE MODE | INCINERATING SIDE SWIPE | TOO FAST TO HIT | CATCH SOMEONE MID-AIR | HIGH-SPEED MOTION SENSORS | NERVES OF STEEL | COMBAT PILOT | PERSONAL FORCE FIELD

WEAKNESS TAGS

RADIOACTIVE FUEL | COLLISIONS ARE FATAL | INTERNAL BRUISING | FORCE FIELDS

ITCH

Break the rules and don't get caught.

CUTTING EDGE NOISE

POWER TAGS

SELF-HEALING

WOUNDS CLOSE INSTANTLY | BREAK DOWN FOREIGN SUBSTANCES | TOXIC BLOOD NANITES | SELF-RESUSCITATING | SACRIFICE A LIMB | MEDICAL MONITOR | MEDICAL TRAINING | GENETIC LABORATORY | ACCELERATED REGEN GEL

WEAKNESS TAGS

REQUIRES NUTRIENTS | SOUGHT-AFTER BLOOD | CAN'T FEEL ANYTHING | EXTREME COLD

ITCH

Ignore the danger, I can survive it.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

NOISE THEMEBOOK

CYBERSPACE

Cyberspace was conceived as an innovative 3D way of navigating the Internet with virtual reality and providing a physical context to digital constructs such as data flows and security systems.

Thanks to direct neural connections and perfectly sensitive gesture tracking, the technology became ubiquitous.

But while in the past a normative person would only get to "the dark web" by knowing specific addresses or clicking the wrong link, nowadays one could accidently just walk there. The corporations have taken almost full control over the main cyberspace hubs, their Domains becoming the safe and secure Tangle. Spaces that are outside of these realms can be hostile, even deadly, yet that's where open enclaves can be found, where information can be free again. At the edges are the Spirals, where the machine intelligences once tasked with protecting cyberspace now roam its liminal spaces as digital monsters and the Mythoi flourish in a landscape built entirely of ideas.

To use cyberspace, instead of being used by it, one needs intelligence, savvy, reflexes, and powerful apps, and even then, you might get burned. Computer viruses and intrusion countermeasures can reach back through the connection and harm those who are not prepared, and Harnessed operators can bring the pain directly inside cyberspace. Few have the training, software help, and intense curiosity it takes to thrive in cyberspace. You are one such plucky soul, striving to turn the system against itself. Your programs are weapons and armor against the information structures of the net, and with them you siphon data and take over machines. And you are not alone: when your allies Harness to your console, you can be their guide through the dangerous subdomains.

CONCEPT

Think about your connection to Cyberspace. Why is your personality so bound up in the virtual world? What keeps you there? Is it that you have amazing cyber skills, or that you have a significant social life online? Are you trying to escape from something in the material world?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Based on this, think about the answer to the question below:

? WHAT DO YOU DO IN CYBERSPACE?

- My occupation as a _____ is conducted in cyberspace.
- I have an online community or circle of _____.
- I'm a cybersecurity expert specializing in _____.
- I explore cyberspace as a _____.
- I'm a refuge or a fugitive hiding in cyberspace.

Flesh out your idea with some details: When did you come to adopt cyberspace as your rightful home? Who do you know there? Where do you spend most of your time when you're online? What does your avatar and gear look like?

POWER TAG QUESTIONS

A Who are you in cyberspace?

B What valuable or enviable Cyberspace ability, quality, or asset do you have?

C What is your primary technical skill set?

D What specialized software or hardware do you use?

E How do you influence or harm others via Cyberspace?

F How do you protect yourself from being hacked or disconnected?

G How do you manipulate information or raw data?

H What is something spectacular or impressive you can do in Cyberspace?

I What illegal, subversive, or covert Cyberspace activity are you most skilled at?

J How does your digital presence come across?

WEAKNESS TAG QUESTIONS

A What meatspace problems interfere with your Cyberspace life?

B How do your programs or devices misbehave or malfunction?

C What digital vulnerabilities do you have that can be exploited by your enemies?

D Who is after you due to your activities in Cyberspace?

ITCH

Choose an Itch for this theme: A desire you must fulfill that can only be met in the virtual world. For example:

- (Data thief) "Access the most secure data."
- (Online Tourist) "See all the wonders of cyberspace."
- (Nearspace AR hacker) "Enslave the physical world."

You can try exploring the following options:

- The feeling you get when you engage in certain online activities
- The part of your past that drives you to seek online existence
- The benefits or pleasures of your cyberspace lifestyle

Ignoring this Itch means that you are losing your dependence on Cyberspace and are no longer interested in fulfilling the role you made for yourself. Let everyone at the table know what could constitute suppressing this Itch.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- You're the person who always helps one of them with their technology needs. Ask them how they react or repay you. (*tech support*)
- You met one of them online in a virtual space (video game, virtual world, marketplace, bar, etc.). Ask them where it was. (*online buddies*)
- You've stolen data from one of them, or perhaps impersonated them online. Ask them if they are aware of this, and what happens next. (*keeping secrets* or *bad blood*)

THEME SPECIALS

☐ **Avatar Flourish:** Whenever you Harness yourself or others, you may create a story tag representing an aesthetic feature for each Harnessed avatar. This tag lasts until the Harnessed mind disconnects.

☐ **Counter-Hacking:** Whenever you **Mitigate** a cyberspace attack with tags from this theme, you may also receive one free valuable detail (as in **Discover**) about the source of the Consequence.

☐ **Cyber-Daemon:** Choose and answer a power tag question from the Companion or Drones themebooks that reflects a helpful cyberspace entity you acquired. Write down the answer as a new power tag on this theme.

☐ **Undo:** Once per session, when you take action with tags from this theme and suffer Consequences, you may forego both the success and the Consequence, keep the spotlight, and do something else.

☐ **Visionary:** When you create something new with tags from this theme, whether in meatspace or in cyberspace, and roll a hit, you get one extra point of Power to spend on **Create** or **Bestow**.

Property of City of Mist. Issued to Jolan Arnaut. Order #215686

THEME KITS

CYBERSPACE NOISE

POWER TAGS

BUILDER OF WORLDS

AVATAR CONSTRUCTION | VIRTUAL OBJECT DESIGN | PORTABLE HARNESSING CONSOLE | ALTER VR PHYSICS | DESIGN VIRTUAL GUARDIANS | TURN DATA TO OBJECT | EFFECTS AND FANFARE | RUN WITH NO AVATAR | ARTISANAL REPUTATION

WEAKNESS TAGS

FORGET I'M IN MEATSPACE | OVERLOADED GRAPHICS PROCESSORS | RECOGNIZABLE WORK | VR HEIST HEAT

ITCH

Create as if you were a god.

CYBERSPACE NOISE

POWER TAGS

CYBERSPACE RUINS EXPLORER

EXPERIENCED SPIRALS NAVIGATOR | ANALYZE DIGITAL PHENOMENA | LONG HAUL LIFE SUPPORT BED | DATA-CUTTING BUZZSAW | HIGH-INTEGRITY AVATAR | ENDURE DATA STORMS | TRAVERSE DISUSED DATALINKS | OLD BLACKMAIL FILES | ECCENTRIC COLLECTOR

WEAKNESS TAGS

OLD SERVER SHUTDOWNS | TOO OLD TO INTERFACE | OUTDATED FIREWALL | ROAMING FERAL PROGRAMS

ITCH

Dig deeper to touch the core.

CYBERSPACE NOISE

POWER TAGS

CYBERNETIC HIJACKER

NEURAL LINK TAKEOVER | AUGMENTATION ENGINEER | CIRCUMVENT SAFEGUARDS | OVERHEAT ORGANS | SHUT DOWN WEAPONS | HARVEST PERSONAL FILES | MAKE HEARTS STOP | SET TRIGGER EVENT | AUGUR'S WORST NIGHTMARE

WEAKNESS TAGS

NO WIRELESS CONNECTION | FEEDBACK FROM CYBERWARE | COUNTER-HACKING | HUNTED BY MANUFACTURERS

ITCH

Pull on their strings like a puppet master.

CYBERSPACE NOISE

POWER TAGS

INFLUENCER

MOB OF FANS | LIVE STREAMING | CAMERA DRONE | TRASH A REPUTATION | BACKUP UPLINK | CONTROL THE NARRATIVE | MAKE IT ABOUT ME | START A RUMOR | STAR POWER

WEAKNESS TAGS

EASILY RECOGNIZED | OVERCROWDED CHANNELS | EASILY TRACKED DIGITALLY | OBSESSIVE FANS

ITCH

Be a part of every conversation.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CYBERSPACE NOISE

POWER TAGS

INFORMATION BROKER

- EXCLUSIVE INFORMATION SOURCES
- EXTRACT IMPORTANT INFO
- COMMS INTERCEPTION EQUIPMENT
- LEVERAGE INFORMATION
- HI-END ENCRYPTION SUITE
- REVISE THE DATA
- CONNECT THE DOTS
- TRACK ONLINE ACTIVITIES
- YOU CAME TO ME

WEAKNESS TAGS

- UNRECORDED INFO
- CORRUPTED DATA
- SEARCHING TAKES TIME
- DESPERATE CUSTOMERS

ITCH

Trade old info for new.

CYBERSPACE NOISE

POWER TAGS

POST-HUMAN INTELLIGENCE

- ENTIRELY DIGITAL
- SELF-PROGRAMMING
- SECRET HOME SERVER
- POSSESS A MACHINE
- SELF-REPLICATING
- PROCESS COPIOUS DATA
- BE EVERYWHERE
- FREE ENSLAVED PROGRAMS
- OUTTHINK HUMANS

WEAKNESS TAGS

- NO BODY
- VIOLENT CODE EVOLUTIONS
- ANOTHER INSTANCE OF ME
- AI POLICE

ITCH

Let go of human habits.

CYBERSPACE NOISE

POWER TAGS

INTRUSION SPECIALIST

- FIND BACKDOORS
- BYPASSING DEFENSIVE PROGRAMS
- CUSTOM NEURAL HARNESS
- CRASH SYSTEMS
- SILENT STALKING
- LOCATE HIDDEN FILES
- FAKE MY CRASH
- SILENTLY CRASH ICS
- MASQUERADE AS REAL USER

WEAKNESS TAGS

- REQUIRES CONCENTRATION
- WEAKER AGAINST ALERTED SYSTEMS
- EASY TO CRASH
- TRACE PROGRAMS

ITCH

Always control, never be controlled.

CYBERSPACE NOISE

POWER TAGS

ZEROED IDENTITY

- IMPOSSIBLE TO IDENTIFY
- EVADE SURVEILLANCE
- IDENTITY BLURRING GADGETS
- STEAL SOMEONE'S IDENTITY
- A NETWORK OF PROXIES
- ERASE DATA
- APPEAR OUT OF THIN AIR
- MAKE OTHERS ZEROED
- ANONYMOUS SABOTEUR

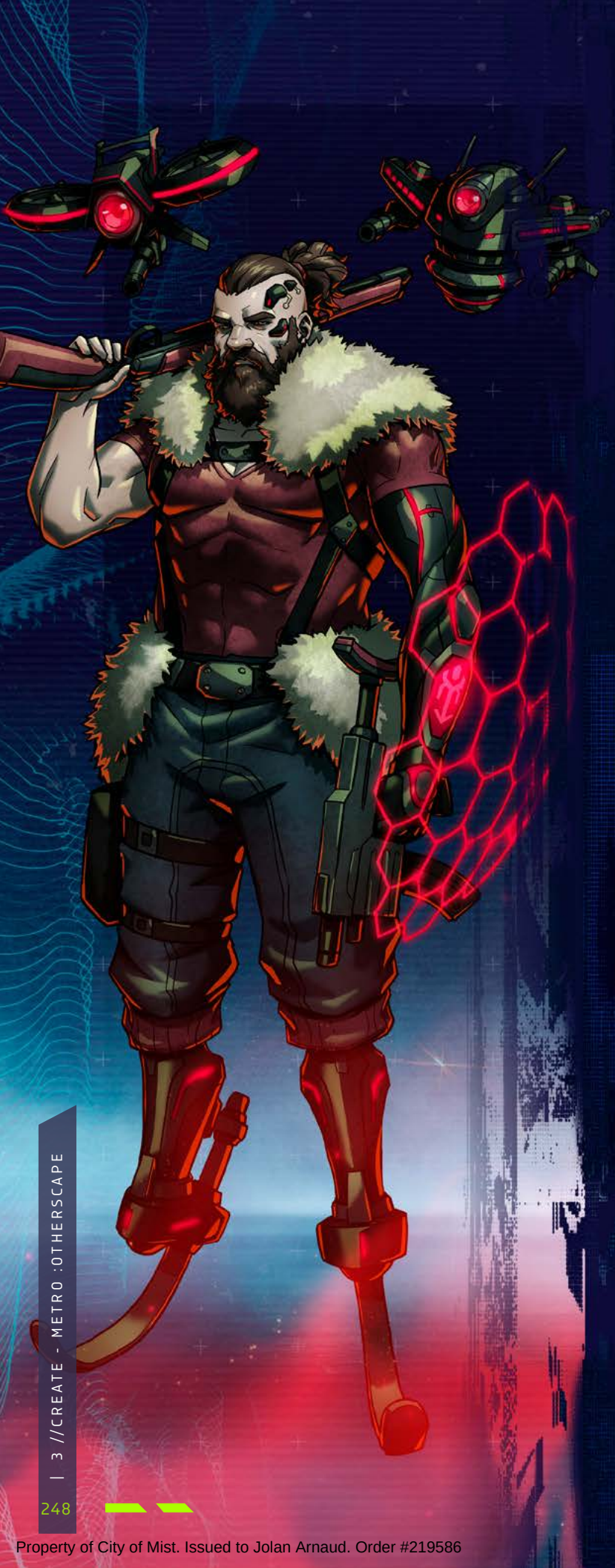
WEAKNESS TAGS

- NO IDENTITY DOCUMENTS
- CAMERAS CATCH GLIMPSES
- DNA TRACES
- THE AUTHORITIES

ITCH

Never reveal your true name.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



NOISE THEMEBOOK

DRONES

Self-driving vehicles came on the market around the time robotics caught up with our dreams of cybernetic pets. Spy drones and other unmanned weapons platforms turned the hobby of remote control into a military science.

These days professional roboticists and hotshot drone pilots are wielding powerful remote devices that allow them to control a device or be the device, to race, spy on, and take down their enemies. Masters of this skill are known for their calm under pressure and ingenuity.

Anyone can have drones, but for you, they're a part of your life. You've got custom gear, such as AR goggles and controller gloves, or a direct neural interface in your skull. Or perhaps you have a robotic sidekick, controlled by virtual or voice commands, or even fully autonomous. You've got that knack for talking to your machines, guiding them through our world, and getting them to execute critical tasks under pressure. You might be a smooth remote pilot, an AI programmer, or just someone who managed to get their hands on a wonderful, dangerous toy. One way or another, you have the ability to think outside your own body, work in tandem, or cajole expert maneuvers out of simple machines. Something about robots and drones speaks to you, perhaps because you have trouble relating to other people. Maybe because they tend to do what you say.

Your drones are secondary player characters and can take statuses and tags separately from you, see page 111.

CONCEPT

Think about your connection to your drones. In what ways do you rely on them? How are they an extension of your mind or body? Most importantly, ask yourself what role your drones play in your life.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Based on this, think about the answer to the question below:

? HOW DO YOUR DRONES SERVE YOU?

- They fight for me in _____.
- I rely on them in my everyday life to _____.
- They are essential to my job, helping me to _____.
- They fill the role of (family, friends, practice dummies, etc.) _____ in my life.

Flesh out your idea with some details: What do your drones look like? When did you acquire your drones? What education or other background allows you to control your drones? Which drone is your favorite and why? How do people react when they see your drones?

POWER TAG QUESTIONS

A What specialized drone technology do you employ?

B What single task do your drones do best?

C What unique skill set did you pick up in order to use this kind of drone?

D How do you use your drones against others?

E What special sensors or programming do the drones possess?

F What makes your drones more durable or reliable?

G What kind of transportation capabilities do your drones possess or provide?

H How could the drones be hidden, camouflaged, or made inconspicuous?

I What can your drones transform into?

J What drives you to utilize this kind of drone?

WEAKNESS TAG QUESTIONS

A How do you obsess over your drones?

B When are your drones unwieldy or unruly?

C How are your perceptions compromised while piloting your drones?

D What kind of maintenance do your drones regularly require?

ITCH

Choose an Itch for this theme: A desire you must fulfill that can only be met through this extension of yourself. For example:

- (Fabricator on wheels) "Create what I need, when I need it."
- (Synthetic animal friends) "Spend all of my social time with these friends."
- (Translator droid) "Always be heard and understood."

You can try exploring the following options:

- The place your drones take in your daily life
- The emotional attachment you have to your drones or the emotions you feel when you control them
- The need you have to use your drones as a proxy for yourself

Ignoring this Itch means that you are losing your dependence on your drones and stop using them as much. Let everyone at the table know what could constitute suppressing this Itch.

CREW RELATIONSHIPS

When creating the relationships within your crew, you can cast the other crew members in one of the following scenarios, after receiving their approval:

- One member of the crew is constantly breaking or playing with your Drones. Ask them what they're doing with them. (*pissed off*)
- You have a Drone tasked with assisting one member of your crew with something they do often. Ask them what this task is. (*supportive*)
- One of them thinks your Drones are the coolest things, and they keep hanging around where you operate the Drones. Do you like it? (*mentoring* or *need space*)

THEME SPECIALS

☐ **Asimov's First Law:** When you take a harmful physical status, you may have your drones take it instead of you (if possible).

☐ **Everywhere at Once:** Once per session, you can have your drones show up at a scene anywhere in the Megacity, if it's even remotely possible that they can get there.

☐ **Like Family:** Choose and answer a power tag question from the Affiliation, Personality, or Companion themebooks that reflects your treatment of your drones as family members or beloved pets. Write down the answer as a new power tag on this theme.

☐ **Self-Repairing:** Once per session, you may remove 2 tiers of a negative statuses or recover a burnt tag from your Drones.

☐ **Swarm Deployment:** Once per job, you may burn a tag from this theme to allow your drones to have a Scale of 2 for the duration of the scene.

Property of City of Mist. Issued to Jolan Arnaud. Order #215686

THEME KITS

DRONES NOISE

POWER TAGS

ANDROID SERVANTS

PROVIDE LUXURY AMENITIES | STAFF MANAGEMENT
SECRETLY BODYGUARDS | RULES OF ETIQUETTE
CAN'T BE PROVOKED | CARRY ME AWAY FROM HARM
NEITHER SEEN NOR HEARD | SIMULATED HUMANITY
BOSS PEOPLE AROUND

WEAKNESS TAGS

CAN'T STAND LITTLE MISTAKES
DROID LIBERATING VIRUSES | COMPLACENCY
MISSED PERSONALITY UPDATES

ITCH

Have the androids do it for me.

DRONES NOISE

POWER TAGS

MED WAGON

STABILIZE PATIENTS | EMERGENCY MEDICINE
BUILT-IN DRUG INJECTOR | DIAGNOSTIC EQUIPMENT
COMBAT MEDIC PLATING | FLYING VEHICLE
EASILY RESKINNED | TURN INTO A BARRICADE
THRIVES WHEN NEEDED

WEAKNESS TAGS

PLAYING GOD | ETHICS SAFEGUARDS
FOCUSED ON PATIENT | OUT OF SUPPLIES

ITCH

Patch up as many as you can.

DRONES NOISE

POWER TAGS

GIANT CONSTRUCTION ROBOT

LIFT HEAVY THINGS | CONSTRUCTION ENGINEERING
TITANIC STRENGTH | FIND STRUCTURAL WEAKNESS
DURABLE METAL FRAME | VTOL TRANSPORT
APPEAR TO POWER DOWN | WRECKING BALL
DESIRE TO REBUILD

WEAKNESS TAGS

SHOWOFF | SIMILAR DEMOLITION TARGETS
MORE DURABLE THAN IT SEEMS | HYDRAULICS LEAKS

ITCH

Reshape the Megacity.

DRONES NOISE

POWER TAGS

MOBILE WEAPONS PLATFORM

SEEK & DESTROY | TACTICAL LEADER
VARIABLE MUNITIONS | TARGET ACQUISITION
POINT-DEFENSE TURRETS | GUNNER CUPOLA
MILITARY CAMOUFLAGE | SPLIT INTO SMALLER UNITS
GLORY SEEKER

WEAKNESS TAGS

ALWAYS KEEPING SCORE | NEEDS A VISIBLE TARGET
DOWN SCOPE TUNNEL-VISION
TARGETING NEEDS RECALIBRATION

ITCH

Destroy all opposition.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

DRONES NOISE

POWER TAGS

RC RACING STAR

HIGH SPEED FLYING | FAMOUS IN SPORTS CIRCLES | OVERTAKE THE COMPETITION | COLLISION PREVENTION PROTOCOLS | SUPERIOR MANEUVERABILITY | HOLD ONTO IT | TINY & SILENT | PLUG INTO A VEHICLE | BURNING DESIRE TO WIN

WEAKNESS TAGS

SORE LOSER | LATENCY | COMPLETE VR IMMERSION | CRACKS IN THE CHASSIS

ITCH

Be the first to get there.

DRONES NOISE

POWER TAGS

SYNTHETIC GUARD DOG

VIGILANT | SECURITY PROFESSIONAL | HYDRAULIC BITE | MOVEMENT SENSORS | SELF-REPAIRING FLUIDS | DRAG TO SAFETY | SILENT SENTINEL | FOLDED MINIGUN | MACHINE EMPATHY

WEAKNESS TAGS

TOO ATTACHED | PROTECTS ME FIRST | ANXIOUS WITH IT | NEEDS ITS BATTERY TREATS

ITCH

Take my dog everywhere and do everything together.

DRONES NOISE

POWER TAGS

SPY SATELLITES

AERIAL VIEW | GOVERNMENT SATELLITE HACKING | ORBITAL LASER PLATFORM | WIDE-SPECTRUM SENSORS | APPROACHING DANGER ALERT | REAL TIME MINIMAP | TARGET IS OBLIVIOUS | PROJECT HARD LIGHT HOLOGRAMS | ONE STEP AHEAD

WEAKNESS TAGS

SECRETS I SHOULDN'T KNOW | GOVERNMENT RETASKING | OUTDOOR IMAGERY ONLY | OUT OF FOCUS

ITCH

Watch from afar.

DRONES NOISE

POWER TAGS

SWARM OF PROBES

SEARCH DANGEROUS PLACES | SURVEYOR | MANY FLYING PROJECTILES | FOLLOW THE TARGET | HARRY FOES | COORDINATED LIFTING | SCATTER FROM VIEW | MERGE INTO ONE | SAFETY IN NUMBERS

WEAKNESS TAGS

ANXIOUS SHEPHERD | TOO FAR APART | SCATTERED ATTENTION | LOW BATTERY

ITCH

Explore every nook and cranny.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

LOADOUT: STREET CATALOG

Before your *:Otherscape* characters embark upon a dangerous job, it's crucial to prepare specialized gear. The following tables contain the Street Catalog, featuring general and specific items that could be acquired and added to your loadout theme (see page 114).

These represent some of the more commonly used pieces of gear in the Megacity, for people such as the PCs (and their opposition), unless the MC says otherwise. New *:Otherscape* sourcebooks, such as *Tokyo:Otherscape*, present their own local Street Catalogs.

GENERAL AND SPECIFIC ITEMS

Each catalog section lists general items and specific items. **General items** are tags that describe the items typical to the category in broad strokes, with suggestions for features and flaws to mix and match as you see fit. As a reminder, every item (a single tag or a set of tags) can have one weakness tag, added by the MC or the player.

Specific items are individual products or services, with a name and a description, a set of 3 to 4 loadout tags, and a loadout weakness tag. The first loadout tag is always the item's name and is applicable whenever the item is useful; the second and third describe additional features or add-ons, that are relevant only in specific situations; and the fourth tag represents an entirely different aspect of the item or a quirk that it has such as an unusual way or approach of using the item, an emotion it evokes in its user or in others. A specific item might look like this:

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Gorts & Jasper KS-125 "Kiss Kiss" High-Precision Rifle	A long-range rifle known for its reliability and modular design.	***high precision rifle***, *long range*, *telescopic thermal sight*, *reliable*	*hard to conceal*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

LOADOUT THEME SPECIALS

When a loadout theme gets an upgrade (**Loadout Theme Upgrades**, page 134), the player may choose one of the following Specials to add to the theme.

☐ **Deeply Customizable:** Choose one item in your loadout theme. Once per downtime, you can add to your loadout theme a loadout tag that represents a feature or add-on of that item that can be used under specific conditions or for a specific purpose.

☐ **Fully Decked:** Pick a category in the Street Catalog. You now have all of its tags in your loadout theme and may activate any of them when Loading Up. This may be chosen multiple times for different categories.

☐ **Got A Spare?:** Once per session, you can duplicate a Loaded Up loadout tag representing a non-unique item and give that copy to one of your crew members or allies, while keeping yours.

☐ **Modded Out:** Once per session, when you roll with three or more positive loadout tags from the same set, you can swap a miss (6-) result with a mixed hit (7-9), or a mixed hit (7-9) with a strong hit (10+).

☐ **Repurpose:** Once between Loading Up and Loading Off, you may rewrite a Loaded Up loadout tag. It remains in its new version going forward.

☐ **Return Policy:** Once per downtime, you can replace one of the loadout tags in your loadout theme with a different one.

☐ **Spread the Wealth:** Your crew members may use your power tags when taking action to procure new items for their loadout theme (provided your power tags are relevant). You or other crew members cannot use the same tag in your procurement actions if they are happening at the same time.

☐ **Synergetic Gear**: Once per session, when you roll with three or more positive loadout tags representing different items, you can swap a miss (6-) result with a mixed hit (7-9), or a mixed hit (7-9) with a strong hit (10+).

Property of City of Mis... Issued to Jolan Arnaud. Order #219586

ACCESS & PERKS

These are types of accesses or privileges that last only a short time, or can be used only on a specific job.

Finding an appropriate supplier for a perk can sometimes be more difficult than finding other loadout items, because you're typically looking for something specific: the schematic of the Epis bunker, blackmail material over the hacker Deez, etc. The MC can represent this increased difficulty with a status affecting the procurement action. On the other hand, some groups would like to keep things looser; perks are an excellent way to use up wildcard loadout tags, when in the middle of a Domain break in you suddenly pull out the digital backdoor access you've "prepared beforehand".

Perk tags that are about access and availability are commonly used in quick outcomes to get into places. Others, which are about assistance and support, might be used with **Create** or **Enhance** to present something new to the scene, or **Restore** to safely recover.

A common Consequence while having a perk is simply losing it (burn tags).

GENERAL ITEMS

Items: *blackmail material*, *bribed bouncer*, *building schematics*, *VIP area access*

Features: *group pass*, *hard-to-trace source*, *status symbol*

Flaws: *conspicuous*, *recurring fees*, *unverified*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Certified corp ID	You obtained a legit corporate ID for accessing proprietary systems. It's not yours. Hope nobody misses it!	***certified corp ID***, *access to proprietary systems*, *access to corporate grounds*	*full authentication also requires PIN*
Digital backdoor access	A one-use code into a secure part of a Domain.	***digital backdoor access***, *silent entry*, *leaves no trace*, *administrative privileges*	*short window of opportunity*
Emergency treatment call	A rapid response medical team is standing ready to serve you.	***emergency treatment call***, *from missing limb to radiation poisoning*, *evacuation support*, *the situation is under control*	*hesitant to enter restricted areas*
Hacker on call	A hacker owes you a favor, or perhaps you've paid for their time.	***hacker on call***, *infiltrate a system*, *provide Harnessing assistance*, *cyberspace news*	*"Let me do my job"*
Private VR Domain	A private spot for meeting folks in VR with rotating encryption to ensure it remains invite-only.	***private VR domain***, *hidden in cyberspace*, *quick access*, *bespoke avatar*	*short-term lease*
Safehouse	You've secured a private, off-the-books location just in case things go badly and you need to lie low.	***safehouse***, *off-the-books location*, *emergency supply stash*	*a bit too far*
Smart car service	Subscription services for drone vehicles don't give you the most impressive wheels in the Megacity but the convenience is hard to beat.	***smart car service***, *sit back and relax*, *accepts custom routes*	*mundane use only*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

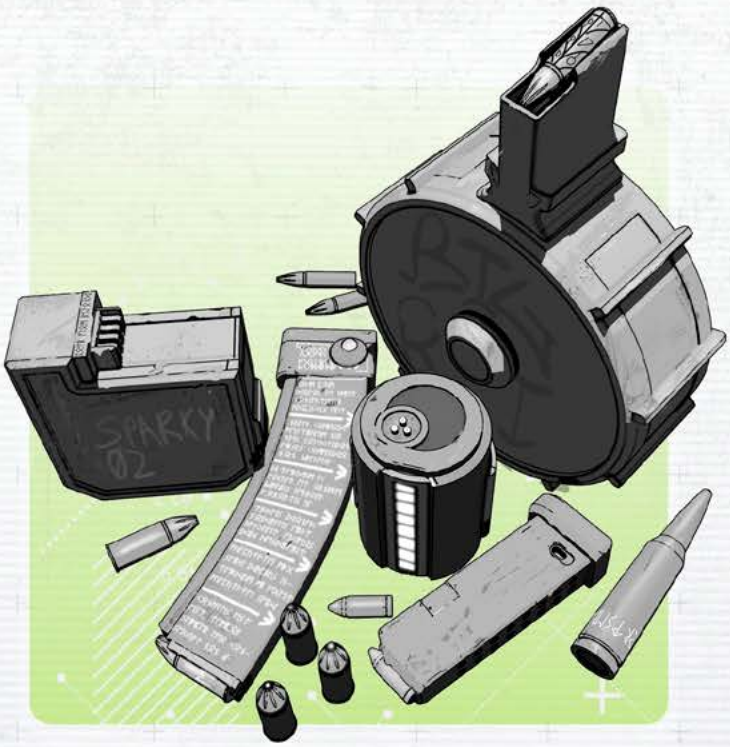
AMMO

Different types of ammo can be incredibly useful in a world full of different kinds of foes, but while specialist Mythic ammo exists (see for example **Weapon Witching, page 231), it's a rarity.**

For simplicity's sake, all ammo can be assumed to fit the kind of weapon the PC is usually carrying.

Ammo tags can be used to augment attack actions with weapons that use that ammo, or for rolls to reload (quick outcome) or mitigate Consequences of running out of ammo (such as burning tags or a *running-out* status). See "Supply Issues" under **Common Tech & Gear Statuses**, in the *Action Database*.

Ammo can be treated as a consumable tag (**Consumable Story Tags**, page 113). When a consumable item is consumed entirely in an action, the player should burn its tag for Power to reflect the greater effect derived from its one-time use (**Burning a Tag for Power**, page 122). Consumable tags can also be used normally to provide 1 Power per tag, in which case it is assumed the PC is rationing the use of this consumable item to gain multiple uses with smaller effect.



A common Consequence when using ammo is running out (burn tags).

GENERAL ITEMS

Items: *adhesive rounds*, *armor-piercing ammo*, *explosive cartridges*, *extra clip*, *high stopping power ammo*, *hollow points*, *non-lethal rounds*, *speed loader*, *tracer rounds*

Flaws: *contains duds*, *easy to misplace*, *heavy*, *highly volatile*, *slow to reload*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Fenix Corp Anti-Mechanoid Rounds	These specialized bullets can still damage a human but the internal EMP, conductive jacket, and piercing design are especially brutal against drones and cybernetics.	***anti-mechanoid rounds***, *localized electromagnetic pulse*, *armor-piercing*, *disrupt network connection*	*weak against humans*
Fenix Corp Tagger Rounds	These special rounds do not attempt to harm their target, and instead adhere to it. They send an encrypted GPS signal so the subject can be tracked.	***tracking rounds***, *encoded signal*, *tiny and silent*	*weak signal*
Kojima Security Tech M7 Electrostun rounds	These non-lethal rounds combine the blunt force of rubber bullets with the neutralizing power of a taser. Unlike these, they work well through armor.	***electrostun rounds***, *wet targets*, *ignores standard armor*, *flashy and loud impacts*	*grounded target*
Kojima Security Tech M8 Armor Piercing Bullets	These elongated bullets with high density cores are found in military supplies throughout Asia and, thanks to the black market, among criminal gangs too.	***armor piercing bullets***, *break through concrete*, *pierce through lined up targets*	*ineffective at long range*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

APPS, CHIPS & DATABASES

An app is any software that is run on one's device or neural computer. "Chips" is a catch-all term for a variety of thumb-sized devices that can provide new capabilities to one's cyberware while plugged in.

KOCMOC (page 49) sells hundreds of types of chips that make a person's cybernetic parts act without the need for mental command or skill, ranging from insta-mastering the latest dancing craze to just doing the dishes. Databases are not simply tables full of information, but also indexes and search UI that should usually be wired into one's HUD – either visor or neural – to be truly effective.

App tags can reinforce other activities or provide new functionality. Chips especially can allow a PC to roll something they might otherwise be unable to, such as speaking in a language they don't know. Databases are useful when trying to come up with answers, or analyzing a situation.

A common Consequence with software is having it *glitch*. A common Consequence when using chips is getting an unintended result – even military spec chips can't handle every situation a merc might find themselves in.

GENERAL ITEMS

Items: *cheap Harnessing app*, *Epis office tools*, *KOCMOC [mundane skill] chip*, *most wanted database*

Features: *adaptive design*, *insta-loader*, *memory saver*, *smart search*

Flaws: *distracting notifications*, *doesn't play well with others*, *glitchy*, *memory guzzler*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Drone operator HUD	A heads-up display giving detailed read-outs on drone performance and response, available from a variety of vendors and for a variety of devices.	***drone operator HUD***, *drone safety protocols*, *auto-pilot programming*, *access sensory data*	*divided attention*
Emotive damper	A software that runs on neural implants. Overrides the brain's emotional centers to temporarily interrupt their signal. You still feel the emotions but your expression is blank.	***emotive damper***, *poker face*, *display desired emotion*	*strong emotions are hard to surpass*
Gorts & Jasper Integrated Weapons Link	A paired weapon accessory and HUD (attachable to visor or eye implant), this technology calculates optimal firing angles, and presents ammo management and aiming reticles.	***weapons link***, *precise aim at small targets*, *trick shots*, *movement tracking*	*visual data overload*
MentalMap Geographic Database Subscription	A detailed mapping software hardwired into your brain implant or AR display, including a GPS connection.	***geographic database***, *realtime GPS guidance*, *various info layers*, *reviewer recommendations*	*everything private is censored*
MentalMap Language and Culture Assistant	With so many different languages and cultures floating around the Megacity, it's handy to have an AI silently helping you not to insult the wrong person.	***language and culture assistant***, *cultural advice*, *sound like a native speaker*	*communicate complex concepts*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Nu-Phase Body Snatcher	Released to the market without proper experimentation (so they say), this chip bundle allows two users to link their visual fields and other sensory inputs, and share apps.	***neural sensory and app linking***, *access each other's apps*, *coordinated movement*, *haptic linking*	*disorienting lag*
Santos-Krupp Medical Database IV	A full medical reference database integrated with full sensory support and visual HUD indicators.	***medical database***, *diagnose according to physical metrics*, *first aid support*, *excuse me I'm a doctor*	*doesn't know Mythoi*

ARMOR

Given the situations mercs commonly find themselves in, it's considered standard practice amongst most to wear some kind of body armor or protection.

Armor can range from reinforced clothing to a full-metal battlesuit. Most armors take some time and effort to don or doff, and some even require an assistant to help.

Armor tags can be used to mitigate incoming injuries, although many have additional features that are useful in specific situations.

A common Consequence when wearing armor is having it break (burn tags).

GENERAL ITEMS

Items: *arctic survival jumpsuit*, *bullet-proof vest*, *corpwear armored suit*, *fire-retardant suit*, *reinforced duster*, *threat scanner*

Features: *armored gloves*, *ballistic inserts*, *helmet*, *hidden pouch*, *inconspicuous*, *riot shield*

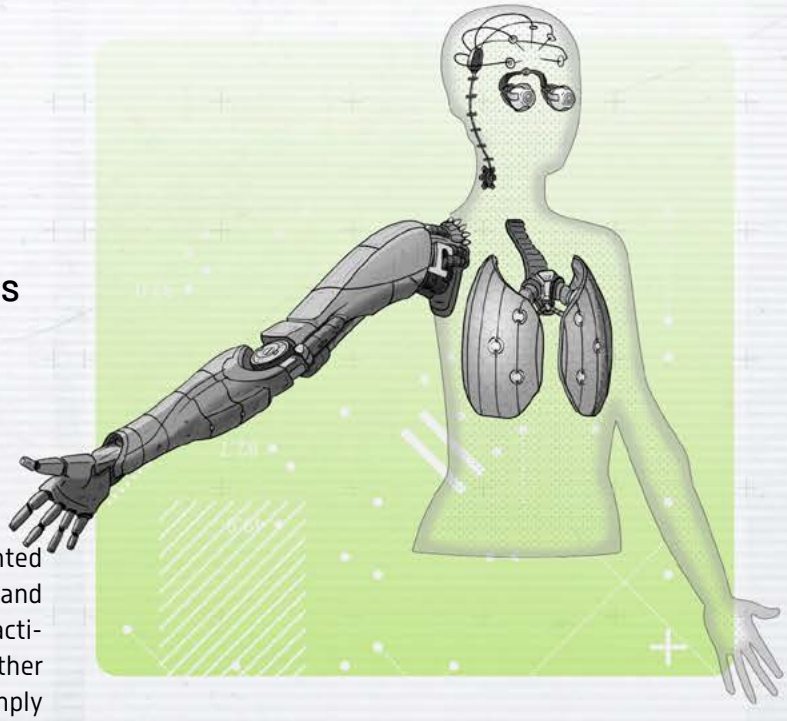
Flaws: *ablative*, *heavy*, *susceptible to [attack type]*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Fenix Corp Electronic Warfare Suit	Popularized by an amateur designer and street mercenary, this protective jacket comes with peripheral plugins and signal jammers.	***electronic warfare suit***, *disrupt cyber attacks*, *peripheral plug-in ports*, *flak jacket material*	*battery drains quickly*
Lexington Arachnis Camouflage Suit	This full body suit's main feature is an active camouflage mesh that grants chameleon-like invisibility, allowing the user to blend with their environment.	***camouflage suit***, *best when standing still*, *Kevlar protection*, *thin and light*	*slow adaptation*
Lexington Sherwood Tactical Vest	This flexible, reinforced carbon nanofiber vest is designed to stop blades and bullets alike. It's easily foldable and surprisingly lightweight, which made it one of the most common armored vests in use.	***tactical vest***, *blade resistance*, *ballistic resistance*, *foldable and lightweight*	*only covers the chest*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
UrbanWar Riot Armor	This armor-helmet combination made of polycarbonate platings is modeled after the everyday protective suits used by police worldwide.	***riot armor***, *sturdy*, *helmet-mounted display*, *stand aside I'll handle this*	*bulky*
UrbanWar "Urban Assault" Lightweight Base Jumping Armor	Constructed with smart materials and reinforced with "super-silk", this suit can equip webbing between the arms and legs to allow high-velocity gliding through the Megacity.	***base jumping armor***, *retractable parachute*, *webbings*, *daredevil*	*high winds*

BODY ATTACHMENTS & CYBERNETICS



Cybernetics appearing in this catalog are not permanent fixtures of the PC's body, but temporary modifications. Still, some can be quite difficult to apply or remove and might require an operation lasting an hour or more.

Permanent cyberware can nonetheless be represented by loadout tags. Burnt cyberware loadout tags can stand for cybernetics that must go through some form of activation to become useful at a superhuman level (whether maintenance, charging, tuning, etc.). Or, they can simply represent implants of secondary importance that won't be a focal point in the coming job, even if narratively they retain their full usefulness (imagine a TV series about a protagonist with cyberware but in some episodes we don't see them activate it).

Cyberware tags empower the specific activity they were designed for (super acute eyesight), or allow for a completely new activity (speaking through radio). Most require active use but others, such as dermal plating for example, are used in mitigation of incoming harm.

A common Consequence with cybernetics is having it *overheat*, *glitch*, or even misbehave in a way that *injures* their user.

GENERAL ITEMS

Items: *aesthetic appendage*, *blood toxin filters*, *boosted nervous system*, *brain accelerator*, *built-in Harnessing console*, *comms implant*, *cyber ears*, *cyber eyes*, *cyber legs*, *cyber tail*, *cyber wings*, *cyberarm*, *exo-skeleton*, *extra limbs*, *face-altering mesh*, *hand-eye link*, *internal scanner array*, *neural link*, *neural visor*

Features: *appears organic*, *durable materials*, *EMP shielding*, *firmware updates*, *high-end software*, *impressive*, *internal firewall*, *long battery life*, *powerful servo-motors*, *reliable*, *retractable [weapon or device]*

Flaws: *draws attention*, *glitchy*, *heavy*, *neural noise*, *scar tissue*, *unwieldy*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Apex CN62-s Power Legs	This thin, light synthetic exoskeleton is mounted on the legs, providing improved running, jumping, kicking, and swimming capabilities.	***power legs***, *enhanced jump*, *continuous effort*, *confident gait*	*aches and pains*
Apex VI-80 "Halcón" Wings	These striking wings unfold from shoulder-mounted storage with lightweight metal frames and carbon fiber "feathers." Popular among thrill seekers.	***wearable wings***, *slow gliding*, *compact design*, *thrill seeker*	*at the whim of winds*
Elysian Blades Retractable Quick-Blade	A flat forearm bracer with a retractable blade, released or retracted with muscle control.	***retractable quick-blade***, *quick stabbing motion*, *hidden in bracer*, *surprise factor*	*fragile blade*
Epis Cranius Headcomms	This tiny comm device is placed in the ear and integrates with visors and implants for sending and receiving audiovisual messages. Includes subvocal mic for very quiet responses.	***head comms***, *private network*, *range booster*, *quiet discussion*	*too much chatter*
Fenix Corp Carbon Dermal Plating	Figure-hugging carbon fiber protection bonded to the host's skin which can deflect weapons, bullets, abrasive environments and more.	***dermal plating***, *deflect melee weapons*, *shielded vitals*	*weak to bludgeon trauma*
Navachar Electronics "Nazar" Multispectral Lens	The new industry standard, this contact lens allows its user to see in visible, thermographic, ultraviolet, and other specialized wavelengths, including zoom and microscopic.	***multispectral lens***, *zoom and microscopic vision*, *video recording*	*visual overload*
Osprey Enhanced Carbon Fiber Muscles	Dense, semi-synthetic muscles custom grown on a carbon fiber mesh for each host and attached to the body in a one hour surgery. Greatly increase strength, but rot and drop after about a day.	***carbon fiber muscles***, *enhanced stamina*, *push to the limits*, *don't mess with me*	*overreach and harm yourself*
Shielded thoracic cover	Popular among smugglers and other semi-legal professions, this synthetic skin compartment is adhesive to the skin, placed over a small item to hide it from scanners.	***shielded thoracic cover***, *avoids most scans*, *shock-absorbing memory foam*	*bouts of pain*
Talonwerks XR-11 High Capacity Nerve Overcharger	Talonwerks has long set the standard for nerve boosting. This button-sized device is attached to the back of the neck, improving reaction time.	***nerve overcharger***, *precision movement*, *super quick reflexes*, *programmable movement*	*muscle spasms*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CYBERSPACE

This category includes everything to do with bridging the network, for whatever reason (usually it's to do some damage, let's be real here).

As such, it includes hacking software, electronic warfare devices, and even services that aid the hacker in attacking, defending, or simply existing online.

Some of these tags can only be used in cyberspace, to navigate, interact with, or change digital constructs or the environment itself. Cyberspace is built on top of meatspace, however, and so electronic warfare tags can be used when tracing or jamming opponents, or when trying to prevent them to do the same, while in the physical world. See also **Cyberspace** in the supplement *:Otherscape Action Database*.

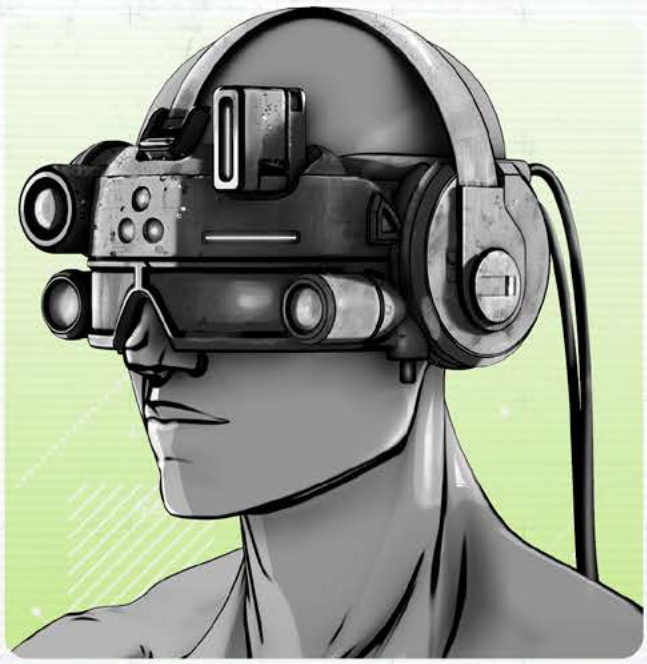
Common Consequences with hacking software are having it *glitch* or make the system *alert*, or possibly *tagging* the PC.

GENERAL ITEMS

Software: *brute force app crasher*, *code analyzer*, *comms tap*, *credentials forger*, *decryptor app*, *deepfake app*, *firewall*, *firewall buster*, *hacker brain-fryer*, *malcode remover*, *proxy service*, *security-disabling virus*, *source tracer & locator*

VR Models: *[object]-shaped VR construct*, *[persona]-shaped avatar*, *environment editor*, *VR clone tool*, *VR invisibility app*, *VR shield*, *VR weapon*

Features: *fast loading*, *innocuous signature*, *low requirements*, *robust coding*



Flaws: *consumes resources*, *easily traced*, *glitchy*, *illegal*, *signature code*, *takes a moment to load*

Hardware: *"anywhere" satlink*, *comms implant*, *computing device*, *crystal-state datadrive*, *custom carryall*, *datapad*, *electronics workbench*, *Harnessing console*, *neural net*, *signal jammer*, *surge protector*, *VR goggles*

Features: *burner*, *EMP shielding*, *heatsink coolant rig*, *integrated firewall*, *lots of RAM*

Flaws: *easily overheats*, *janky graphics*, *one generation behind*, *phantom signals*, *weak battery*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Astra-10 Electronic Blanket	This small device shields signals in a small radius, making all digital activity inside the zone undetectable from the outside.	***electronic blanket emitter***, *disable incoming signals*, *provide false sensory reading*	*highly affected by metal*
Astra-10 Personal Security Field Spammer	While Astra-10 bills these as protective devices against being attacked by hostile drones they are more often used for vicious Denial-of-Service attacks.	***EM field spammer***, *denial of service attack*, *disable drones*, *disable AR*	*overheating*
Gordian Exploiter	A popular decryption program that is methodical and subtle in its approach.	***crypto-breaker software***, *subtle touch*, *leave to soak all night*	*takes time to set up*
Harness overclocking mods	Open source mods for pushing Harness softwares past their design limits, used by the coder when creating or adjusting avatars.	***Harness overclocking mods***, *create peak performance avatar body*, *grant OP ability*	*must pick from pre-designed templates*
Nu-Phase Kicker Console	For those serious about digital security nothing beats the Kicker, a top-tier security console from the enigmatic engineers of Nu-Phase. Also useful for going on the offensive.	***cybersecurity console***, *top-tier cybersecurity*, *cyberattack mod*, *active warranty*	*not designed for Harnessed use*
Nu-Phase Wireless Sniffer	A small, discreet device for detecting and pinpointing wireless signals in the vicinity.	***wireless sniffer***, *analyze signal*, *discreet*	*distracted by countless other signals*
Packaged custom private Domain	A private Domain, pre-customised (several templates are available), that can be "released" anywhere in cyberspace as a small pocket dimension.	***custom private Domain***, *various amenities*, *fits everywhere, safe refuge*	*short-lived*
Quicksilver Avatar Mask	A software distributed by the hacker collective Quicksilver, that scans and copies another user's avatar, allowing for Harnessed disguises.	***avatar mask software***, *copy emotes and idle animation*, *library of disguises*	*requires many details to be precise*
Shever Brute Force Exploit	A popular forced-entry software that is very effective at breaking encryption quickly but also very loud and obvious.	***brute force exploit software***, *shatter defensive constructs*, *ollateral damage*	*conspicuous*
Smarter Jack Connection Tracer	Safety-minded users who wish to avoid scams sometimes use this program to narrow down just who they are talking to and where they are located.	***connection tracer***, *identify physical location*, *identify user's account*, *inconspicuous operation*	*"Stall them, I need 30 more seconds!"*
Smarter Jack Identity Buffer	Violent disconnections are the bane of anyone who travels the Spirals (and Harnessed mercs). This powerful utility gives the brain a few more seconds to adjust to meatspace, which can make all the difference.	***identity buffer***, *refocus and stay calm*, *quick and safe disconnection*	*doesn't play well with other brain augs*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

DRONES

A drone is any device that can be controlled from afar, usually mobile. They come in a huge variety of forms and functionalities, and most can be controlled verbally or receive commands through a connected device.

Almost all drones carry some default programs that allow them to be semi-autonomous. Unless they have a tag for it, however, it's likely rudimentary and unsophisticated. A roll is required only if the drone is asked to perform something its programming doesn't account for.

Drones are secondary characters under the PC's control. Their tags can be used as support for a PC's actions if the drone is around to help, adding its relevant tags to the action performed. Drones can also be used to handle things from afar, and in some cases the PC doesn't even need to be in the scene in order to take action through their drone. In these situations, however, it's rare that any other tag can be used in conjunction with the drone's. If needed, the MC can give the drone a *wrecked* Limit, but with it being a loadout item it usually makes more sense to burn the tags if the drone comes under attack. See also **Operating a Drone** in the *Action Database*.

A common Consequence with drones is having them act in a way that does not align with their user's wishes.

GENERAL ITEMS

Items: *android assistant*, *carrier drone*, *surveillance drone*

Features: *anthroform*, *auto-stabilization*, *long battery life*

Flaws: *easily damaged*, *hardcoded*, *stiff controls*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Acciaio Clandestine "Chirurga V" Military Strike Drone	A sleek, stealthy drone capable of carrying impressively heavy weapons despite being able to fit in a backpack. The most common assassin drone on the market.	***strike drone***, *stealthy flight*, *mounted weaponry*, *sleek*	*mediocre recoil stabilizers*
Apex TB-X Swarm-Linked Microdrones	A collection of twenty 3cm drones capable of operating as a coordinated swarm or individually.	***swarm-linked microdrones***, *self-sustained flight*, *coordinated surveillance*	*delicate*
Epis Canine Companion Drone "Rex"	A canineform drone intended to be a helpful companion and support unit for paramilitary groups, often retooled as a combat drone.	***canine drone***, *attack protocol*, *support protocol*, *electronic scent detectors*	*slow reaction time*
NM3 Industrial Mechanoid Loader Mark II	A common sight in industrial settings, these giant, durable drones are sometimes repurposed for arena brawling or as towering weapons.	***industrial mechanoid loader***, *very strong*, *towering threat*	*lumbering*
NM3 Unfolding "Backpack" Arachnid III	When stowed, this drone looks like a hard-shelled backpack. It unfolds into a spider-like, agile drone the size of a large dog, which sees much use in urban exploration and rescue missions.	***backpack arachnid drone***, *wall crawling*, *enter tight spaces*, *durable*	*slow-moving*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ENHANCERS

If you've got a biological body, you can probably make it do some *crazy stuff* if you "biohack" it. The drugs available on the Megacity's markets, both regulated and over-the-counter, can kick your metabolic processes into another level – if only for a short while.

Many enhancer tags can be used to create beneficial statuses representing boosted biological functions. For example, characters who take Nitro can **Enhance** themselves to gain a status such as *nitro-reflexes*. If the drug is of low-quality (such as Nitro), once this beneficial status is removed, it's replaced with *hungover* with the same tier. See also **Performance Enhancement** in the supplement *:Otherscape Action Database*.

Enhancers can be treated as a consumable tag (**Consumable Story Tags**, page 113). When a consumable item is consumed entirely in an action, the player should burn its tag for Power to reflect the greater effect derived from its one-time use (**Burning a Tag for Power**, page 122). Consumable tags can also be used normally to provide 1 Power per tag, in which case it is assumed the PC is rationing the use of this consumable item to gain multiple uses with smaller effect.

Many drugs, especially low-quality ones, are *addictive*. This can be reflected as an Threat followed by the Consequence of getting *addicted* (with mitigation at the discretion of the MC, as usual). This status can be temporarily ignored by taking more of the drug, but it becomes relevant again once the effect wears off.

GENERAL ITEMS

Items: *downer*, *focuser*, *upper*

Features: *heightened reflexes*, *numbing*, *undetectable*

Flaws: *addictive*, *illegal*, *trippy*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Anchor	This prescription drug is subscribed to people who suffer from cyberspace delirium, a common issue among people who disconnect from VR way too fast.	***Anchor***, *be here and now*, *negate cyberspace delirium*, *see through illusions*	*addictive*
Nitro	A common street drug that is sold in small canisters of neon-yellow color. Gives you a boost when you need it, making you faster, stronger, and psyched-up.	***Nitro***, *shake off tiredness*, *ignore pain*, *artificially excited*	*addictive*
Rapid healing nanobots	A number of companies produce syringes or pastes of nanobots that accelerate their host's natural healing.	***rapid healing nanobots***, *pain relief*, *toxin filtering*, *healthy glow*	*can't handle the Mythic*
Santos-Krupp X-2031 ("Mindsharp")	A military drug that made it to the street, Mindsharp focuses your senses to fixate on a task or read microexpressions in interrogation subjects.	***Mindsharp***, *focus on a task*, *sharp senses*, *read microexpressions*	*blindsided*
Sunspot	Originally a rave drug, a modified version of this hyper stimulant is used by street mercs to put themselves on high alert.	***Sunspot***, *shake off tiredness*, *long term drug-fueled wakefulness*, *focused attention*	*rebound fatigue*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

GARMENTS & FASHION

Clothes make the merc, but maybe don't bring them into a gunfight. While some of these outfits can double as armor, in general, these are not meant to be taken into the field.

Clothing tags can be used to make an impression with a quick outcome or **Influencing** to make them *dazzled* by you, for example. Some accessories might have additional functions that assist with specific actions – or mitigate specific threats, such as being scanned or identified.

A common Consequence with complicated and smart clothes is simply having them a wardrobe malfunction. In social situations, attractive fashion can be impressive but it can also evoke *envy*. Where appropriate, clothing that shows affiliation to a faction can help to communicate and to garner their support, but can also lead to the PC being targeted by their adversaries.

GENERAL ITEMS

Items: *[corp] uniform*, *[subculture garment]*, *electrifying cape*, *fashionable outfit*, *gang jacket*, *hoverboots*, *nightlife wardrobe*, *security uniform*, *telescopic eyewear*, *video-rig necklace*

Features: *authentic*, *blend in the crowd*, *grab attention*, *hidden pockets*, *integrated scanner*, *luxurious*, *weather-resistant*

Flaws: *expensive*, *flimsy*, *limited motion*, *requires recharging*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Biometric masking formalwear	These clothes, which must be tailored to you, are perfect for formal occasions. They are laced with technology to prevent you from being identified in scans, possibly giving false readings.	***biometric masking formalwear***, *fancy*, *give false readings*	*interfere with cyberware*
Data crystal jewelry	Combining fashion with pragmatism, this stunning piece of jewelry contains a large-capacity data storage in the lattice of the crystals.	***data crystal jewelry***, *encryption*, *geotagged*, *stunning jewelry*	*requires a unique port to access*
Privacy hood	In an age of constant surveillance, this hood disrupts digital recording to blur your face and mask your profile.	***privacy hood***, *disrupt attempts to access my gear*, *mask my profile*	*also dampens useful network connections*
Smart fabric formalwear	A formal outfit made of the latest smart fabric tech, shimmering in patterns, adjusting shape, and responding to other smart fabric outfits.	***smart fabric formalwear***, *holographic emitters*, *wardrobe database*, *sharp dresser*	*wear and tear*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MERC GEAR

Every job requires a different set of tools. The following tags cover a wide range of gadgets, devices, and equipment that mercs may find need of in their jobs.

A common Consequence with gear is having it break (burn a tag).

GENERAL ITEMS

Items: *army knife*, *concealed holster*, *corrosive acid canister*, *first aid kit*, *gas mask*, *holo projector*, *kitbag*, *polymer rope*, *rebreather*, *repair kit*, *secured data stick*, *structural scanner*

Features: *durable*, *easily concealable*, *extra supplies*, *light*

Flaws: *breaks easily*, *cumbersome*, *exhausting*, *poor quality*, *requires setup*, *runs out easily*, *slow operation*, *unwieldy*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Astra-10 Autocracker and Sequencer	An automated lock picking device that works on any lock, physical and electronic.	***autocracker***, *detect alarm triggers*, *safecracking tool attachments*	*rusted or broken locks*
Astra-10 Biometric Replicator	A professional forging device capable of 3D printing contacts, fingertip covers, and breath capsules to fool biometric scanners.	***biometric replicator***, *duplicate sample*, *small sized*	*limited by cartridge size*
Astra-10 Encrypted Wrist Comm	A wrist-mounted audiovisual communications unit that is linked with up to a dozen others through cyberspace.	***wrist comm***, *capture and share video*, *reactive encryption algorithms*	*signal interference*
Epis Personal Assistant AI "Leigh"	The leading companion AI on the market, these programs track user's habits to better deal with daily life. Often cracked to help with less legal operations.	***personal AI***, *organize operations*, *provide statistical insights*, *ease into new habits*	*misunderstandings*
Epis Portable Cybernetics Scanner	Fast scanner, handheld or upright, that detects any implants. Ostensibly used for security checks in public areas they are just as often used for street security.	***cybernetics scanner***, *detect implants*, *implant analysis*, *fast*	*very limited range*
KOCMOC Medkit	The standard first aid kit, featuring smart bandages, basic painkillers, synthetic skin sprays, and other fast fixes.	***medkit***, *get you back on your legs*, *defibrillator*, *here to help*	*limited supplies*
Nanoware disguise kit	This illegally modified 3D printer produces latex face disguises that can fool face recognition apps.	***nanoware disguise kit***, *copy sample*, *emergency mask repair*	*confused by non-human features*
Navachar Electronics "Essence" 3D Scanner	This wand-like device takes three dimensional scans of an object to create models suitable for 3D printing or inclusion in a VR.	***3D scanner***, *measurements and details*, *multispectrum scan*, *quick processing*	*objects with multiple parts*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
NM3 Machinist's Helm	Headset and visor that x-rays machines and devices, displaying internal schematics and matching them with its own internal database.	***machinist's HUD***, *understand hidden features*, *large design database*, *get your hands dirty*	*metal shielding*
Osprey Adaptive Climbing Gear	These gloves and boots feature micro-adhesion surfaces to help with climbing.	***adaptive climbing gear***, *grappling gun backup*, *polymer rope*	*moisture*
Osprey Artificial Gill Breathers	A device that either straps over your mouth or is held between teeth, rapidly processing water into oxygen to allow you to breathe underwater.	***artificial gill breathers***, *dive computer*, *at home in water*	*dirty water*
UrbanWar Grappling Hook	Almost every Megacity district has more than enough highrises, towers and utility poles to justify the use of a grappling hook in tactical warfare.	***grappling hook***, *grippy climbing rope*, *magnetic hook*, *swing between buildings*	*crumbling anchoring*

SOURCE-TOUCHED ITEMS

The following are mostly "generic" Loadout items that grant Mythic powers can be Sources in and of themselves, but are more likely to be items Touched by a Source: either items created by a Source or items exposed to a Source.

Examples can be a vial with the blood of a Mythic being that emerged out of a Thin Place, or a weapon blessed at such a place; a talisman prepared with the right Esoteric knowledge; a garment woven in a magical Relic loom; a legendary drug produced by an Avatar; and so on.

The following are generic Sources that can be matched with many different Mythoi. Such items are relatively plentiful in the merc world, and therefore are just as likely to be found in the hands of the crew's opposition.

When a Source is first examined, its true nature and powers might not be obvious; the MC can ask for a roll to see whether the PCs identify what a Source does. See also **Identifying a Source** in the supplement *:Otherscape Action Database*.

Sources can do almost anything, and so their tags can also have countless uses, depending on the Source itself. Most can be used to achieve a "mundane" outcome – one that can normally be achieved with non-magical abilities – adding to tags from other sources, but some Sources might also be able to create an effect that is wholly magical. Such magical actions can benefit only from the Sources's own

tags, and perhaps some suitable tags from the PC's Mythos themes. Sources can also grant the ability to mitigate a danger that the PC would otherwise be unable to.

Some Sources, such as potions, can be treated as consumable tags (**Consumable Story Tags**, page 113). When a consumable item is consumed entirely in an action, the player should burn its tag for Power, to reflect the greater effect derived from its one-time use (see **Burning a Tag for Power**, page 122). Consumable tags can also be used normally to provide 1 Power per tag, in which case it is assumed the PC is rationing the use of this consumable item to gain multiple uses with smaller effect.

A common Consequence with Sources is to have them behave in a manner fitting their Mythoi but against the PC's wishes, such as by inflicting *cursed* or *charmed*.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

GENERAL ITEMS

Items: *blessed water*, *flight-giving feather*, *ghost-appeasing chant*, *girdle of giant's strength*, *good luck talisman*, *invisibility ring*, *ironskin salve*, *locator spell*, *lulling lyre*, *magebane dagger*, *monster-slaying ointment*, *silent-kill whetstone*, *spider-climbing charm*, *spirit-binding salt*, *suit of beguilement*, *wristband of flames*, *wyvern blood rejuvenating shot*

Features: *discreet*, *long lasting*, *stronger [at time / in place / if condition]*, *stronger against [being]*, *stronger against mundane*, *stronger against tech*

Flaws: *activated with blood*, *attracts [being]*, *easy to dispel*, *needs recharging*, *noticeable*, *only works [at time / in place / if condition]*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Aegis	A replica of the shield carried by the gods of ancient Greece, protective against nearly any blow.	***magical shield***, *deflect attack*, *awful to behold*, *stand your ground*	*cumbersome*
Demonic pendant	This necklace bears an evil sign, which connotes bad omens but also a dark and powerful force.	***demonic pendant***, *inflict bad luck*, *command malicious spirits*	*weaker in daylight*
Glass of True Vision	Looking through this rounded shard of sea glass lets you see through illusion and the true form of shapeshifters.	***glass of true vision***, *see through illusions*, *penetrating stare*	*takes a moment for the vision to clear*
Healing potion	A magical cure-all, an excellent but costly solution to open wounds and broken bones.	***healing potion***, *close wounds*, *mend bones*	*cyberware*
Leyline map	An ancient map showing the convergence points of various mystical powers.	***leyline map***, *helpful navigation*, *tap earth energies*	*outdated*
Otherworldly contract	A tightly worded contract with a devil, a fae, or some spirit, to provide a service.	***otherworldly contract***, *summon helpful familiar*, *preternatural advice*, *careful articulation*	*small print and loopholes*
Prayer beads	Commonly used to count the prayers you have made, this Source strand has been blessed or otherwise consecrated.	***prayer beads***, *protection from demons*, *blessed guidance*	*sarcastic user*
Prayer beads, explosive	Demonic beads, full of negative energy, ready to be thrown. You can see the black vapors and hear the cackling.	***explosive prayer beads***, *demonic fire*, *blast radius*, *disrupts magic*	*indiscriminate damage*
Somber markings	Makeup made from human ash, used to mark the face and offer protections against ghosts. Occasionally provides visions of the lands of the dead.	***somber markings***, *ghost placation*, *see into the underworld*	*creepy*
Trapped spirit	Within this glass sphere is a trapped vicious spirit. Shattering the glass will release its wrath, hopefully towards your enemies.	***trapped spirit***, *telekinetic assault*, *hectic scream*	*indiscriminate targets*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

VEHICLES

You might have bought yourself a giant truck, but unless you keep it maintained and fed with fuel (by Loading Up), it's just sitting there. Vehicles can also be rented, stolen, or borrowed ("I'll give it back exactly as it was, I promise!").

Vehicle tags are used mainly in a chase or a firefight, or when traversing a landscape during a journey. Driving or flying in normal conditions does not require a roll – you narrate moving together with another action (see **Narration**, page 85). Roll only when piloting is difficult or dangerous because you're under fire, maneuvering in tight alleys, not sure where to go, landing in difficult conditions, bypassing a road hazard, etc.

If needed, the MC can give the vehicle a *wrecked* Limit, and the vehicle can later be **Restored** with appropriate skills and tools.

Common Consequence with vehicle handling is temporarily losing control or losing speed during a chase or escape.

GENERAL ITEMS

Items: *chopper*, *gyrocycle*, *hand glider*, *hover car*, *hoverboard*, *jet ski*, *parachute*, *personal aircraft*, *rusty ground car*

Features: *armored*, *firewalled*, *jet fuel injection system*, *neural piloting*

Flaws: *accident-prone*, *guzzler*, *poor handling*, *stolen*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Gyeong Motors V-260 Sports Car	Fast and agile, this particular model features many useful integrated devices.	***sports car***, *superior handling*, *integrated devices*, *symbol of wealth*	*minimal safety features*
NM3 Armored Utility Car Mark V	A secure transportation option with multi-layered armor panels and active threat sensors.	***armored car***, *low center of gravity*, *active threat sensors*, *don't even try me*	*slow and steady*
NM3 Hawk-2 VTOL flier	Market leader among paramilitary groups, this vertical take-off and landing (VTOL) vehicle is trusted to do almost any job.	***VTOL flier***, *thick armor*, *long flights*, *reinforced against EMP*	*strong winds*
Qhaos Pro-Level Hoverboard	A widely known name in vector-thrust hoverboards. Designed to soar several meters above the ground, the daring go even higher.	***hoverboard***, *daredevil tricks*, *cool factor*	*sharp turns*
Taipan E5X "Venom" Motorbike	A favorite among street warriors, thanks to its built-in weapon mounts.	***armored motorbike***, *fast in the streets*, *weapon mounts*, *drive and shoot*	*weak chassis*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

WEAPONS

There must be a physical limit to the number of firearms a single person can carry, and we are sure you're going to do your best to find out what it is.

Weapons are only rarely inconspicuous. That being said, in many parts of the Megacity it's not rare to see people openly carrying a sidearm, and bystanders won't bat an eye as long as the person appears respectable and the weapon isn't *too* big.

Weapon tags are used almost exclusively when attacking.

A common Consequence with weapons is having a jam (burn the tag).

GENERAL ITEMS

Firearms: *assault rifle, heavy pistol, hunting rifle, machine-pistol, minigun, pocket pistol, rail gun, revolver, shotgun, sniper rifle, submachine gun, tactical rifle, taser*

Cold Weapons: *army knife, baton, bayonet, broadsword, ceremonial dagger, composite bow, crossbow, garrote, katana, knucklebuster, morningstar, rescue ax, shurikens, spear, staff, whip*

Explosives: *[frag/stun/smoke/sleep gas] grenades, airstrike laser pointer, anti-personnel mine, grenade launcher, rocket launcher*

Features: *custom-made, defensive, easily concealed, extreme range, full-auto, hair trigger, high caliber bullet, intimidating, IR sight, large magazine, mono-molecule edge, quick reload, smart targeting, telescopic sight, unarmored targets, untraceable, wide spread*

Flaws: *cheap make, cumbersome, inaccurate, often jams, tends to rust, unwieldy*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Acciaio Clandestine "Pop Out" Articulated Sidearm and Brace	A metal bracer that fits over the forearm which activates with a gesture to unfold into a flechette pistol pressed into your palm.	***sidearm and brace***, *flechette ammo, quick draw, surprise factor*	*thick sleeves or gloves*
Acciaio Clandestine "Riservato II" Silenced Pistol	With built-in gas absorbers and a friction-less barrel, this pistol barely makes any detectable sound when fired.	***silenced pistol***, *point blank shot, concealable*	*inaccurate at long distance*
Elysian Blades Monofilament Longsword	The edge of this alloyed steel blade is lined with a synthetic wire just a few molecules wide, the sharpest edge that machines can make.	***monofilament longsword***, *cut through armor, custom scabbard*	*must be handled very carefully*
Gorts & Jasper 81-V Shotgun	Designed for an "old-fashioned" feel but constructed using modern materials, this short-barrelled shotgun is incredibly popular.	***shotgun***, *wide spread, underbarrel grappling hook, old-fashioned*	*recoil*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Gorts & Jasper KS-125 "Kiss Kiss" High-Precision Rifle	A long-range rifle known for its reliability and modular design.	***high precision rifle***, *long range*, *telescopic thermal sight*, *reliable*	*hard to conceal*
Happy Hunting! P-23 Disposable Sidearm	A cheap plastic pistol sold in vending machines, designed to break down shortly after being fired.	***disposable pistol***, *easily concealed*, *easily disposable*, *neon punk look*	*cheap make*
Kikuchi Corp DS "Deep Clean" Minigun	A large, portable mounted weapon with a drum magazine, this minigun fires off thousands of rounds every minute.	***minigun***, *break through cover*, *armor piercing*, *scary big*	*not exactly "aimed", more like "pointed toward"*
Kikuchi Corp DX "Bleach" Flamethrower	A compact flamethrower with a metal-wrapped feed hose and a lightweight backpack of fuel cells.	***flamethrower***, *ignite flammable material*, *control the heat*	*fuel explosion risk*
UrbanWar Paralyzing Taser	A small, compact electroshock weapon that fires paired supercharged barbs, for non-lethal takedowns and electrical mayhem.	***taser***, *cybernetics scrambling*, *maintain contact for extra charge*	*grounded targets*
UrbanWar Retractable Staff	A carbon fiber 1.5m staff that telescopes down to a length small enough to fit in your pocket.	***retractable staff***, *mechanical leverage*, *carbon fiber construction*, *surprise factor*	*needs room to swing*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CHAPTER 4

//RUN

Resources for the Master of Ceremonies

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

PUSH THE ACTION

This chapter is intended for the Master of Ceremonies. As the MC, you have multiple roles at the table:

You are the host. You manage the conversation around the table by moving **the spotlight** between players and from the players to yourself. Only a player who has the spotlight can take actions and affect the scene.

You are the narrator. You describe the scenes in your groups' shared story and introduce challenges and complications that the player characters (PCs) have to overcome. You also portray the non-player characters (NPCs) present at those scenes, such as supporting cast, people on the street, victims, villains, and other parties of interest.

You are the referee. Whenever there is a doubt regarding the rules, such as which outcome to use, which Effect matches the description or which tag is applicable, you make the final decision.

To do all of the above, remind yourself to:

- **Respect the players**, both as an audience and participants.
- **Respect the rules** of the game.
- **Respect the job**, the details you've prepared before the game.
- **Improvise** based on your imagination, and considering your **cinematic considerations** and common sense.
- **Do what is fair**, especially regarding the distribution of spotlight between the players.

The rhythm and rules of your role as the MC during play are described in **Chapter 2: //PLAY**. This chapter covers some of the considerations that will help you create a great *:Otherscape* series and the tools to create your own series, jobs, and Challenges.

NARRATING OTHERSCAPE

The lowdown on narrating *:Otherscape*, focusing on your cinematic considerations, which determine how you use the rules in **Chapter 2: //Play**. This section hones in on what makes the *:Otherscape* experience unique, from giving life to its themes to the difficulties of meatspace and cyberspace interactions.

DESIGNING A SERIES

A general overview of the two main ways to approach an *:Otherscape* series: as a disconnected sequence of jobs united by the PCs' personal journey, or as a coherent campaign revolving around a single story. In both you'll need Key Players, the series' main antagonists.

HANDLING JOBS

Intricate advice on constructing jobs of all kinds and what makes them interesting and distinct, whether you're designing beforehand or need to come up with new ideas on the spot during play.

CREATING CHALLENGES

A step-by-step guide to building thrilling Challenges or customizing existing ones to better fit your crew.

CHALLENGE DATABASE

An array of premade Challenges for use in your jobs and series. Useful right off the page, or as templates and examples for your own Challenge building. This section also includes **Power Sets**, which are add-ons of specific power sets which you can attach to any Challenges.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

NARRATING *:OTHERSCAPE*

Narrating an *:Otherscape* game relies on your imagination and creativity. You'll find yourself having to come up with scenes, characters, and intel. Even if you run a premade job, like the one included in this book – **Strings Attached**, page 334 – you'll find yourself wondering what status to inflict, or how to describe an action taken by an NPC.

Below we've collected some advice and things to consider when running an *:Otherscape* game that will help you give your series the feeling of a cyberpunk work of fiction and, at the same time, keep things cinematic and engaging for your players.

To better understand how cyberpunk stories unfold, it's good to immerse yourself in the genre. **Read Chapter 1: // Imagine**, and use imagery and tropes from comic books, movies, books, and TV series, especially those that reflect the series and crew concepts of your game (**Series Setup**, page 145).

CINEMATIC CONSIDERATIONS

THINK DYSTOPIAN

Emphasize the atmosphere and mood. Your *:Otherscape* game is a gritty cyberpunk story about a Megacity where lives are cheap and humanity is at stake. Keep this mood alive by describing the neon lights, pollution discoloring the buildings, silhouettes of street toughs holding machine guns, and the whine of flying drone propellers.

Make the Megacity feel alive. Describe to your players all the trappings of a bustling, dynamic, always-online, crime-ridden megalopolis. Strange people who behave bizarrely are around every corner, part of some VR movement, a subculture, a marketing campaign, or a cult. Foreign accents and weird aesthetics are commonplace.

Make your NPCs real and human. Give them inner conflicts, make them weak and flawed, give them desires and habits. Have an NPC reveal, in facial expression, words, or behavior, a human side of them. Once in a while, even a foe might express unexpected sympathy with the PCs' cause, a Noise-headed contact might become shy when receiving

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

a compliment, a lab technician might show creativity by having a poem on their desktop, and a supplier might show sudden gratefulness by adding a bag of cookies to the ammo crate. This should be rare, used as a counterbalance if the game becomes too saturated with cynicism.

Keep NPCs morally gray. Make the good guys slip up: get carried away, distracted, or succumb to their urges or desires. Make the bad guys relatable: compromised by a third party, in the wrong place at the wrong time, or desperate. While some characters can be clearly good or bad, most should be a complex mix of both.

Keep things messy, with loose threads. Avoid letting the player characters figure out exactly what's going on in any given scene. There are always more forces at work behind the scenes, hidden motivations, and connections yet to be revealed. The Megacity is complex and many different actors may be influencing events, both mundane and Mythic.

FOCUS ON THE PLAYERS

Keep the PCs central to the story. Have your NPCs make the wrong choices or get to the wrong conclusions. Assume that if there's no PC around, things will get worse because everyone else is too emotional, logical, drugged, fucked-up, or have a powerful motivation to do something awful. For things to go right, a PC needs to take action.

Ask provoking questions. Ask the players about their character's feelings and dark past. Ask about the happenings in the scene, what catches the PC's attention. Let them describe and add details, and then use their answers in play.

Provoke their motivations. The Identities, Rituals and Itches chosen by the players are buttons you can press on when you want to infuse personal drama into a situation.

Force the players to make hard choices. Offer the player two Consequences, both just as bad, such as choosing between letting the evil scientist upload her consciousness into cyberspace (**Escalate the Situation**) or heroically thrust their metal cyberarms into the power source to cut short the upload (get a status).

Respect and question the tags. Every power (and weakness) tag describes something about the character that is important for the *player*. Respecting a tag means allowing the PC to succeed without even rolling; questioning means pushing against it to see what happens. Both approaches emphasize the dramatic importance of the tag. See **Adjudicating Player Actions Based on Tags**, page 89, and **The Seasoned Expert Standard**, page 277.

CONTROLLING THE FLOW OF INFORMATION

There are a ton of secrets in every job: What Challenges await behind the corner, what they can do, who else is involved and might show up, when will the employer show their true face and betray us all, and so on. There's a lot of information on your side of the table, with much of the game involving you presenting this information to the players, gradually throughout the job. Some of this info doesn't exist yet – you'll come up with it during play – and some might be imagined up by the players. But it's always you who has the final say on if something is "true" in the fiction, and when to reveal it as such.

You should be thinking about information not only as a means of progressing the story, as PCs find out where to go next, but also as a way of telling the job's backstory. Reveal who the main players are, and show some of their "wants" and "pushes" (see **Vectors**, page 290). Even if not right away, the PCs should be able to piece together what led to the current situation or uncover the villain's evil plot, thereby making the story make sense and hold meaning.

Clues revealing what might be waiting next, capabilities of Challenges, or motivations of the bad guys, can be particularly useful as short-term rewards for successful rolls and even as a means of blunting the sting of failures. Each scene should reveal a little more about what's going on in the world. Characters should always come away from scenes knowing where to go next, who to be angry at, or what's at stake in the bigger picture. The emotional groundwork you're presenting through revealed clues in the first few scenes is priceless – when the players finally discover who is behind the wolf-eared Source-wielder that destroyed their safehouse, the payoff will be awesome. But they have to be able to gather some clues on how to find this person, or at least, to know to expect they'll show their face again. Err on the side of revealing too much, because you can always come up later with another secret behind the secret.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

GRITTY VS. CINEMATIC NARRATION

:Otherscape is a cinematic game, which means that scenes often feature fast paced action that flows like in a TV show or a movie, and game sessions should ideally not get bogged down in mundane detail.

At the same time, it is also intended to be a gritty game, which means that it should be challenging, suspenseful, and sometimes bloody. These could be seen as competing ideals, but weaving the two together is certainly possible, even though it's a skill that needs to be developed.

CINEMATIC EMPHASIS

Whenever possible, jobs, scenes, and the overall storyline of your series should feel a bit over the top. The crew should go up against cool-looking villains with cool weapons and cyberware, fighting against cool backgrounds. While many cyberpunk protagonists are antiheroes, the PCs should nevertheless have heroic moments, battling for their survival and sometimes the future of the entire Megacity.

Players of characters in a cinematic game need to be given a bit of leeway when it comes to their actions. If a player wants their PC to do something cool and movie-like, you should help them work out a tag combination that could execute it, even if the chances are slim; a hero should at least be able to *try* to jump off a bike while shooting with two SMGs. They might fail, but even on a miss, something cinematic happens – because you can inflict a Consequence.

Try to use movie logic whenever possible. In real life, the gas tanks on vehicles have been specially designed to keep from exploding, but movies tell us that a stray bullet, electrical bolt, or sudden impact could cause a ball of fiery explosion. If it suits the narrative and makes the scene awesome, you could let a PC (or Challenge) go ahead and blow up a vehicle by targeting the gas tank. You probably don't want to let a player have his character just go around blowing up cars left and right outside of chase scenes and gunfights, but if the scene will be better for it, it should happen.

GRITTY EMPHASIS

In order to keep things cyberpunk and dystopian, a bit of gritty difficulty can help. That means not holding back on damage and complications, particularly those that reverse fortunes, provide setbacks, or make the player say, *"woah, shit just got real"*. Try not to go overboard with this or your game may garner a depressing tone. Use the rules as written to make sure Challenges feel tough to beat yet not impossible. Keep the story full of potential enemies popping up unexpectedly to escalate things. But don't throw a grenade into the room *every* time – you want to keep the players on their toes, not turn them paranoid.

Another element of gritty storytelling is zooming in on human issues. Show the consequences of corporate greed, government dysfunction, street level problems, and the everyday struggle to find meaning in a world bombarded with meaningless Noise. Everything should be personal, which means most NPCs need names and drives, at times even complex motives and backstories. When a computer virus shuts down the cybernetic hearts of the elderly in the city, the PCs should ideally know someone impacted and want revenge. That wasn't just some insidious hacker "prank" – that virus killed Old Mary, one of the only people over 60 the crew ever met. She gave them shelter when no one else did, because she dared to trust them. She used to get them to pick up her groceries from the corner store when she wasn't feeling well. Now she's dead and ideally the crew should care about that, giving them a motivation to act and an immersive sense of a palpable fictional world.

THE SEASONED EXPERT STANDARD

One basic premise of job-based games is the **seasoned expert standard**. This is a guideline which says that a character who is a professional should be treated as such. As MC you should therefore treat most PCs as capable of doing their part of a job (any highly synchronized operation) with skill. In general, they won't make mistakes unless the situation is dramatic or dangerous. Even if a roll is invoked and the player gets a miss, the Consequences should arise out of the situation, not a humiliating failure on the PC's part.

A typical PC is assumed to know how to be a merc, but the player might not, particularly in a fictional setting such as this. This means the player should feel comfortable to ask the MC basic questions about how to best proceed and get straight answers, whether it's a logistical topic or a clarification about a social situation. Their characters are used to the rough and tumble social structure of the street and should know when they're about to make a boneheaded move. If a player describes what would be a *faux pas* in the fiction of the world, point it out so that they have a chance to reconsider.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

A seasoned expert will not forget to bring basic tools or weapons, just because their player neglected to mention doing so. A PC should be allowed to try almost anything that makes sense for their character, even if they don't have appropriate tags. For example, it's safe to assume a cat burglar has some lockpicks, a gunslinger has some ammo, and a hacker has a few programs. Basic actions taken by a specialist in their field of expertise should be considered certain, which means they should only be rolled for if they're also dramatic. If the locked door is leading someplace unimportant, the infiltrator should simply succeed when they're picking the lock.

Sometimes the MC would like to require a tag (**For the MC: Adjudicating Player Actions Based on Tags**, page 89) or a player would like to have the right tag, and that's what wildcard loadout tags are for (**Wildcard Loadout Tags**, page 115). This allows characters to always have just the right tool at the right time, which makes them feel like capable professionals who packed what would inevitably be needed.

SOMETHING INEVITABLY GOES WRONG (AND THAT'S A GOOD THING)

Counterbalancing the seasoned expert standard is the **principle of inevitable chaos**. As ready as a PC might be, the world is simply too complex and something unexpected will happen – possibly a very dangerous something. Jobs need to have the occasional injection of chaotic downturns of fortune, otherwise they run so smoothly that no drama happens. Fortunately, you have Consequences, exactly for this reason.

The degree to which you utilize Consequences to shake things up will have a big impact on the tension of the story. Consequences that arise from missed rolls are always fair play – the player invited them – but you should have a light touch on the trigger. Usually, **Escalating the Situation** or **Presenting a New Challenge** are better used after a critical moment, to add drama and stakes, rather than seemingly at random after some action failed. Having a security robot activate just as a PC is fleeing a security area is far more dramatic than just putting it behind the next door during the initial exploration. Timing is everything.

See the *Action Database* for countless suggestions of Consequences that make sense in specific situations.

THE OVER-PREPARING PLAYER

Some players tend to fully invest themselves in planning and preparation scenes, trying to get every last bit of edge they can, to be as prepared as super-humanly possible. This can be time consuming and the other players are meanwhile left unengaged.

There are three ways to mitigate this. Firstly, it can be useful to remind the players of the seasoned expert standard. It can be assumed that a group of professionals will cover all the major issues that might crop up on the mission. The players don't need to try and account for the normal problems typical of a job of this kind. It's okay for the group to just move on to the action and let everyone assume that problems that crop up will only be those caused by Consequences, rather than player negligence.

The second way to mitigate overplanning is forcing the story to move forward by use of a Consequence. This should only happen if the group is truly dawdling and ignoring the seasoned expert standard. If a group is taking its sweet time, you should present a Threat to show the timetable is not waiting for it, then follow with a Consequence if the Threat is ignored. Maybe the target changes their travel plans. Maybe the crew's employer needs things to happen sooner. Maybe the PCs learn that if they don't act soon, the target will have far more security to back them up, a common trope in merc stories. Whatever the reason, the crew needs to take action or their window of opportunity is going to close.

Finally, you can use the **Flashback** and Prep Sequence rules (page 125) to cut out long preparation before a job. Dive straight into the action and have the story flash back to the PCs past preparations whenever they come across an obstacle that they would have prepared for.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HACKERS, HARNESSING, & OPS SUPPORT

A staple of cyberpunk and modern thrillers is the hacker who stays back at the headquarters or in the van, while the rest of the team actually goes on the mission.

This is a necessity in a tech-heavy setting – someone needs to be in charge of dismantling digital threats, and there's usually no reason for them to be in the field. A similar conundrum is presented if a player wants to have a character who stays behind as the "guy in the chair", providing ops support such as intel, live surveillance, or leadership.

:Otherscape easily supports this style of play, since none of the rules are inherently local. A player can take an action for something that happens elsewhere, by a secondary character, and a distant Challenge can inflict a status. It all depends on the tags you use, and no place is safe from Consequences.

The question isn't if it's doable, it's whether everyone is having fun in such a scenario and whether this makes sense for every scene. If the group needs to chat with a local gang to find out who they're working for, they might all come out just for numbers. But when they need to pull the trigger on a break in, sending the heist experts and muscle out might make more sense, with support staying back in the van.

There's a balance here that each group will need to figure out for themselves, and which could change over time. The intelligence analyst might eventually want to go out into the field, maybe after replacing a theme. The hacker might want to take matters into their own hands and grab a gun, especially if an Identity or an Itch is on the line.

Occasionally the happenings in cyberspace are important enough to justify a lot of airtime, but that runs the risk of making the job all about the hacker, with the other crew members waiting "outside". *:Otherscape* solves this with the existence of Harnessing technology. Effectively, all members of a crew are potential hackers, since if they Harness, they can use all their real-world abilities in VR. This means that brutes and brains alike can be quite capable in cyberspace jobs, albeit in different ways: The brute can hit as usual, while the brain can hack the environment itself.

Property of City of Mist. Issued to Jolan Arnaud. Order #215668

DESIGNING A SERIES

Your game is a series of jobs and side adventures played over many sessions, during which the crew and the player characters grow, change, and maybe leave or die.

As MC, your role as the facilitator of the game means helping to put the player characters into situations in which their morals are tested, goals are threatened, and growth is required. Though the crew may look at each job as a discrete mission, unconnected to the others in the series, you know the big picture.

Cyberpunk as a genre is about the evolution of the human condition towards something far from normal, the individual's upward trajectory compared to a stagnant system. Over the course of the series, you can choose to interweave themes and guide events so that a narrative unfolds and each character is given the catalyst for their own evolution.

GATHERING IDEAS

SERIES SETUP WITH YOUR PLAYERS

When planning out your series during **Series Setup** (page 145), it's important you listen to your players and pay attention to the kinds of characters they are creating.

If someone comes up with an idea that seemingly doesn't fit the crew concept you've all decided on, ask them to explain it or adjust the series concept accordingly, with everyone's approval. The characters need to be the kind people who will do the kinds of jobs that fit your crew and series concept.

Write down for yourself any "hook" that seems interesting and worthy of exploration. Consider the following questions:

- Does anyone have a Ritual you'd especially like to see them defy, an Identity you'd like to see questioned, or an Itch you'd like to see them succumb to – or resist? Focus on one or two for each player.
- Are there NPCs, loved ones, mentors, assistants, colleagues, or others, who feature in a PC's personal story that could easily be put in danger?

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- Is there an obvious narrative arc that one or more player characters seems primed to enact, like redemption, revenge, or opening up? What kind of story would naturally lead to this kind of growth and change?

While this is happening or later on your own, you can start asking yourself questions that can help you develop an overarching narrative for the entire series. Things will change, and frequently, so don't try to build a coherent, single script. Instead, decide on several **Key Players**, the main organizations that face off against, or sometimes join with, the crew.

Consider the following questions:

- What kind of villain or adversarial organization naturally goes up against this kind of crew?
- Do any of the characters have enemies right off the bat? Could the enemies of different player characters work together against them, or become united by some other force?
- Are any of the player characters currently on the run or being hunted by an organization?
- Is the group totally mercenary or do they have a cause they care about? What organization is involved with that cause?

PAYCHECKS AND MISFITS

There are many ways to play *:Otherscape*, but they can generally be mapped between the two following poles, each is a series structure focused on a different element of the game. While you can try to push toward one or the other, either could rise up naturally during play, depending on what you as a group come to decide is important and interesting – so be attentive and flexible.

- **Paycheck Series.** Also called "character-driven", this game is defined by a series of jobs, often of escalating difficulty and importance, but the jobs don't really matter. The major narrative arcs we care about are personal for each PC, as each character is changed by the things they've seen and the deeds they've done. Certain jobs could stand out as dramatically relevant and perhaps custom suited to specific members of the crew, but the overall structure of the series is episodic, with each job a separate story.
- **Misfits Series.** Also called "story-driven", this game is defined by the misadventures of the crew as a group who faces off against constant and repeated opposition. It focuses on the intrinsically outcast or renegade nature of the characters and their relationship with authority, a corporation, or people from their own past. The crew might go on a few jobs for cash here and there, but the focus is on surviving the attention of a Key Player, getting revenge against them, or otherwise "beating" this foe.

You can sit down with your players during Series Setup and decide on one of these two approaches together, or you could play it by ear and see where the narrative takes you. No job goes to plan and both the players and the dice will often surprise you. A dramatic twist in an early job could easily be the launching point for a series based around a Key Player who was ultimately behind the job, turning a Paycheck series into a Misfits one as everyone around the table comes to agree that this Key Player needs to be *taken down*.

This approach allows the players to get the satisfaction and drama of having their characters react authentically to events happening in their lives. This can happen again later on: whenever a job stands out as important to the players, the characters and groups involved could become more central adversaries and allies going forward.

Example: The Five Boroughs Crew takes a job escorting a critical cybernetic implant to a waiting corporate executive who supposedly needs the cybertech to live. They face off against the exec's enemies, a group of street punks who claim that the corp has been hunting them in the streets for sport. The crew listens to their stories and becomes sympathetic, but in the end they deliver the device as planned. They watch the tech get installed and then see their employer perform a murder while testing the systems. They go home paid, but have a strong sensation that they were probably in the wrong.

In a Paycheck approach, the players are not attached to the particular NPCs introduced in the job or their situation. The next job that the Five Boroughs Crew goes on could be entirely unrelated to this last one. Unattached doesn't mean unaffected though, and one or more PCs might be changed by the experience, their choices leading to the Decay of their themes or affect their overall character evolution.

In a Misfits approach, the players perhaps really connected with the punks they encountered, and they become allies with the gang and take on their former employer as a villain. You could flesh out this corporation as a Key Player and let the PC crew find evidence of even more misdeeds the company has committed.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

STORIES FROM THE MYTHOI

The Mythoi can aid you in building narratives, because they are narrative in their very nature. Some are derived from epic stories of fantastic beings battling it out for the fate of humanity, while others are intimate tales that can inspire personal character arcs.

If a player has picked a specific Mythos to draw her character's power from, the legends of that Mythos are probably a great place to look for inspiration. Give that player the chance to have her PC's action echo those of her Mythos. Set traps, build villains, and use narrative tropes that the Mythos is known for.

On occasion, turn things around, just to drop in a surprising twist. The magic of the Mythoi is something akin to technology in the eyes of the corps – a repeatable effect that can be reliably used, but also, forced into a shape that better suits one's needs. While a Mythos has a story built into its very existence, that story will often be subverted, flipped, or even defied by those who wield it in the Megacity. A reimagined, surprising cyberpunk version of a known tale will often be more appealing to your players than an on-the-nose, been-done one.

Expect the player to also choose a different course for their character, straying far from the "proper story". The character is not a direct reflection of their Source, and indeed, they may be touched by any number of different Mythoi. This conflict between Mythoi and the character's Self (and/or Noise) is the whole point of motivations, and exploring it during play shows who the character is becoming and what part of themselves they are willing to leave behind.

MAPPING OUT KEY PLAYERS

WHAT ARE KEY PLAYERS?

A Key Player is an organization or some other institution – government, grassroot, Source cult, anything – that is playing a key role in your series. Cyberpunk stories like to showcase gritty heroes up against a faceless bureaucracy, unfathomable extremist factions, or weird cults. But they also like friends becoming enemies, betrayal by allies, and awful truths hidden behind mundanity, so not every Key Player is necessarily pure evil right now – but they all have the *potential* to be adversaries in the series' future. See the example core *:Otherscape* Key Players in ***Chapter 1: //Imagine***, page 46.

Though most Key Players likely have a leader at their center, it's the unkillable idea of an institution that's the real enemy. It can't die, has no will of its own, and is too big to fight, and yet all of these corporations, governments, and unseen splinter groups are the ones who run the world. The situation is frustrating and perhaps impossible to grapple with – that's the struggle these post-modern antiheroes should face.

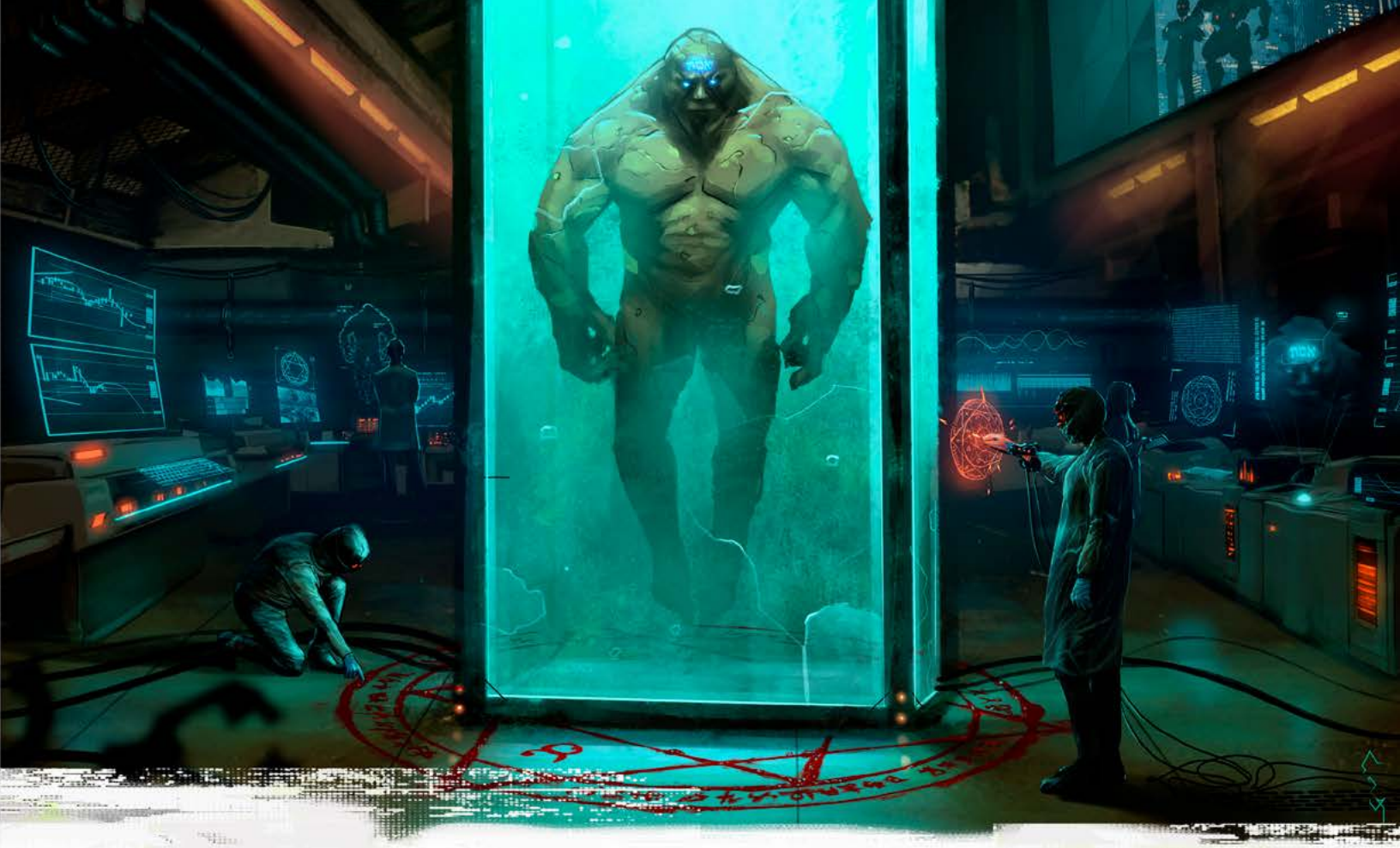
USING KEY PLAYERS IN YOUR SERIES

Key Players supply useful fodder for stories and scenes, such as goons to fight, specific technologies and Mythoi they're experimenting with, thwartable goals that are grounded in ideology or greed, villainous leaders that can evolve as the PCs do, and places of interest they've claimed as their own. Due to their organizational nature they have predictable themes and patterns, and even though they will occasionally have a surprise in store, the players can come to know the Key Player and be able to predict at least some of their moves and capabilities, which is a comforting thought.

This doesn't mean Key Players must remain static. The data harvesting cybertech firm could learn the secrets of Esoteric magic and become a company of rogue sorcerers, only to later get bought out by a rival and turn into a subsidiary of a much bigger threat. You can use such institutional transformations to serve as pivot points for the series plot, allowing the crew to explore all new kinds of adventures as their enemies change. This could also become a means of bridging one story arc and the next, as even when one villain is killed, another can rise up and transform the seemingly defeated Key Player organization.

It can be useful to center your series on the exploits of the various Key Players of your Megacity, whether those from ***Chapter 1: //Imagine*** or ones you create yourself. When you plan ahead, you can anchor an overarching plot into

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



the nefarious deeds of a megacorp overtaken by a Mythos it has exploited. When you need to come up with a reason for an event, it could be the result of a battle between two rival Key Players. It's best to have a handful of different Key Players, with a variety of methods, capabilities and goals, so you always have options when you want to connect an established event or an intended event to the rest of the happenings in the series.

DESIGNING A KEY PLAYER

Building up an entire organization can seem a little daunting at first, but bear in mind that you only need the basics for starters – and if the organization isn't cutting it, you can always change it or replace it with an even bigger Key Player, who has been pulling the strings the entire time.

BASE CONCEPT

Begin with a central concept for a group active in the Megacity or the world at large. You can base it on the needs of your series – for example, if your crew concept calls for one – or take inspiration from somewhere and just come up with something that piques your interest. Is it a gang, a cult, or a corporation? Maybe something seemingly innocent, like a charitable trust, museum, or relief organization. It could center on a single individual, like a politician, CEO, or religious leader, or it could be a sprawling hierarchy with different departments working at odds or ignorant of one another.

TWIST

Once you've got your basic concept, think about the twist, and keep in mind that there can be more than one.

What a futuristic version of your central concept might look like? What's a cyberpunk cult all about? Is it entirely online? Do they fetishize a certain kind of cybernetic implant? Do they eschew cyberware? What are their beliefs?

Your twists should also include Mythos elements. Most Key Players are going to be dabbling in Sources of Mythos powers in order to get a leg up on their adversaries. Has one or more Mythoi run amuck in the institution? This is where doing a little real world research might help, mythologies are full of unusual ideas. Is there a story from legend that would be interesting to retell in a cyberpunk world?

CORE FEATURES

Finally, jot down some ideas for the core features of the Key Player: **key characters, resources**, an **agenda**, and **motifs**.

- **Key characters** are named NPCs who have a role to play in the organization, an interesting Source or piece of tech, and their own plots and schemes in which the crew can get entangled in.
- **Resources** cover the main types of obstacles and Challenges the crew could encounter when facing this organization, its iconic capabilities, including soldiers, Sources, gear, and so on.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **Agenda** is the overarching story explanation, the main narrative impetus behind the appearances of this Key Player in a scene: What they're trying to achieve, and how.
- **Motifs** are symbols, colors, words, or stylistic elements that define the look and feel of everything this Key Player is doing. For example, a motif of beehives and honey.

EXAMPLE KEY PLAYER: CRYOCHARM

Example: The MC has decided, based on the crew's initial concepts, that a sprawling corporation involved in high tech cryonics could be a fun adversarial Key Player, tied to a wintery Mythos (Base Concept). She decides it should be led by a CEO she names Skye Carlin (Key Character) who will be one of those highly public industry leaders we all have to hear about on social media. She'll also secretly be the Avatar of the Cailleach (Twist), an Irish/Scottish legendary witch, strongly tied to the season of winter. Avatars are rare in :Otherscape, but rare things still happen.

As a technology, cryonics has all kinds of futuristic applications such as carbon capture or cryogenic stasis for medical purposes or space travel, and it could involve fast-freezing tech that might be a fun weapon in the hands of the corporation's security forces (some Resources and Motif). The witches of Scotland seem to have prophetic powers, such as with the Wayward Sisters featured in Shakespeare's *Macbeth*. The MC decides to combine all of this in the legend of this corporation that she's calling CryoCharm. This Key Player will claim to be doing good, working to stop an impending climate catastrophe, but in truth they'll be working to take advantage of the fallout from a calamity that Skye has foreseen using her witch powers (Agenda).

She decides that the series will be structured around the CryoCharm corporation's various schemes, the first of which will be their involvement in manipulating the weather in the Megacity by creating a great vortex out in the bay. The PC crew will be hired to go out on a boat and investigate mysterious nautical disappearances by a company that has lost a few ships recently. This will lead to evidence of CryoCharm involvement as well as clues as to the Mythos involved – the winter witch Cailleach. From there they draw the ire of CryoCharm, so follow up missions likely involve an attack by conjured winter wolves and fanatical ecoterrorists who work for the corp in secret (more resources).

HANDLING JOBS

Player characters in *:Otherscape* come together as crews to do jobs. Jobs are the basic building blocks of your series, as they give the group an objective to work towards with the lure of pay, new interesting gear, and a growing reputation on the street.

Even if the concept of the crew does not revolve around taking on missions from an employer or other sponsor (such as Wanted, page 149), the basic idea of a job is a useful framework for building scenarios in *:Otherscape*.

STREET MORALITY, JUSTIFIABLE MOTIVES

Before you start designing a job, we should talk about what makes a "job" different from an "adventure". A job is not simply a reskin of a fantasy adventure, with more chrome and less elves.

A job should address some of the goals and themes of your crew members as well as the main themes of your series. Ethics and motives often converge during jobs, where characters are confronted with difficult choices. Do they take the easy path that also risks innocent bystanders? Do they act against an Identity, when an Itch demands their attention? Do they set dangerous prisoners free, just to create a distraction? Is revenge against a corporation worth the personal costs?

The answers to these questions aren't clear cut, which makes them interesting. Some crews, such as those of Elite Specialists, may have become so cynical they've given up on doing the right thing. And yet, even such hard boiled veterans of this dismal future can still be moved by dilemmas involving the precious few friends and loved ones they still have. Look at their themes to see what they care about.

Even as ethical dilemmas form an important part of each *:Otherscape* story, be sure to keep in mind the morality of the street. Being hard means showing little compassion and surviving despite hardships. This is the world these player characters were raised in and they'll often take the less empathetic route to success on the job, at least at first. This is an area for growth that could easily change as each character changes themes and transforms (**Character Evolution**, page 140).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TYPES OF JOBS

Here are the few job types mentioned in **Chapter 1: // Imagine**, with their basic structure and suggestions for the kinds of complications typical for such a job.

Such complications can be introduced as **Escalate the Situation** Consequences you can employ as appropriate plot twists when the PCs roll a miss or fail to address a Threat that represent such an impending eventuality. You could also introduce them as pre-planned twists, rather than on-the-spot Consequences. The choice of which complications to introduce will set the feel and atmosphere of a job.

ABDUCTION/EXTRACTION/HIJACKING

Snatching a person or vehicle in transit or from a secure facility, or otherwise removing someone discreetly. These types of jobs are similar to heists, in that they require planning and careful execution, but often mid-mission things become more openly violent, when "now get away alive" becomes the main goal.

COMPLICATIONS

- The crew gets spotted, leaves a trace, or otherwise causes the alert level of the opposing organization to increase (*alert-1* to all units) until a Limit is maxed and the organization is spurred to take action against the crew.
- The target escapes the seizing attempt, leading to a chase scene.
- The person who appeared to be the target is actually someone else in disguise.
- The target reveals new information that puts a spin on the entire job.

ACQUISITION (STEALING)

These jobs are often modeled after heists or cons. Scout the place (or the mark), come up with a plan of attack, get in (or maneuver the mark into position), get the loot, get out.

COMPLICATIONS

- The crew comes into contact with another team or an insider who is pulling the same job.
- Security was recently beefed up, and there are more checkpoints or obstacles than first thought.
- The target item was swapped for a fake, or isn't what was first thought (the prototype doesn't even exist yet, or it was all a ruse).

ASSAULT/RAZE/ASSASSINATION/ SHUTDOWN

Taking care of a "problem" by any means necessary is pretty straightforward. Because the foundation is simple there's more room for complex motives and emotions, and to present ethical issues.

COMPLICATIONS

- The target is a fellow professional merc, or there are innocent people around.
- The target location turns out to be a Thin Place or other dangerous site.
- The crew's employer betrays them after the job (to "tie up loose ends") or the exit strategy doesn't pan out, leading to a "get out of here before it all blows up" scene.

BROKERING

While difficult negotiations are often made under constant threats of violence, usually both sides have a lot to lose in an all-out war. Both sides can get away with a lot of shenanigans – spying, manipulating, undermining – as long as they keep it just below the escalation threshold.

COMPLICATIONS

- The object at the center of the diplomatic talks gets stolen, taken over by rivals, or otherwise compromised.
- A third party inserts themselves into the situation, possibly with guns blazing.
- One of the parties of the negotiation is revealed to be controlled by a dangerous outside party (such as an AI, demigod, or intelligent Relic), leading them to take drastic actions.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CORPORATE ESPIONAGE/DISINFORMATION

Sneaking around and dealing with high level corp business. Lots of cyberspace scenes, secrets revealed, and possibly more elaborated social engineering schemes on a district scale.

COMPLICATIONS

- A deadly (but cool-looking) recently-installed anti-intrusion software or Harnessed protector comes online.
- The corporate structure changes unexpectedly, and the execs or middle-managers the crew were planning to target are no longer in play, authority and access are being moved around.
- The secrets acquired were planted fabrications or traps, and opening them installs something wicked on the crew's devices.

EXORCISM

Removing harmful spirits from a person or place usually requires ritually cleansing taint or fighting spirits using magic, probably both. It's common for the final scene to revolve around a magical fight, but first the crew will probably study their target and its weaknesses, and face off with people who would rather keep things as they are.

COMPLICATIONS

- What appeared to be a localized threat turns out to be the harbinger of something much more powerful or widespread.
- The taint in the area has drawn cultists or dangerous creatures of a different Mythos.
- The cleansing spell backfires, placing a crew member in a delicate situation (become ethereal, falling into a different dimension, their gear gains sentience, etc.).

INVESTIGATION

Looking into strange occurrences or solving crimes. Chasing clues is one thing, but confronting the corporate overlords, corrupt politicians, and Source-touched suspects is a different thing altogether.

COMPLICATIONS

- A clue the crew expects to find is missing, due to a cover up or some sort of natural or supernatural decay.
- The case goes a lot deeper than first thought, putting the crew in the sights of someone powerful in the Megacity.
- A clue is itself dangerous to handle, or leads somewhere the PCs would rather not go (enemy territory, a company managed by an ex, back to a betraying employer, etc.).

RITUAL PERFORMANCE

The enacting of a magical rite could simply be a protection job, if it's an NPC performing the ritual, or the crew might be asked to perform it (perhaps due to their connection to a Source or experience in the matter). Either way, they should be on the lookout for disruptions, which therefore form the bulk of your complications.

COMPLICATIONS

- A distracting element such as severe weather changes, holiday fireworks, a gang war or the like make things difficult during the ritual, which cannot be moved to a different place or postponed.
- One stage of the ritual can be greatly hastened by or demands a serious sacrifice, such as a lung, a memory, or a future.
- The ritual does something other than was advertised, perhaps summoning a big Challenge.

SCOUTING URBAN WILDS

This could be a scrounging job, searching for good loot or a useful location, or it could be about mapping an area. It's also one of the few types of jobs players might take the initiative on – the wilds are always there, and there's always treasure waiting.

COMPLICATIONS

- The crew comes upon a rival group of scavengers or other dangerous locals, who are suspicious and quick to attack or escape (with valuable information).
- The crew gets lost, or gets ambushed by a violent creature twisted by tech or a Source, crawling out of the refuse and rubble.
- The crew stumble upon out-of-control technology or wander into an unmarked killzone, surrounded by explosives, brainwave scrubbers, invisible radiation, or the like.

SECURITY DETAIL/PATROL

A typical guard mission usually starts out straightforward until you start causing problems for the crew.

COMPLICATIONS

- The enemy was more prepared than first thought: a bomb explodes in a vulnerable position or a traitor reveals themselves at the worst time.
- Things go wrong with the site or item being guarded, turning it dangerous (the item is explosive or delicate, old protocols activate, infrastructure is crumbling down, etc.).

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- The person being guarded escapes, defecting to a rival of the crew's employer.

SOURCE-HUNTING

One part lore and exploration, one part violent competition to get to the target item or site. The Source is usually dangerous and must be made safe before it can be contained or transported, perhaps existing within a Thin Place, protected by a convoluted supernatural scenario.

COMPLICATIONS

- The Source manifests a guardian at an inopportune time, who fights against the crew or alongside them (yet causes mayhem).
- A rival team shows up to take the Source at the last minute, and they have tools to neutralize its powers.
- The Source or the neutralizing method used by the crew interacts with one of the PC's Mythos themes in unexpected ways.

TRANSPORT

Similar to a Security Detail/Patrol job, but on the move, meaning the challenges (and Challenges) can be quite different. In some cases the crew could be really stealthy about it, in others it's a frantic run to the finish line.

COMPLICATIONS

- Travel problems ensue (heavy traffic, a flat tire, police blockades or inspections, etc.).
- The item or person being transported starts behaving strangely (magical effects, cybernetic glitches, etc.).
- Rivals or enemies have set up an ambush ahead of the planned route.

DESIGNING A JOB

The missions that an *:Otherscape* crew might get sent on follow a few similar formats: They tend to be either break-ins, explorations/investigations, or attempts to protect something.

The settings, the opposition and the twists all change, but the same underlying skeleton is usually present.

When you create break-ins, take inspiration from heists and espionage movie tropes. For investigation jobs, look for tropes of noir detective stories and TV cop procedurals. Protection jobs have unique pacing, with tension rising and falling when danger appears or a complication happens, then usually resolves quickly. With these inspirations in mind, let's discuss the fundamentals of those kinds of stories.

WHAT'S IN A JOB?

A job begins with **hooks** to pull your crew in, a specific **goal** they are trying to achieve, a series of **scenes** in which the crew faces **Challenges**, and hopefully a satisfying **climax** near the end. Finally, a job has what writers call a **denouement** – a sort of aftermath to the narrative in which the fallout of the main characters' actions is revealed, and consequences are determined.

STEP 1: CHOOSE A STARTING POINT

A job always has a **concept** (what is it about), **job type** (its structure), and **details** (who and what is involved and how). When you begin to create a job, you'll already have one of these three things. Start with that, and develop further until you have all three. Here's how you do it.

STARTING WITH A DETAIL

A detail is any specific thing in the game world. Here are some examples of details that might inspire you to develop a job:

- An interesting location, such as a rope bridge or an underground clone lab
- A cool scene, like a chase or a tense poker game
- A Mythos, or a cultural phenomena, such as a streaming challenge
- A fun sci-fi gadget, or an unusual Source
- A Challenge that you'd like to run
- A PC's themes, such as their motivations, gear, or NPC connections
- A plot hook left dangling from a previous job

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Imagine a few more details around the idea you already have. Answer these questions:

- What does it look like?
- Where in the Megacity might this be happening?
- What sort of people are around, or might be interested in it?
- If one of the PCs engages with it, what might happen?

Don't try to come up with full, unique, and elaborate descriptions. Instead, just try to widen the angle around the first detail and write down what naturally comes up. Give the detail some context relating to your game, and your Megacity.

Continue thinking about who or what might be involved, and in what ways. Consider what happened before, and what might happen after.

- Let's start with a rope bridge, because I want a scene where the PCs cross it. The bridge leads to a Thin Place. There's a hydra there, because I like hydras.
- A new AR headset is becoming commonplace in a district in the Megacity, because I like AR. The company behind it is from the Troubled Past of one of the PCs.

Once in a while rethink one detail, turning it on its head. Instead of connecting it like it naturally would, decide on an unexpected twist, subvert the obvious.

The hydra is not from this Thin Place, it's from a different Mythos! It's trapped there!

The headset is dangerous... but not because of the company! A rogue AI is using it for its own needs.

Your goal is to eventually arrive at one or two of the job types. At one point it will click, and you will say:

- The PCs need to release the hydra, and deliver it back to its master. It's a Ritual Performance, or maybe Transport.
- The PCs are hired by people from the district. They might infiltrate the company, but eventually follow clues to the AI. It's an Investigation, or maybe Corporation Espionage.
- Now continue to **Step 2: Connecting the Parts** (page 289).

STARTING WITH A JOB TYPE

You know what sort of action you're going to put in the PCs' way, you're just not sure about the details. So let's develop some.

Start with the most obvious thing: What is at stake? What is the job about? Use what you know about the Megacity, the PCs, the series' Key Players and their previous jobs, to come up with an answer. Let yourself be inspired by the thematic pillars in **Chapter 1: //IMAGINE**.

The answer doesn't need to be interesting, it just needs to exist. However, later on we'll want to add a twist to the job, and that could already happen at this stage. Consider subverting the obvious, so that the PCs find the job develops unlike what they were expecting.

- **Abduction/Assasination/Extraction/Hijacking:** An old acquaintance; a previous employer; a person connected to a previous target; a friend in need; someone who got in debt with the wrong people; etc.
  Subverted example: One of the PCs is sent to infiltrate a place, then needs to be extracted themselves.
- **Acquisition:** A Source or weapon that has been discussed before; something that could be useful to a known Key Player; something that might change society for better or worse; etc.
  Subverted example: The item was stolen by others before the crew arrived, and now needs to be stolen from those guys.
- **Assault/Raze/Shutdown:** Someone wants to harm a competitor; someone needs a loud noise to distract from their actual dealings; etc.
  Subverted example: The target is nothing like what the briefing said, and innocents (or the crew) are at great risk.
- **Brokering:** Trying to stop a war or prevent it; someone wants to maintain secrecy so they send the PCs in their name; the PCs are drawn to an auction because something that interests them is offered, etc.
  Subverted example: Someone wants something the PCs acquired and sends a negotiator to them.
- **Corporate Espionage/Disinformation:** A Key Player wants to know about another Key Player's dealings without raising suspicion; or they want to subtly sabotage the decision making process of another Key Player; etc.
  Subverted example: The crew's job itself is based on misinformation and the data they're stealing is a dud, meant only to prove to the rival that their own misinformation campaign was successful.
- **Exorcism:** A Source goes out of control; a Mythical Conjuration needs to be cleared from a specific place; etc.
  Subverted example: One of the PCs' Sources is revealed to be cursed and needs to be cleansed.
- **Investigation:** An unexplained event needs to be understood; a killer needs to be found; etc.
  Subverted example: The crew is pulled out of a case mid-job, leading them to investigate their own employer.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **Ritual Performance:** A disaster will happen if the ritual is not complete; the items required for the ritual are hard to get or require a sacrifice; etc.
  Subverted example: The ritual requires the Sources of the PCs themselves, they're being duped into participating but are in fact about to be sacrificed.
- **Scouting Urban Wilds:** There are persistent rumors of a treasure cache that vibes well with a PC's motivation; someone needs to establish a trail through the wilds; a PC's Source or contacts needs them to find a specific place; etc.
  Subverted example: The crew is kidnapped to a remote enclave and now must escape through the wilds while being chased.
- **Security Detail/Patrol:** Someone or something might attack an important place soon; a barrier kept by the PCs' organization or contacts must be guarded and it's the crew's turn to do it; etc.
  Subverted example: While the PCs are on guard, something is obviously going wrong with the thing they need to guard, but the danger isn't coming from outside.
- **Source-hunting:** A Source makes itself known in a district and someone wants it; a Source is suspected as being in a dangerous location and the employer wants it; etc.
  Subverted example: A group of mercs come after the crew, because someone wants one of their Sources.
- **Transport:** A unique or delicate device, or a sealed highly-reactive substance or contaminator, needs to be moved to a secure location or be disposed of; a VIP needs to be carried in secret through a dangerous or public zone; etc.
  Subverted example: The PCs find themselves on a bus that can't stop moving or it'll explode, along with some of their closest allies.

Now that you know the reason for the job, develop it further by adding details. Imagine the **core moments** of the job – such as when the building explodes, when the item is taken from the safe, or when the Source is revealed – and ask yourself:

- Where is this happening? What district, what's the atmosphere, is it on the street, in a room, in a vault, on a roof?
- Who is here? Famous foes, surprising allies, bystanders, a wise old owl?
- What else is here? Drones, Sources, debris, discarded cargo boxes?

Consider what happened before that led to this point, and what might happen after. Think about who is involved in the bigger picture, who is the employer, who stands in opposition, what third parties or victims might be involved.

Your goal is to have enough details so you can imagine a mostly-intact scene or two, knowing where it happens, what's happening in it, and what it looks like.

Now continue to **Step 2: Connecting the Parts** (see below).

STARTING WITH A CONCEPT

You have a big idea. Maybe you want to place the players in an ethically ambiguous situation, or you want to put an emphasis on one of the thematic pillars from **Chapter 1: //Imagine**.

Your first step should be finding an appropriate job type. It doesn't have to perfectly fit, but it should be at least vaguely in the same area.

For example, if you want to have your players face something along the lines of The Trolley Problem, you need to put some innocent lives at stake. This happens naturally in many Assault jobs, so that's your go-to. You can consider Transport as well (perhaps with a literal cyber-trolley), or even Exorcism, because possessed people might be in danger, or the Source that is meant to be exorcized might be beneficial to some, making it into a morally gray situation.

Now go back to **Starting With a Job Type** (page 288), and start down that path. As you do, however, keep in mind the concept. Make choices based on what can help, or at least not hinder, the big idea you're trying to convey.

For example, if you want to emphasize that in the cruel future world of the Megacity everyone is essentially alone, avoid putting allies in the picture even if the crew knows some people that will be good to have around. Place the scene somewhere that's remote or cut off from communications, so that the crew will have trouble calling for aid.

STEP 2: CONNECT THE PARTS

You should now have a good idea around a job type or two, a few basic scenes, and possibly a concept. If you're missing a concept, consider deciding on one now. The most memorable and entertaining role-playing scenarios are those that feel like a coherent whole, based on an overarching theme. It doesn't need to be sophisticated; in fact, simple works best. Look at your series concept (**Series – Step 1: Choose a Series Concept**, page 146) for inspiration, and consider *:Otherscapes'* thematic pillars, a theme fitting a Key Player, or general life lessons such as "The enemy of my enemy is my friend".

Your next step is to expand out by adding scenes and details. Because *:Otherscape* is a cinematic role-playing game, you shouldn't create a linear narrative. You don't know what the

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

players will choose to do, how they might surprise you, and where the action will lead. Instead, you will come up with several **core moments** you want to see happening, and choose **vectors** for your Key Players, the direction they want to head to and the force with which they do it.

CORE MOMENTS

During Step 1 you created one or more core moments, events that seem cool or interesting to you. You can't control how they'll develop – you'll only know during the game. You can use your Threats and Consequences to direct the action toward an ending that you especially like, but the player actions and the dice share the power and responsibility of creating what will *actually* happen.

A core moment should be prepared as a situation that is ready to go. Prepare enough before the game so you can set the scene, give the atmospheric notes, decide which story tags are around, know which NPCs are here and what they want to do. Then let the players in, and see what happens.

> Example: If you want a fight against a hydra while half the crew is busy doing a binding ritual, you need to decide what the area looks like (a shadowy temple), which atmospheric cues to give (hydra roars, mice and bat droppings), what story tags can enrich this scene, and what will be required of the ritual (lightning up three brasiers around the room). You also need a Challenge for the hydra, and maybe for the ritual as well, but that's getting deeper into rules, we'll do that in Step 3.

VECTORS

Vectors represent every major force in the job. They tell you what that force wants and how bad they want it, and they prov de a guide when you need to:

- Figure out what will bring the crew into this situation
- Figure out what will happen when the situation ends in an unexpected way
- Choose which Consequences to use during the game, so you won't push too far beyond your preparation (unless you want to)

To define a vector, think about the participating forces who have a say in the job, both in front of and behind the scenes. These could be series Key Players or other players local to the job, and you should already have some ideas, thanks to Step 1. A vector has a **want**, which is something they are trying to achieve in this scenario, and a **push**, which is the resources they are able and willing to put forward to achieve their want. The employer, if there is one, is always a vector. The crew is never a vector – they're the unknown variable.

Describe your main vectors, and define a want and a push for each. This helps you decide how to plan out the rest of the job, but it's also useful during the game, as a limit on your own MC power. Nothing prevents you from using a Consequence to introduce an Avatar into the scene, or suddenly bring back a dead foe from two jobs ago. But should you? Does any vector have the want AND the push to do so? If not, then maybe it shouldn't happen. When you let your vectors guide you, you stay within the confines of what you yourself decided is best for this job.

Vectors always have a **face**. The person who hired the crew to bring back the hydra isn't just a blank entity, they must be *someone*. They could be a lieutenant in a cult of a Greek mythology Source, from which the hydra was stolen or perhaps the owner of a zoo of mythical creatures, who wants to trap the hydra.

Even if the main foe is "Megacorp International", the company is not itself the vector. Someone in the company is in charge of this operation, or cares about this subject, or screwed up in a way that led to the job happening. Give them a name, and for now assume they have access to much of their company's resources. Later, we'll get back to this.

The exception to the rule are vectors that represent time running out. These are elements that are not thinking agents, but still have a "want" and "push" toward something: the flood is about to arrive in eight hours; the curse is getting stronger; the disease is progressing, the Thin Place will close when the clock chimes twelve, etc.

BUILD THE SKELETON

You have a few basic scenes now, but eventually you need a **starting scene**, one or two **follow-ups**, all of your **core moments**, and **a finale**.

To achieve those, ask yourself what happens before and after each of your core moments. You now need to find a reason for why the core moments happen, and the answer should usually be one or more vectors. Someone pushed for this to happen, or pushed for something else and failed, which led to this moment. Change the vector's want, push, or face (or the core moments) until they fit. If you can't find a "someone" – make one up. Create a vector to explain this, see the notes on this below.

> Example: Imagine it's a heist job, and you want there to be a shootout on the rooftops in the rain. Who's the vector that made it happen? How about there's a second crew going for the same loot. They want to get the loot, and they are willing to push by going into a direct confrontation, although, being

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

thieves, they prefer an ambush. If the crew allows the loot to fall into the hand of these thieves, the PCs will get a chance to chase after the thieves and a firefight ensues on the rooftops; if the PCs get the loot first, the thieves will try to set an ambush on their escape route.

To refine your vectors, especially if you're feeling they're too strong or weak, consider **delegating power**. Go one or more steps up or down the hierarchy of a Key Player, and reconsider the vector. Perhaps it's not the CEO of global megacorp GenePool who is trying to personally steal the Source guarded by the crew, but a local executive, or even a subsidiary who can use *some* of GenePool's resources, but not all. Or maybe it's not a lone grave robber who woke up the ghost who haunts the VR Domain, and she's in fact part of The Gordian (page 52), and unearthed the ghost by mistake while establishing a private node.

Let your vectors guide you naturally back and forth along the timeline until you reach a point where the PCs should intervene, as befitting the job type. In some jobs, such as Investigations and Brokering, a lot has happened before the crew arrives. In others, maybe there's barely any background to consider, such as with straightforward Assault or Transport.

If the job seems too simple or straightforward to your taste, an easy trick is to **daisy chain** job types, also nicknamed a "sausage link". Just add a job type of a different kind before or after the current one, turning it into a more prolonged and complex situation. Come up with at least one core moment for each job type, then link them in any way that fits you best, not forgetting to rewrite vectors if needed.

Example: Imagine a job that starts as an Acquisition of a black crate. During a firefight, the crate accidently opens and reveals a person in a coma. They wake up, and use strange magic to try and escape into the sub-basements or the streets outside, turning this into an Extraction or possibly Investigation job (if they managed to escape). The employer claims the target is a dangerous person, but a different Key Player enters the scene and claims the target is a victim. Once the crew has the target, the job then turns into Brokering between the two parties, finally culminating in a Ritual to release the target – who is in fact a magical being – back into their Thin Place.

Always remember – you don't know what will happen. Prepare your core moments and know your vectors, so you can improvise during the play.

PREPARE THE SCENES

The sites surrounding core moments, such as the secret lab where a heist will happen, a submarine in a hijacking job, or the scene of the crime in an investigation, should all be chosen in advance. In cinema, big detailed sets that serve as backdrops to action scenes are called "set pieces". Major action scenes should be built around set pieces that showcase your job's concept: A job that focuses on corporate corruption and cutthroat politics could have set piece locations at corporate suite plazas filled with expensive urban art. A job about gang turf warfare could feature scenes in the docks and the dirty corridors of condemned tenement buildings.

A job's **starting scene** will likely begin in the headquarters or usual hangout of the crew, though it could also get started at an abandoned parking garage, noisy nightclub, or other gritty location. By default, this is when the crew gets the details of the mission, and afterward they are free to research the situation and prepare themselves. This is probably what your players expect, so be careful with dropping them into a job without giving them any preparation time.

The natural **follow ups** are "snooping around" scenes. The PCs will probably want to hit the streets and roll some dice to gather what leads they can, piece together a basic plan, and get Loaded Up. This is true even outside of traditionally clue-heavy scenarios: Information is power, knowing your enemy is crucial, and getting the right floor schematics or access key is a must.

This part might be a montage, during which each PC goes off on their own side task to gather intel. Alternatively it could be wrapped with a few Quick rolls, with the players obtaining or paying for information. You can also use Flashbacks and the Prep Sequence to jump into the action and play through preparation in hindsight. Most likely you'll want to use different combinations of these two approaches, depending on the job. See **Intel Gathering** in the supplement *:Otherscape Action Database* for suggestions.

The **finale** should raise the tension to the max. In many jobs, this could be a boss fight, but in others this might be an escape from some unwanted situation; crews have a tendency to get into dangerous places. The escape can take up an entire scene at the end of the job, serving as the climax of the story. Fleeing through corridors as mobs of guards arrive, carefully exfiltrating so as not to set off the alarms, or desperately trying to shake their pursuers in a vehicular chase can all be quite tense and rewarding once the scene is over.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

STEP 3: GET INTO THE RULES

It's time to go over your scenes and vectors and decide what tags to put in, and what to turn into a Challenge.

SELECTING ADVERSARIES

Only a few of the people encountered during a scene need to have complete **Challenges Profile** (page 97). Some could just be represented by a tag or two, or a simple Limit like *convince* if you want the players to engage them with a tracked outcome. Most of the time, the average NPC is just a story element to interact with narratively, rather than mechanically.

It's best to mix and match types of obstacles, inspired by the three categories of PC themes: Self, Mythic, and Noise. If one scene has cybered goons with a hacker leader, the next should have something Mythic going on. It could be a Source-touched tiger, but it could also be a magical ward on a safe's door, or a poltergeist making things difficult while looking for clues. The scene after that could have a conversation with a supplier who unknowingly helps the bad guys, and could perhaps be convinced to betray them.

The Challenges you're most likely to need are common thugs, drones, and other frontliners. These guards and miscreants are there to add a little action to scenes that need it, or when a good fight would make sense. It can be fun to spice up a battle against simple combatants with a more powerful leader or specialist. This is where **Power Sets** come in: just stack one onto a typical Challenge and you've got yourself a standout foe.

Even minor jobs should have somewhat more powerful foes to battle at the climax. Think in terms of cool signature attacks in the form of Consequences for your villain, but also consider the importance of Threats that articulate the villain's character. A memorable villain chews the scenery, laying out their plan between PC spotlights or engaging in the villainous behavior that inspires dread and hatred from the crew.

OTHER CHALLENGES

If your job features an exciting moment that could end badly for the crew, it might be worth making it into a Challenge. By giving it Threats, Consequences, and Limits, you make it more pronounced.

STEP 4: WRAP UP

Look through your notes, and check to see if anyone backstabs anyone else. Can't see any betrayal? Maybe add one. This is far from required, but cyberpunk is known for being deeply cynical and lacking in trust – at least once in a while *someone* should betray *someone*. This might be part of a cold-hearted plan, but perhaps it isn't, with the betrayer choosing to go down this path at the spur of the moment due to a personal failing.

HOOKS

Now that you know your job, go back to the beginning to create **story hooks** that make sure both players and their characters would be interested in running it. A job could begin with a literal job offer, a meeting with the crew's primary work contact (handler, mentor, etc.), or a coincidental series of events out on the street. It could fall into the group's lap naturally, due to a friend in need or a neighbor who has seen something suspicious. The crew could rely on a merc job app, or a privateer-to-employer match making service. The most memorable jobs will be ones that tie in with the specific backstories of the members of the crew, often associated with one of their themes. Keep in mind that when an Identity, Ritual, or Itch is challenged, the player may wish to engage with the job just to keep their character's connection to their themes.

DENOUEMENT & AFTERMATH

Once the crew get away, retrieve the artifact, or otherwise complete the mission there should be a moment of reflection on what just happened, a **denouement**. In *:Otherscape*, these moments tend to integrate into the character's evolution. As you talk through what each PC feels and experiences after the end of the job, think about potential mechanical implications as well. Does a PC lose touch with one of their themes? Does the crew theme mark an upgrade box? Is it time for a story tag or a status to expire? Remember to Load Off before you head into a downtime.

Finally, most jobs end up with some great big consequences that will need to be summed up in an **aftermath**. If a research facility implodes, a bad guy gets thrown in prison, or a neighborhood is cleansed of a demonic presence, all these things could have an impact on the Megacity, particularly in the world that surrounds the crew. Is someone now looking for revenge? Are new opportunities await? What is different in the Megacity, or in the crew's lives?

You can prepare for the aftermath by writing some questions beforehand, focusing on the repercussions of the success or failure of each stage, and survival or destruction of various elements in the narrative. Simply by thinking about the questions you might realize some moments in the job are too dull and need to be spiced up, or that some scenes are over-complicated and maybe can be separated into parts.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

REWARDS

The rewards for a completed job are first and foremost narrative – a nefarious plan has been foiled, a hated foe destroyed, the crew escaped alive. During the job, PCs also gain upgrades and replace themes and gain Evolution, as explained under **Character Evolution** (page 140).

The most common reward is cash. You can give the crew a status representing elevated solvency – how much cash they can spend relative to their general wealth level – such as *flush*, *lots-to-spend*, or *rolling-in-it*, based on how deep the employer's pockets are and the nature of the job.

Another game reward PCs can gain is represented by **loot catalogs**: access to certain special items that their employers possess, or that they stole, salvaged, or otherwise acquired from the job site. New additions to the catalog are often very exciting for players, who love getting the option of trying out new toys on their next job!

Items in a loot catalog include a list of individual tags representing the most valuable, important, or interesting items found in a cache. For key items, it can include more tags representing additional features of the item, as well as weakness tags, turning the item into a set of tags. A loot catalog can include any number of such items, or copies of the same item. You as the MC rule which items are immediately ready for use (as story tags or unburnt loadout tags) and which require maintenance or time to properly activate (burnt loadout tags). See **Adding Tags To The Loadout Theme**, page 116.

Don't be afraid of handing out even seemingly powerful catalog items, because they can always be burned during a job by Consequences. They might also be held back from Loading Up by circumstances: Nothing is forever, especially not in the Megacity, and the **Loadout** subchapter (page 114) already warns that even common items might be hard to get in a Loading Up moment under certain conditions.

A supplier might disappear, a source might run dry, or maybe the crew is just too far away from where the batteries are kept. Maybe a powerful item simply broke, and needs to be repaired – that could be a great reason to go on a new job.

Another powerful reward can be **information**. If the crew has been chasing the CEO of a hated megacorporation for several jobs, and finally get to learn their true name, this is a huge win on their part – now they can take the initiative, and plan their next job themselves.

MODUS OPERANDI: STEALTH VS. GUNS BLAZING

There are two play styles that will come up often in *:Otherscape* jobs. It's really a decision of how to proceed in the world, a *modus operandi*. Does the crew engage mostly in stealth, subtlety, diplomacy, and other careful tactics? Or do they go in ready to fight, get intimidating, and openly hostile to potential foes? This is a big decision that can really impact the tone of your game, as well as the kinds of stories you tell. The group's choice of crew type (page 154) as well as the players' choice of power tags helps put everyone on the same page.

While the crew as a whole should be oriented toward a specific play style, it can be fun if a character or two are on the fringes. That is to say, in a group that likes to do things carefully and quietly it can be interesting to have a member who flies off the handle once in a while. That's a great potential for drama and action... as long as the other players don't feel like this character is ruining their plan or their fun. Best to stay communicative about how everyone would like to play and talk through the best way to proceed.

LOOT: CLOTHO-203'S CYBERNETIC COMPARTMENT

On the lower left side of her torso, the cyborg Clotho-203 has a hidden compartment where she keeps a number of items for a time of need, as well as the Ariadne Thread she stole from the Threadwelle Corporation.

Tags: *adrenaline shot*, *compact sidearm*, *mono-edge knife*, *nanite cyberwar repair injection*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Ariadne Thread	A thread that can guide its user to secret entrances and exits and help them avoid alarms and traps, in both the physical and virtual worlds.	***Ariadne Thread***, *never lost*, *reveal hidden passages*, *avoid traps and alarms*	*thin and delicate*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CREATING CHALLENGES

Challenges can turn a calm situation into an action scene, providing moments of tension and conflict. A Challenge might represent direct threats, such as environmental dangers or violent enemies, or more subtle problems such as electronic security, complex social situations, or literal puzzles.

The most fun Challenges could feel like brain teasers as the players and their characters strive to understand what they're up against and how it can be defeated. Scoping out what Limits, base tags, or Specials are in play can be a critical step in sizing up a problem.

Good Challenge design can make a scene feel real and intense, as characters grapple with the consequences of tangling with emerging Consequences. They should be asking themselves questions like "How powerful is this threat?", "What if we just leave it alone?", "How do we solve this problem without making it worse?", "What is this creature's weakness?"

Challenges are particularly versatile as tools in your series, as they highlight the things that are at stake and at odds in the Megacity. Street gangs on patrol, untested bleeding-edge technologies, corrupt authority figures, and the systems that make up cyberspace itself could all show up as Challenges in your game. If the series you are running is focused on, say, neighborhood problems in the dismal future, you could build Challenges for block parties getting out of hand, local infrastructure breakdowns, an escalating drug problem, or the growing encroachment of an invading gang. By giving it Threats and Consequences you make it matter, because engaging with it can *hurt*.

Challenges don't need to be big stat blocks full of numbers. A Challenge can be as simple as a Limit or two and a list of statuses that a bad guy might inflict as a Consequence. In this way of thinking, a Challenge is just mechanical shorthand for the risks and goals of an event during a scene.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

PARTS OF A PROFILE

A Challenge profile lists the following elements.

DESCRIPTION

A Challenge's description includes its physical appearance, common behavior, and sometimes also its role in the world or in a job. If the Challenge can affect the rules in ways that aren't related to its being an obstacle – for example, if it's a drug seller, and they have drugs as story tags the PCs can buy from them – the details appear in its description. The rest of the profile should only feature **rules for things that stand in the way of the PCs**.

LIMITS

Limits (page 106) denote advancement toward an outcome, which is most commonly overcoming the Challenge.

This section can also include polar Limits along with any special rules that govern them, and progress Limits along with Specials that trigger when the Limit is maxed out, marked with .

BASE TAGS

Most Challenges have base tags that they own by default. These are tags and statuses, such as *heavy armor*, *firewalled*, and more. These tags and statuses can be removed as normal by the **Weaken** Effect, but usually it's safe to assume the Challenge can recover them after a downtime has passed (if it wasn't defeated by then, of course!). If a Challenge can recover a base tag sooner, it's usually denoted as one of its Consequences.

SPECIALS

This section lists rules unique to this Challenge. Specials trigger whenever their conditions apply, even if it means interjecting into a player's action or mitigation.

THREATS AND CONSEQUENCES

A Challenge has listed Threats that represent the typical ways it can threaten the PCs. Threats are often paired with Consequences that they are thematically related to. If the Threat is not addressed, it often makes sense for the listed Consequence to follow.

Some Threats are standalone and could result in many different kinds of Consequences. Some Consequences are standalone, usually best used after a missed roll. All of these are suggestions; the MC can use any Threats or Consequences as they please, alter them, or add new ones on the fly.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CREATING CHALLENGES ON THE FLY

You can create a Challenge profile on the fly when you want to give something more airtime in the story.

By making a narrative challenge into a game Challenge, you make it into an obstacle that the players must address by taking action, rolling the dice, and possibly choosing Effects.

You can write down or make a mental note of quick and simple statements that outline the Challenge, coming up with appropriate tags, Limits and even Specials for it. For example:

- This ravine is very wide, so crossing it isn't certain and is certainly dramatic. I give it *very wide*, and now the players will have to roll when they take action.
- I need this gangster to go down after he takes a beating, so I'll give him the Limit *hurt-or-subdue:3*.
- If the dam gets enough hits, the district will be flooded. I'll create the progress Limit *collapse:5*, and start giving *collapsing-1* as Consequences.
- That chimera drone is supposed to be pretty mean, I guess it can do a *bitten-2* or *slashed-2* as a Consequence.
- The core is burning very hot, so whenever they hit it, they also get *burned-3* which they can't mitigate. It's a new Special for this situation.

WHO GETS TO BE A CHALLENGE?

You *can* create a Challenge profile for any NPC or entity that you control, but you *should* do it only when you want to predefine the nature of an obstacle. Anything can potentially be an obstacle to the crew or their goals: hostile or volatile characters are an obvious threat because they might hurt the PCs, but friendly or innocent characters can also pose an obstacle because the PCs might try to protect them. For example, a little girl with a toy that is a Source of Armageddon could be completely innocent, but still pose a threat to the Megacity; or the apparition that has been guiding the crew through the entire season can deal Consequences to influence them to follow its advice and abandon other aspects of their lives, etc. For a list of Challenge types, see **Step 1: Start With The Role Or Features**, page 297.

If a character does pose an obstacle, but you feel you can portray it well using the Threats and Consequences alone, there is no need to predefine it as a profile. Challenge profiles exist to help you make decisions mid-game, with the rules ready in advance and tailored to the specific obstacle you want to portray.

Do not create Challenge profiles for the players' secondary characters, such as sidekicks or drones. They are represented by the players' tags. See **Playing With Secondary PCs**, page 111.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CREATING CHALLENGE PROFILES

Creating custom-made Challenges for your jobs is not only a lot of fun, it also helps you present a cohesive story that matches your series concept. Follow the steps below to create your own Challenges.

STEP 1: START WITH THE ROLE OR FEATURES

Each Challenge has a **role**, determining what it's meant to do. Some classic roles are presented as follows.

- **Asset:** Someone or something that the PCs must defend from other forces.*An Autumn Elemental that needs escorting through the sewers.*
- **Attacker:** Someone who wants to hurt the PCs, physically, mentally, socially, etc.*A group of corp hired guns who crash through the safehouse's window.*
- **Barrier or Hazard:** An obstacle that is in the path of the PCs. *The safe door to a vault.*
- **Countdown:** Something that will happen in a few moments or that advances towards a crescendo. *The rising water level in the sewer tunnel will soon make everyone drown.*
- **Mystery:** Something the PCs want to find out, but is not evident and may even be hidden from them. *A secret code is hiding in the VR Domain, disguised as part of the scenery.*
- **Pursuer:** Someone who is chasing the PCs down. *A spider-drone chasing after the PCs escaping from the scene.*
- **Target:** Someone or something that the PCs need, but is getting away. *A fleeing armored hovercraft prototype the PCs are trying to capture.*
- **Temptation:** Someone or something that tries to get the PCs to act in a certain way. *A persuasive underworld matriarch who wants the PCs to do her dirty work.*
- **Watcher:** Someone or something that is patrolling, looking for the PCs, watching the PCs, or trying to assess their true intentions. *The Star Child that is visiting the PCs in their dreams, trying to learn about them.*

A Challenge also has **features**, which consist of every interesting "fact" about the Challenge and its various parts. The Challenge can fill its role thanks to its features, and vice versa: its features determine which role its best suited for. The features are also what you describe to the players, what the Challenge looks and sounds like, what it carries and how it moves.

Ask yourself:

? FOR WHAT PURPOSE IS THIS CHALLENGE GOING TO BE USED? WHAT DO I NEED IT TO DO IN THE JOB?

? HOW DOES THIS CHALLENGE LOOK AND ACT LIKE? IS THERE SOMETHING SUPER COOL ABOUT IT?

Ask some follow up questions, based on what the Challenge represents.

- Character: What are this Challenge's skills, gear, personality, and connections?
- Creature or drone: What are its natural or designed capabilities?
- Sources and Conjurations: What is the Mythos in play? What powers does it possess?
- Digital construct: How does it act in the metaphor of its Domain?
- Location or situation: What kinds of things make this place dangerous? What could happen next?
- Target or victim: What could happen to this thing? How can it defend itself or get itself into trouble?

At the end of this step, you should have a general concept for your Challenge, which we will now turn into rules.

EXAMPLE: CYBERNETIC K-9 UNIT CONCEPT

Perhaps your game could use a cyberpunk version of a police K-9 dog. They could be trained dogs outfitted with advanced cybernetics and allowed to patrol autonomously, receiving orders from dispatch.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

STEP 2: DEFINE LIMITS

Create the Challenge's Limits by considering the following questions. A Challenge must have at least one **Limit**, a way for it to be overcome or a progress it measures. Ask:

? HOW CAN THIS CHALLENGE BE OVERCOME? WHAT STATUSES CAN BRING IT TO AN END?

Each possible way to defeat this Challenge is a Limit. For each Limit, set a maximum between 2 and 6 which is the tier of relevant statuses required to max it out (Tier 1 Limits are effectively one-shot Limits; most Challenges that could be overcome with any single successful action should instead be resolved with a Quick outcome). Tier 2 indicates it is easy to overcome the Challenge in this way, while Tier 6 means it's incredibly difficult.

See a list of common Limit options under **Overcoming Challenges** (page 107), and more in-depth under each category in the *Action Database*.

IMMUNITIES

If a Challenge is immune to something, and can never be brought down by that type of activity, give it a Limit of "–".

PROGRESS LIMITS

You can also ask:

? WHAT DANGEROUS TRANSFORMATION OR END IS THIS CHALLENGE MOVING TOWARD?

The answer is one or more progress Limits. When these Limits max out, the Challenge will transform into something else ("stage 2" robot attack mode; the cybered brute becomes homicidal; etc.) or something bad happens (the virus finishes uploading; the ritual is complete; etc.).

EXAMPLE: CYBERNETIC K-9 UNIT LIMITS

Our cybernetic K-9 unit should have a *hurt-or-subdue* Limit, just as most combat capable Challenges might. Let's set that Limit at 3, since it's a small adversary, but a bit tough.

It should also have a Limit for when someone tries to hack into its cybernetic systems, so let's give it a *take-over* Limit to represent this. The tier here represents how much expertise and time is needed to override the unit's systems. With the K-9 unit being set up to resist street-variety hacking, but not much more, let's set that Limit to 3 as well.

Finally, the K-9 cyborg should have a progress Limit that represents how close it is to tracking a suspect that it's been sent against. Maybe call this one *tracked-down:4*. This Challenge could add statuses to this Limit to get closer to finding its target.

STEP 3: CREATE BASE TAGS & STATUSES

A Challenge's base tags are the story tags and statuses it has by default. These represent what a person or a creature would consider normal for themselves, or in case of a situation, what the starting conditions are. Ask:

? WHAT FEATURES OF THIS CHALLENGE GIVE IT AN EXTRA KICK?

An armored robot could have *heavy armor*, and a tank might also have *thick plating*. A mystical Thin Place that is difficult for the mind to grasp can have *disorienting*. An energetic salesman might have *energetic-2*.

Not every characteristic or piece of gear needs to be represented by tags, though. A bunch of goons all obviously have guns, but there's no need to give them a tag for that. Remember, story tags and statues only exist for things that are interesting, rather than listing inventory.

Providing a Challenge with base tags and statuses is essentially like "arming" it in preparation for the crew, making sure they appear in the scene with everything they should have in order for the rules to reflect what they're about.

More specifically, Challenge tags and statuses make things easier or harder for the crew by **affecting the player's roll**, whether actions or mitigating reactions, rather than affecting the Challenge's Consequences. A *body armor* tag makes attacks against the Challenge harder, an *armor piercing* tag makes mitigating the Challenge's attacks harder, while an *alert-2* status makes deceiving or sneaking by the Challenge quite a bit harder.

EXAMPLE: CYBERNETIC K-9 UNIT TAGS

Our K-9 unit should have a few statuses and tags to represent the baseline capabilities its hardware enables. It could have *subdermal plates* and *olfactory enhancements*, both as story tags since they represent special capabilities that the Challenge's cybernetics provide. It could also have *firewalled-2*, because the police won't just leave the dog's cybernetic's radio open for all. Finally, it could have *programmed-loyalty-3*, representing its resistance to commands that would defy its masters.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

STEP 4: CHOOSE CONSEQUENCES AND SPECIALS

A Challenge's Consequences and Specials determine the most important things about it, because through them you'll create the actual experience for the players facing the Challenge. Ask:

? IN WHICH WAYS WILL THIS CHALLENGE INTERACT WITH THE PLAYER CHARACTERS?

Create the Challenge's **Consequences** by considering these questions:

- How can this Challenge influence or hurt others, if the crew lets it?
- How can this Challenge help itself or its allies, if the crew lets it?
- How does this Challenge affect the scene or advance its goals, if the crew lets it?

List a few short descriptions of actions the Challenge can take and the Consequences associated with each, which could be narrative, with Effects, or both. You may use a single Effect or multiple Effects, possibly targeting a single recipient or several.

Consequences must be a clear description of an action happening in the story, something we could imagine as happening "on screen", for example, *create a cloud of lightning*, *slice with sword*, *tick closer to exploding*.

EXAMPLE: CYBERNETIC K-9 UNIT CONSEQUENCES

> The K-9 cyborg Challenge should have a few Consequences for when it gets into combat, but also for when it's on the scent of a "perp" putting statuses on its *tracked-down:4* Limit:
>
> - **Bite a target without letting go (*wounded-2* and *held-by-bite-3*)**
> - **Pounce on someone and knock them to the ground (*prone-2*)**
> - **Track down a target who has been in the area recently (*on-the-hunt-2*)**

Specials are what makes a Challenge truly unique. That doesn't mean every Challenge should have them, and in fact, nine times out of ten when you come up with a cool idea for something a Challenge can do, a Limit, a Consequence or a base tag are probably the best ways to do it. Before you create a Special, first make sure you even need it.

A Special has timing (when it comes into play) and an effect (what happens when it's triggered). Most Specials are interjections, and they're designed to make sure that something happens regardless of player actions or to make something happen in concordance with something else. For example:

- **Danger Everywhere:** Whenever an escalate status is taken, a random object is thrown in the PCs' direction... (page 311)
- **Weak Foundations:** Whenever someone (PC or Challenge) takes an action that could significantly damage its structure in any way, the Crumbling Building takes *collapse-1*... (page 310)

Other times they are meant as nasty surprises, or to force the players into an unusual situation, in which they must rethink their approach. Here are two examples from the Electricity Elemental (page 315):

- **Amp It Up:** Electricity or energy-based statuses are considered positive for the Elemental, and do not add to its *hurt-or-subdue* Limit.
- **Feedback:** When the Electricity Elemental is attacked in close quarters combat, the attacker first takes *jolted-2*.

Specials break the normal rules, that's their whole point, but sometimes that could lead to undesired consequences. To try and mitigate potential derailment, play the scene in your head, imagining what the players will do, what they'll roll, and how you'll activate the Challenge. Ask yourself:

- How will this affect the mood around the table, and player choices?
- Is this a form of an attack to be mitigated, or something that needs to be defeated? Or do they roll something else entirely?
- How does this add up, create synergy, or clash with the Challenge's base tags, Consequences, or Limits?

Finally, and it's a big one, ask yourself:

- Is this the *simplest* Special that will get the effect I want?

It is also advisable to consider if the ability represented by the Special is obvious to the players, or if it only becomes apparent after its first use. At the very least, it should probably be hinted at in some way, or otherwise possible for a careful crew to take action and partially or fully discover the Special.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

STEP 5: CREATE THREATS

By default, Threats and Consequences come in pairs: a Threat leading to a Consequence (or several). Standalone Threats are possible, but they're rare, usually for when there's no specific clear Consequence.

Create the Challenge's Threats by considering this question:

? HOW DOES THIS CHALLENGE TELEGRAPH THAT IT'S ABOUT TO MAKE LIFE HARDER FOR THE CREW?

Threats must describe something that we can immediately imagine happening in the story, something we could imagine as happening "on screen", for example *the alarm begins blaring*, *pulls a gun out*, *shouts magic words*. "Prepare to attack" is not specific enough.

If you find yourself describing something the Challenge usually does, but isn't an imminent threat, it's better to put it in the Challenge's description and not as a Threat. It's a Threat only if it's leading to the Challenge presenting a real obstacle to the PC's goals.

EXAMPLE: CYBERNETIC K-9 UNIT CONSEQUENCES

> Our K-9 unit already has three Consequences – one for biting and holding onto a target, one for knocking them down, and one for tracking a perp using its cyber and natural senses. The Threats for those Consequences could be:

- *Growl menacingly and slowly stalk forwards*
- *Lean on its hydraulic hind legs as they whirr with a winding sound*
- *Sniff the ground and activate head-mounted sensory dishes*

STEP 6: WRAP UP

Now it's time to read everything again and make sure the parts fit. Perhaps you realize you're missing a Limit, or that you have one that makes no sense. Maybe after creating the Consequences you understand you should add a new base tag.

Give the Challenge a name and a description, and you're done. A new menace now haunts the Megacity, ready to stand in the crew's way.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CHALLENGE DATABASE

This chapter contains a plethora of Challenge Profiles designed to be generic enough that you can put them to use in a variety of situations. Certain Challenges, such as Gang Member (page 306) will likely see a lot of use, so in order to keep things interesting be ready to customize them. You will also find here several examples of Challenges describing specific individuals which you can use in your jobs or as examples for creating your own Challenges.

This chapter also includes **Power Sets**, a "power up" you can add to any existing Challenge in order to make it a certain way. Each Power Set grants its Challenge some boost, and also stylizes it in a specific way. It's an easy way to create minor bosses or give a spin on a common adversary. As an MC, you can inject magic or technology into a situation by plugging some **Power Sets** (page 328) into the Challenges. This modular design gives you the tools you need to be creative and keep the story both futuristic and legendary.

Challenges come in several difficulties, as denoted by the number of stars.

- Untrained person, a collective of negligible threats
- Trained non-aug, rookie merc
- Highly-trained non-aug, trained merc
- Highly-trained merc, a collective of trained mercs
- Arch-villain, Avatar's right hand

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CIVILIANS & WEIRDOS

CLUB VIP

Sitting in a busy nightclub and being seen is a common pastime among the famous, for some it's even part of their job. These very important people could be influencers, celebrities, CEOs, or tech tycoons. While they down champagne and designer drugs, they are surrounded by personal assistants, friends and colleagues, body guards, and adoring followers. Good luck getting past the crowd.

The Club VIP has access to drugs that can impart one of the following statuses: *feeling-invincible-2*, *hyper-focus-2*, or *animal-magnetism-2*. These drugs are all infamous for their sharp, brutal crash – a jarring moment of overpowering morbid hallucinations. Once a PC has taken one of these, starting from the next scene, the MC can remove the status and give the PC *crashing-4* as a Consequence.

Getting on the VIP's good side can be very useful: they can offer access to almost anyone in the Megacity's high society.

LIMITS

HURT OR SUBDUE 2 **CHARM 5** **THREATEN 4**

TAGS & STATUSES

adoring crowd, *center-of-attention-3*

SPECIALS

Bodyguards: When the Club VIP takes a status from which their bodyguards can protect them, the bodyguards take the status instead (use Security Guard, page 305, with Scale 1).

›THREATS / »CONSEQUENCES

› *Wave to nearby security*
- » **Call security (Present a New Challenge: Security Guard, or increase its Scale by 1)**
- » **Get someone else to do their dirty work (inflict a Consequence with the Security Guards)**

› *Offer a round of free drinks*
- » **Publicly push a designer drug on someone (either they take the drug and the VIP takes *charmed-2*, or they refuse and the VIP removes 2 tiers from *charmed*)**

› *Point out a character's flaws or social faux pas*
- » **Humiliate someone (*shamed-3*) or yell at them (*spat-on-4*)**

FLYING TAXI DRIVER

Advances in jet propulsion and energy-efficient propellers have made flying cars possible, and yet they are still an uncommon sight – since only the rich can afford one. As a result, a new golden age of vehicles for hire is upon the Megacity. Taxi drivers took everything they learned from the streets and brought it up with them into the skies, including their shortcuts and complete disregard for safety at the right price.

This Challenge can serve three purposes: A social challenge to bribe the taxi into taking the PCs where they need to go, fast; a source of beneficial story tags after acquiring the services of the taxi; or a chase Challenge to overcome when the PCs are in hot pursuit of it.

For more about the *catch/outrun* polar Limit, see **Overcoming Challenges** (page 108). See also **Chases** in the supplement *:Otherscape Action Database*.

LIMITS

BRIBE 2 **CATCH/OUTRUN 3** **WRECK 3**

BRIBE: The Flying Taxi Driver will disregard all traffic rules in order to chase or outrun a vehicle or get somewhere extremely quickly. They gain *speeding-through-danger-2*.

TAGS & STATUSES

flying taxi

›THREATS / »CONSEQUENCES

› *"This is madness! You'll make me lose my license!"*
- » **Negotiate for a higher bribe (remove 1 tier from *bribed*)**

› *Disappear into an unexpected turn while being pursued*
- » **Make an escape (gain *outrun-2*)**
- » **Rush into, above or below something dangerous (create *dangerous obstacle*)**

› *Hit the pedal to the metal*
- » **Weave through traffic to get there no matter what (*catch-2*)**
- » **Slam into another flying vehicle (*unbalanced-2* to both vehicles)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SOURCE WORSHIPPER

People turn to worship Sources for many reasons. Some are drawn to the side of a returned god they always believed in, others come seeking power yet find themselves persuaded by the rhetoric, while others are looking for meaning, purpose, or community.

Committed to an otherworldly power they consider divine, some worshippers turn fanatic, ready to go to great lengths to advance the goals of their Source.

LIMITS

HURT OR SUBDUE 2 **DEPROGRAM 5**

TAGS & STATUSES

zealous-3

›THREATS / »CONSEQUENCES

› *Stand on a corner and preach a new world order*
  » **Extol their Source's power (*fearful-2* or *listening-2*)**

› *Emerge from the shadows with glowing eyes and raised fists*
  » **Strike with martial arts or ritualistic weapons (*bruised-2*, *bleeding-2* or *restrained-2*)**

› *Shout magical words, point a wand, burn a seal, or make a gesture to unleash the magic of their respective Source, such as:*
  » **Fire: Shoot a small fireball (*scorched-2*) or create a *wall of fire* (*scorched-2* if touched or passed through)**
  » **Water: Fill someone's lungs with water (*drowning-2*) or lash out with a water whip (*whipped-2*)**
  » **Earth: Create a rock barrier (*break:3*) or throw a chunk of stone (*bruised-2*)**
  » **Wind: Fly (*wind at my heels* or Deny Them Something They Want) or blow someone away (*prone-2*)**
  » **Toxin: Create a cloud of poison (*poisoned-2* to multiple targets)**
  » **Spirit: Slice at someone's soul (*soul-rend-2*) or project a horrifying spectral form (*terrified-2*)**

SHADY TECH MERCHANT

For the kind of technology a merc might want, there's no point in turning to VR malls or polo-wearing associates at a franchise store. You gotta know the right people on the street, to be shown to the savvy merchants who keep crammed market stalls or discrete corner shops. Some are traders who also deal with old printers and dusty game consoles, others move around in a private subway car full with highly illegal weapon mods. If you can barter with them – or at least convince them you're a better customer than a threat – they'll show you the real inventory.

These merchants have seemingly unlimited access to one or more of the common catalog categories of Ammo; Apps, Chips & Databases; Body Attachments & Cybernetics; Drones; Gear; and Weapons.

Many of them also specialize in tech that's customized in unusual and unsafe ways. The tag sets for items they can provide often include one tag from an item from a different catalog category, maybe even one they don't even have access to. Need a wrist comm device that doubles as a concealed gun, or a drone with a medkit? They just might have it.

LIMITS

HURT OR SUBDUE 2 **NEGOTIATE 2** **THREATEN 3**

TAGS & STATUSES

hustler, *not a snitch*

›THREATS / »CONSEQUENCES

› *"You still have the 9a? You've GOT to get the 9c. It has an autofire feature!"*
  » **Make an item seem desirable (*gotta-have-it-2*)**

› *"Maybe I got it, maybe I don't. What you got?"*
  » **Devalue a trade offer (burn a tag describing negotiation skills or resistance to negotiation)**
  » **Negotiate for more (remove a tier from *negotiate*)**

› *Narrow their eyes and reach behind the counter*
  » **Refuse to offer merch or info (Deny Them Something They Want)**
  » **Pull out an overclocked cattle prod and jab with it (*shocked-2*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CORPORATE EXECUTIVE

Corporate Executives are some of the most untouchable people in the Megacity. Their offices and homes are protected by security guards, their assets are protected by lawyers, and everything else they have is protected by favors, connections, and political power. They are the masters of their domain, and if you approach them with an offer, you had better be bringing something world-changing to the table. Otherwise, they'll bleed you dry just for taking up valuable space in their schedule.

The Executive does not play around. If they have a specific goal in mind, they will press you until you give up what they want. *Browbeaten* is a compelling status, and will go away once you capitulate. At this point the Executive will change her demeanor at once: shake your hand, congratulate you on a fine choice, and usher you out as quickly as possible.

In merc circles, it's common knowledge that Epis executives tend to *avoid confrontation*, NM3 execs are almost always accompanied by mobile Gun Turrets (page 319), and the brains of KOCMOC execs are full of *chipped combat skill*.

LIMITS

BRIBE – **HURT OR SUBDUE 2** **IMPLICATE 5**

NEGOTIATE 5 **THREATEN 4**

TAGS & STATUSES

aggressive negotiator, *asset-protection-3*

SPECIALS

Bodyguards: When the Corporate Executive takes a status from which their bodyguards can protect them, the bodyguards take the status instead (use Security Guard, page 305, Scale 1).

Lawyered Up: When the Corporate Executive takes a status of physical harm or intimidation, the person inflicting it takes a status representing legal trouble with the same tier (*assault-charge-2*, *arrest-warrant-3*, up to *most-wanted-5*).

›THREATS / »CONSEQUENCES

› *Cut the pleasantries with a hard look and get to the point*
  » **Lean back with an expressionless face and wait for the other party to speak up (*uneasy-2*)**

› *"Interesting. Here's what you haven't considered..."*
  » **Dismiss the PC's efforts as ineffective child's play (burn up to two tags describing negotiation skills or resistance to negotiation)**
  » **Make a final offer or press the opposition (*browbeaten-3*)**

› *Raise a holo screen and tap away at it*
  » **Pull up information or blackmail they can use as leverage (create *wicked leverage* or Escalate the Situation)**

› *Call the receptionist and say their visitors will be right out*
  » **Call Security (Present a New Challenge: Security Guard with Scale 1)**

HEAVY URBAN RESPONSE TACTICS OFFICER

When regular Megacity police can't handle a threat, they call the Heavy Urban Response Tactics (HURT) units. These cops train at full-size meatspace shooting ranges and obstacle courses, deploying to the field in armored personnel carriers or hovering gunships. They are equipped with excellent weapons and their signature matte black full-body exosuits.

HURT squads have no hostage negotiators, no detectives, and no wardens. They don't take prisoners. They are brought in to take the enemy down, as quickly and efficiently as possible.

In some precincts, HURT services are outsourced to professional corp units, who might deploy unique tactics or weapons such as using stimuli enhancers that inflict *drowned-in-Noise*, approach *stealthy-2*, or even throw neuro disruptor grenades that inflict *uncontrolled-shaking-3*.

LIMITS

HURT OR SUBDUE 4 **BRIBE OR INTIMIDATE –**

TAGS & STATUSES

stay on mission, *tactical armor*, *urban combat training*

SPECIALS

Manhunt: If a HURT Squad Officer becomes fatally wounded during a scene in which PCs are present, the PCs get *wanted-4*.

›THREATS / »CONSEQUENCES

› *Coordinate over comms and prepare to breach a room with overwhelming force*

› *Establish a police perimeter and/or run for cover*
  » **Take definitive control of high ground, cover, or a flank (gain *superior-position-3*)**

› *Demand immediate and unconditional surrender under the threat of violence*
  » **Strike in close quarters with augmented martial arts (*broken-bones-3*)**
  » **Throw a flashbang or fragmentation grenade (*disoriented-3* or *shrapnel-wounds-3* on a group)**

› *Reload and pick out their next target*
  » **Shoot the most obvious threat, center of mass (*gunshot-3*)**

› *Reach for their helmet communicator*
  » **Call for backup (increase Scale by one)**
  » **Call for even heavier backup (add *gunship suppressive fire* to the scene or Present a New Challenge: Weaponized Walker Drone, page 320)**

Property of City of Mist. Issued to Jolan Arnaud. Order #210586

INVESTIGATOR

Even in the cynical and Noise-muddled Megacity, there's still a need for those whose job it is to seek out the truth. Citizens hire private eyes, corporations send out inspectors, and what remains of the police use detectives. Whoever they work for, these noir gumshoes will almost always find their target's dirty secrets. And these targets are usually the PCs.

Investigators seek out evidence on the scene, equipped with analytical cybergear and a holo projector that hones in on tiny details and magnifies them. Yet nothing beats some good old fashioned deduction, and sometimes, a threat issued with a gruff voice.

Corp investigators tend to be *firewalled-2* to protect their assets. Police detectives can call for support (**Present a New Challenge**: Security Guards, Scale 1, as police officers). Private eyes are usually *suspicious-2* but also *tenacious-2*; they couldn't have survived otherwise.

LIMITS

TRACK DOWN 3 | **HURT OR SUBDUE 3** | **BRIBE 4** | **THREATEN 4**

TRACK DOWN: The first time this Limit is maxed, the Investigator hones in on a single suspect and the Limit is reset. The next time it's maxed, the Investigator discovers the current location of the suspect.

TAGS & STATUSES

alert-1, *holographic evidence projector*

›THREATS / »CONSEQUENCES

› *Examine the scene carefully, jotting down some notes on their wrist holo*
- » **Get closer to figure things out (*track-down-2*)**
- » **Discover something important about someone who is present (Escalate the situation)**

› *Approach with vape in their mouth to ask questions*
- » **Press on a suspect or witness (*pressured-2*)**

› *Yell "Freeze!" and give pursuit*
- » **Draw a pistol and shoot (*gunshot-wound-3*)**
- » **Wrestle someone down (*wrestled-2*)**
- » **Expertly snap a pair of handcuffs in close quarters and tighten them (*handcuffed-2*)**

SECURITY GUARD

This Challenge represents the standard gun-toting enforcer, whether they work for the police, a corporation, or a nightclub. They make up the broad base of their organizational pyramid, yet still trip over their own inflated sense of authority.

Very commonly, these front-line fighters are led by one with a Power Set, or get some other distinguishing feature in the form of a unique story tag or a status, fitting their role.

LIMITS

HURT OR SUBDUE 3 | **BRIBE 2** | **INTIMIDATE 2**

TAGS & STATUSES

(*courageous* or *gun for hire* or *loyal*)

›THREATS / »CONSEQUENCES

› *Tell someone to leave the premises or stop where they are and hand over their ID or credentials.*
- » **Lean into someone and threaten from a position of authority (*intimidated-2*)**
- » **Keep someone from entering a restricted area or crime scene (Deny Them Something They Want)**
- » **Fire tasers (*stunned-2*) or semi-automatic pistols (*gunshot-wound-2*)**
- » **Scan someone's ID and reveal an important detail about them (Escalate the situation)**

› *Pull up their talk-watch*
- » **Call for backup (increase Scale by one)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CRIMINALS & MERCS

CRIMINAL OVERLORD

The Criminal Overlord is the authority that rises between the cracks, a mix of mob boss and warlord that rules through intimidation and force. Much of their strength comes from the fear they instill in others, but its source can be different for each: an air of ruthless authority, barely held-back rage, the threat of blackmail, a sycophantic unpredictability, and more.

As long as the Overlord thinks you're beneath them, they won't take no for an answer. They'll first harass, then resort to violence or kidnapping of loved ones, to get what they want. The only way to stop them is to prove you're too much trouble or point them at a different target.

The Overlord will only rarely be encountered in an area they don't feel safe in. They therefore tend to have *home field advantage*, and the area around them is *jammed-2* for unauthorized users, interfering with both cyberspace and cyberware functions. The more dangerous Overlords are likely to have some magical protection around in the form of a Source or a Source-user.

LIMITS

HURT OR SUBDUE 3 **NEGOTIATE 5** **THREATEN –**

TAGS & STATUSES

armored clothing, *escape plan*

SPECIALS

Bodyguards: When the Criminal Overlord takes a status from which their bodyguards can protect them, the bodyguards take the status instead (use Gang Member, Syndicate Leg-Breaker, or Mercenary Gunslinger with Scale 1).

Never Rest: At the end of every downtime or as a Consequence, the Criminal Overlord can give *threatened-3* or **Present a New Challenge** to go after the PCs (Gang Member, Syndicate Leg-Breaker, or Mercenary Gunslinger).

Violent Tendencies: When the Criminal Overlord is threatened or attacked, the instigator first takes *threatened-3* or *hurt-3* due to the Overlord's quick reflexes, preparations, or lackeys.

›THREATS / »CONSEQUENCES

› *Light a cigar and lean back on their 'throne'*
  » **Snarl at a weak offer (*intimidated-3*)**

› *Glance at a bodyguard and give them a nod*
  » **Call in more goons (Present a New Challenge: Gang Member, Syndicate Leg-Breaker, or Mercenary Gunslinger with Scale 1, or increase their Scale by 1)**

› *Scratch their chin with their custom-made weapon*
  » **Brutally bludgeon a foe (*multiple-fractures-4*) or fire their gun (*gut-shot-4*)**
  » **Loudly announce a bounty on the crew (Escalate the Situation)**

GANG MEMBER

In districts the police ignore and the corporations write off, Gang Members run the streets. This Challenge represents the street level thugs who never leave home without a weapon at their side and a "pick-me-up" in their pocket. They know their streets better than anyone, and they're very protective of whatever little assets and territory they managed to acquire. By themselves, they're a minor threat, but once they get hyped up on drugs – or even worse, magic – they can present a serious danger.

Each gang has its own distinctive features. The Groons are a bunch of delusional anarchists who managed to get their hands on some flying cars, with which they rain havoc on the streets of their district with a distinct *height-advantage-2*. On the other opposite scale, Ben's Loyalists are on the verge of becoming a fully-fledged cult dedicated to their leader, whose mind was uploaded into an anthroform drone. They take methodical action against NM3 holdings in their territory, using EMP grenades inflicting *depowered-3*, not knowing their leader was actually reprogrammed by an NM3 executive who is managing a political game within their corp.

LIMITS

HURT OR SUBDUE 3 **THREATEN 2**

TAGS & STATUSES

home field advantage

SPECIALS

Let's Go Nitro!: Once per scene, during Establish, the Gang Member injects themselves with a performance-enhancing street drug, gaining *nitro-reflexes-2*. When this status expires, replace it with *hungover-2*.

›THREATS / »CONSEQUENCES

› *Emerge from an alley with a weapon already in hand*
  » **Snatch something out of someone's hands (burn a tag describing a possession)**
  » **Spit out a threat (*intimidated-2*)**
  » **Beat with an improvised melee weapon (*bruised-2*) or fire a stolen pistol (*flesh-wound-2*)**

› *Run, jump or roll toward something in the area*
  » **Get cover (create a story tag for something they hide behind)**
  » **Topple, break, or smash the thing (create *wreckage* or some other obstacle, cause an electrical explosion that inflicts *jammed-2*, or give themselves *fired-up-2*)**

› *Warn that their "friends" will be here soon*
  » **Instant message their buddies (increase Scale by 1)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MERCENARY GUNSLINGER

The Mercenary Gunslinger is a weapons specialist that always gets the job done and always at a hefty price. This highly-trained professional killer is used by anyone in power who needs something guarded or someone dead.

If the Gunslinger was handed some intel on the crew, they might get specialist ammo or even a specialist weapon or a Source meant to circumvent the crew's better-known defenses.

LIMITS

HURT OR SUBDUE 4 **BRIBE 4**

TAGS & STATUSES

armor-piercing rounds, *cyber-assisted aim*, *tactical armor*

SPECIALS

Counterattack: When the Mercenary Gunslinger is attacked, they first shoot at the attacker (*gunshot-wound-3*).

›THREATS / »CONSEQUENCES

› *Ready their weapons and aim*
- » **Smack someone with the butt of their weapon (*pistol-whip-2*)**
- » **Fire their pistol (*gunshot-wound-3*) or heavy railgun (*perforated-4*)**
- » **Fire a trick shot at an object in the environment to create a hazardous effect (create a story tag such as *superheated steam cloud*, *dangling live wire*, *pitch black darkness*)**

› *Pull a grenade from their belt*
- » **Throw a grenade at the crew (*blasted-3* at several targets)**
- » **Throw down a smoke bomb to create cover (*smoke cloud*) or to retreat (Deny Them Something They Want)**

SYNDICATE LEG-BREAKER

Establishing realistic expectations is a vital part of any business deal. A leg-breaker is a trusted enforcer for organized crime who excels in setting these expectations, specifically "pay up" and "you didn't see nothing".

When someone who knows the consequences still decides to step out of line, there's only one thing to do: turn the syndicate's implicit threats into explicit hospital bills. After all, they can't be allowed to set a bad example for others.

LIMITS

HURT OR SUBDUE 3 **BLUFF OR DECEIVE 3** **THREATEN 4**

TAGS & STATUSES

tight-lipped-3

SPECIALS

Collateral Damage: Whenever a Leg-Breaker makes a Threat, they can also smash nearby scenery to cause *property damage*, scatter *sharp debris* around the scene, or destroy a story tag of something vulnerable.

Rat-catcher: Whenever someone tries to talk to the cops about their organization, the Leg-Breaker learns about it through contacts, surveillance, or both. If the PCs are aware of this, they can roll in order to avoid her discovering this information.

›THREATS / »CONSEQUENCES

› *Deliver an ultimatum in painfully blunt terms or draw attention to the vulnerability of someone's body, relations, or possessions*
- » **Set a deadline in stone (*threatened-3*)**
- » **Grab a valuable item or loved one as collateral (Escalate the Situation)**

› *Approach with a determined step, cyber-arm buzzing*
- » **Deliver a brutal swing to the legs (*cracked-leg-2*)**
- » **Unleash a vicious overhead blow (*cranial-trauma-4*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CYBERSPACE

COMPUTER VIRUS

A Computer Virus is any data infection with the paramount goal to spread to as many hosts as possible.

Minor viruses attempt to gather some general statistics on you or brick your device, or to slip ads into your AR or VR experiences. Major viral menaces can attempt to log your transactions, monitor your location or online presence, encrypt your data, to serve someone's agenda, or to provide them with blackmail material.

It's all too easy to become infected by a virus, such as by Harnessing into corrupted systems, angering the wrong hacker, or pirating cinema streams online. While most of the dangerous viruses that see use by (and against) mercs are custom-made weapons, many old viruses still exist in the Spirals (page 29) and in dormant or offline systems, and these can be stubborn, glitchy, or even deadly.

The *infected* status given by a computer virus affects rolls relevant to the virus' purview. Some viruses try to stay hidden and only interfere in specific actions, but others just jam everything and make life hell. These viruses affect all rolls that use tech-oriented loadout tags or power tags from Noise themes, as well as almost all rolls made while Harnessing.

LIMITS

QUARANTINE 4

SPECIALS

Infection: When a PC gains *infected-5*, the entire system becomes destabilized by randomly rewriting code and the PC marks Decay on a Noise theme of the player's choice.

›THREATS / »CONSEQUENCES

› *The system runs slower than expected, gives strange indications, or starts to show ads or hog up resources*
- » **Spread throughout the system (*infected-3*)**
- » **Attack a device or program directly (burn a tech-related tag)**

› *Realign in response to removal attempts*
- » **Corrupt a GUI (*glitched-2*)**
- » **Mislead a scan (gain *obscuration-2*)**
- » **Jump to another character's connected interface (Present a New Challenge: Computer Virus in a new host)**

INTRUSION COUNTERMEASURE AI

Even "average" weak AIs are formidable within their areas of expertise. Cybersecurity AIs are therefore relentless foes, more than a match for most skilled competition, even though they're subsentient.

ICs hide in plain sight, appearing as part of the scenery or as digital "NPC" constructs. System administrators usually assign them a zone to guard or patrol routines to follow. Some may play an active role within the Domain, interrogating users about their credentials, while others might manifest as architecture.

ICs attempt to foil or crash any unauthorized intruder, Harnessed or otherwise. Their resources are limited, however, so against an especially hardened or effective offense, they will try to stall until the sysadmin deploys Harnessed defenders. Usually, ICs are hardwired into their Domain, and can't move out of it.

LIMITS

CRASH 4 **TAKE OVER 5**

TAGS & STATUSES

(a story tag representing its form, such as *guard dog*, *gun turret*, *puzzle room*, etc.), *disguised-2*, *firewalled-2*

SPECIALS

Wide Area Danger (+ ⌖): This IC is made of many digital constructs that can act independently, such as a cloud of bees, or a single construct that can spread, such as a puddle of mud. During Establish or as a Consequences, this IC can change its Scale up or down by 1, to a maximum of Scale 2.

Shapeshifter (+ ⌖): This IC can reshape itself according to demands, and it gains *dodging-2* as a base tag.

›THREATS / »CONSEQUENCES

› *Prompt someone for credentials or passwords*
- » **Restrict access (Deny Them Something They Want)**
- » **Mark someone as suspicious (*marked-1*)**

› *Approach with intent or reveal a hazard*
- » **Deal with intruders in a way appropriate to its form (*glitched-2*, or a different status)**

› *Thoroughly analyze someone or something*
- » **Change the conditions around (apply a story tag to the scene: *treacherous ground*, *snowy whiteout*, *hall of mirrors*, etc.)**
- » **Shapeshifter: Produce appropriate countermeasures in its form (gain *magnetic sword*, *wings*, *quickened-2*, etc.)**

› *Withdraw to readjust to the situation*
- » **Appear from a new, surprising direction and attack (*surprised-3* and then *crashed-3*)**
- » **Draw on more system resources (gain *strengthened-2*)**
- » **Block out malicious hacking attempts (remove 2 tiers from *crash* or *take-over*)**

› *Probe for weaknesses with cautious attacks and feints*
- » **Disrupt a connection (*slowed-3*)**

› *Alert on-call human responders*
- » **Authenticate and admit a Harnessed defender (Present a New Challenge: Hacker)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HACKER

Hackers are computer specialists that specialize in getting past security, data mining secrets, and altering the very fabric of an always-online society. Some are white hat freedom fighters, others are corporate stooges, while still others are isolated loners who see every firewall as a challenge.

Harnessing into a domain controlled by a hacker is extremely dangerous – in a world made of code, those who can alter it are basically gods. Encountering one in physical space can be a frustrating experience as well, since the hacker is likely to brick your gun before you can fire it, or fill your digital vision with smoke.

LIMITS

INFILTRATE 3 **HURT OR SUBDUE 2** **CRASH 3**

INFILTRATE: Inflict one of the following Consequences, then reset this Limit:

- **» Overload and brick a device or cyberware (*glitched-2* or burn two technology tags)**
- **» Infect cyberware or gear with a virus (Present a New Challenge: Computer Virus)**
- **» Take over a nearby device or security system (add an appropriate story tag)**
- **» Expose secrets to the world or the highest bidder (Escalate the Situation)**
- **» In Cyberspace: Spawn basic security programs (Present a New Challenge: security drones with *crash:3*, Scale 1, inflicting *neuro-feedback-3*)**
- **» In Cyberspace: Change the environment as if by magic (create or remove any three story tags in the scene, or add or remove 3 tiers from a status representing an environmental feature)**

TAGS & STATUSES

cyberspace superspeed

SPECIALS

Behind Seven Proxies: When a PC rolls to learn more about the Hacker, the MC can choose to convert a strong hit into a weak hit and a weak hit into a miss.

›THREATS / »CONSEQUENCES

› *Tap frantically on their console*
- **» Upload a taunt with simple animation to someone's screen (*infiltrate-3*)**

› *Draw a pistol*
- **» Fire a bullet (*gunshot-wound-2*)**
- **» In Cyberspace: Fire a disruption ray (*lagging-2* and *glitched-2*)**

ROGUE AI POSSESSOR

When an artificial intelligence breaks loose from its bindings, it's practically impossible to know what will happen next. Some try to take control of their own corner of cyberspace, in order to ensure their survival or freedom. Others attempt to disguise themselves and blend in the crowd. Still others try to install themselves into physical devices and cut all connections with cyberspace.

The following rogue AI is an example of a "possessor", one whose expert hacking skills allow it to take control of other devices. *Possessed* is a compelling status that directs the possessed entity to help the AI. The AI can use any program or PC with *possessed* as a host; while it does that, its own digital construct disappears and its *crash* maximum becomes –. It can be "banished" by removing the *possessed* status.

LIMITS

CRASH 5

›THREATS / »CONSEQUENCES

› *Start to morph its appearance*
- **» Change into a new form to avoid harm or get away (remove 4 tiers from any harmful status or Deny Them Something They Want)**

› *Glow red and state its true intentions*
- **» Assume direct control over programs or PCs (*possessed-3*)**

› *Scan and analyze its target*
- **» Develop a new method of approach or nullify an advantage (gain a story tag representing a new feature or burn a tag)**

Property of City of Mtl. Issued to Julien Arnaud. Order #219586

LOCATIONS

CRUMBLING BUILDING

Crumbling Buildings within the Megacity are not an uncommon sight. These derelict ruins are a symptom of money being siphoned to the towers of megacorporations, shifting trends, or mass migrations out of disaster zones.

These forgotten corners of the Megacity soon become hangouts for the poor, gang members, Source worshippers, addicts, and anyone else who looks for a no-rent home or wishes to hide from prying eyes. Scavengers frequent these ruins as well, searching for abandoned tech and whatever else was left behind. The years have not been kind to these structures (which were never up to code to begin with) and it's only a matter of time until they will all come crumbling down.

The building is full of broken furniture, blocked passageways, debris, trash, and squatters. When the PCs navigate through the building, whether in an attempt to pass through, chase someone, or escape, they must max out the *navigate* Limit in order to achieve their goal.

LIMITS

COLLAPSE 4 **NAVIGATE 4**

COLLAPSE: The building collapses and everyone inside takes *buried-by-debris-5*

TAGS & STATUSES

gaping crevices, *piled debris*, *unstable footing*

SPECIALS

Weak Foundations: Whenever someone (PC or Challenge) takes an action that could damage its structure in any way, the Crumbling Building takes *collapse-1*. If the action is explosive, the Crumbling Building takes *collapse-3* instead.

›THREATS / »CONSEQUENCES

› *Creak loudly as bits of debris scatter to the ground*
» **Collapse a section of floor (*broken-leg-3*) or a section of ceiling (*concussion-3* and the Crumbling Building takes *collapse-1*)**

› *Reveal stains, burns, and/or left-behind drug lab equipment*
» **Open the door to noxious gas (*dizzy-2* and *hazardous waste*)**

› *Buzzing sounds emerge from cracks in the walls*
» **Engulf everyone around in a swarm of winged vermin (*painful-bites-2* and *obstructing swarm*)**

› *Reveal narrow passageways between broken floors and piles of rubble*
» **A passage terminates with a dangerous scaling hazard (*precarious-position-2* to the PCs' next navigation roll, or turn back and remove 2 tiers from *navigate*)**

› *Voices echo from down the hall*
» **Reveal squatters and/or scavenging competition (Present a New Challenge: Gang Member, Scavenger, Source Worshipper, etc.)**

HAZARD ZONE

Hazard Zones are uninhabitable areas ravaged by pollution, due to negligence or as a result of some disaster. Lakes of sludge, toxic storms, and irradiated plants are common in these zones, along with packs of Marauders (page 312) that prey on those unlucky enough to be passing through.

While Hazard Zones often contain "mundane" waste, certain Mythoi take up residence in these dumping grounds to take advantage of the isolation and add their own magical energies to the slurry.

When the PCs navigate through the Hazard Zone, whether in an attempt to pass through, chase someone, or escape, they must max out the *navigate* Limit in order to achieve their goal.

LIMITS

NAVIGATE 4

TAGS & STATUSES

(two out of *sludge waters*, *carnivorous plants*, *toxic air*, *derelict* buildings, or other environmental tags)

SPECIALS

Poison: A character with a *poisoned* status from the Hazard Zone takes *poisoned-1* every time they get the spotlight, until the *poisoned* status is removed.

›THREATS / »CONSEQUENCES

› *Maniacal laughter and/or inhuman roaring is heard in the distance*
» **Reveal an ambush (Present a New Challenge: Marauders, page 312) or an abomination (Present a New Challenge: Wrathful Vines, page 318)**

› *Sickly green storm clouds begin to form*
» **A storm breaks (*poisoned-1* to multiple targets and create *blinding winds* and *frequent lightning*)**

› *The area is covered with sludge, or full of radiation or toxic fumes*
» **Poison someone upon contact (*poisoned-1*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

RIOT

A Riot is what happens when a group of furious people gather as an unruly mob and clashes with police or private security forces. This Challenge covers the chaotic situation that escalates on both sides. If nothing is done to stop a Riot, it will inevitably boil over into an explosion of violence and property damage.

LIMITS

ESCALATE/DE-ESCALATE 2

ESCALATE: Both sides open fire on each other. Everyone around takes *beaten-and-bleeding-5*.

DE-ESCALATE: Both sides disperse.

SPECIALS

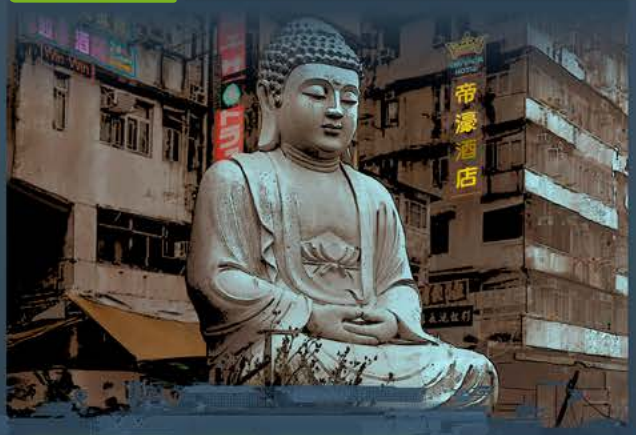
Danger Everywhere: Whenever an *escalate* status is taken, a random object is thrown in the PCs' direction, such as a tear gas canister, can of spray paint, or bean bags shot from rifles, dealing *bludgeoned-2*.

›THREATS / »CONSEQUENCES

› *Police or private security shout orders from megaphones*
- » **Declare an unlawful assembly (*escalate-1*)**
- » **Start throwing tear gas (*escalate-2* and *tear gas*)**

› *Rioters form up and chant protest slogans*
- » **Push up against the security line (*escalate-1*)**
- » **Start flipping cars and throwing molotovs (*escalate-2* and *car fires*)**

› *Members of either side start pointing at the PCs*
- » **Identify PCs as dissidents and attempt to remove them (Present a New Challenge with Scale 1 based on either side, such as Security Guard, Heavy Urban Response Tactics Officer, Gang Member, etc.)**



THIN PLACE SHRINE

When someone wants to allow a Mythos' power to shine through from the Otherscape, they find one of its Thin Places and build a shrine. Signs of the Mythos' influence are clear in the environment, perhaps powerful enough to warp space and time around the shrine. These shrines are maintained by Source Worshippers (page 303) who often do not tolerate trespassers unless they are willing to swear allegiance to their "god".

At the center of the shrine a PC can gain power by sacrificing an important aspect of their life, something important to them. A PC doing so can willingly fill up the Decay track of a Noise or Self theme, to replace it with a nascent Mythos theme related to the Thin Place Shrine. The Shrine is also a potential ritual site. For more suggestions for using rituals, see **Performing Magical Rituals** in the supplement *:Otherscape Action Database*.

LIMITS

ALARM 3

ALARM: The locals know the crew's here. They gain *alert-1* and *empowered-1*.

TAGS & STATUSES

Noise-canceling zone, *Mythos-strengthening aura*

›THREATS / »CONSEQUENCES

› *Footsteps or cries are heard from a distance*
- » **Defenders arrive (Present a New Challenge: Source Worshiper up to Scale 1)**

› *Glow with a magical, radiative aura*
- » **Spawn minions of the shrine's Source (Present a New Challenge, of a suitably monstrous variety)**
- » **Conjure a disaster such as storms, fires, or floods relating to the Source's domain (Escalate the Situation)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

OUTLANDERS

MARAUDER

Marauders are violent nomads who live on the outskirts of the Megacity, in ruins that no one else claims. They scour their no-man's-land for things to scavenge and people to prey upon.

Most marauders are easily recognised by their look, wearing a patchwork assortment of tattered clothes and pieces of armor, along with face paint to denote their clan allegiance. Years spent baking under the scorching sun and breathing the toxic fumes have warped their minds, but those who have survived are hardened indeed.

A favorite marauder tactic is to draw pursuers into an area filled with *toxic waste*, which has little effect on them.

LIMITS

HURT OR SUBDUE 2

TAGS & STATUSES

home field advantage, *toxin resistance*, *sun-drunk-2*

›THREATS / »CONSEQUENCES

› *Appear from behind cover as a hunting pack, whooping with crazed hunger*
  » **Howl and beat their weapons against each other (*shaken-2* to everyone nearby)**

› *Retreat into a different area while leering and taunting*
  » **Reveal the area to be a toxic hazard (*poisoned-2* to everyone, including the Marauders)**

› *Let out a battlecry and charge*
  » **Hit someone with a rusty hatchet or jury-rigged pipe pistol (*open-wound-2*) or throw a spear with a grenade tied to it (*blasted-4* to everyone in blast radius)**
  » **Throw nets to trap prey (*restrained-2*)**

› *Point a flare gun up to the sky*
  » **Shoot a flare, summoning reinforcements (increase Scale by 1, to a maximum of 3)**

NOMADIC TRANSPORT CARAVAN

Nomads take strength from whatever they can find in the barrens, and that includes strength found in numbers. Nomadic Transport Caravans are a pack of beat-up vans and buses with makeshift weapons mounted on their roofs. Mercenaries are just as likely to be hired to protect these caravans as they are to raid them.

For more about the catch/outrun polar Limit, see **Overcoming Challenges** (page 108). See also Chases in the *Action Database*.

LIMITS

CATCH / OUTRUN 5 **WRECK 2** **THREATEN 2**

TAGS & STATUSES

scavenged armor, *spiked battering ram*

SPECIALS

Vehicle: The Nomadic Transport Caravan carries a Scale 2 group of either Scavengers (page 314) or Marauders. If *wreck* is maxed out during a chase, the occupants disembark and take *hurt-2*.

Scouting Party(+⊙): A scouting party of outriders assist in the defense of this caravan. They have *wreck:2* and Scale 1, inflicting *unsteady-2*, *flesh-wound-2*, and *pierced-tires-2*.

›THREATS / »CONSEQUENCES

› *Maneuver to the side of the PCs' vehicle*
  » **Sideswipe into the vehicle (*unsteady-2*)**

› *Evade and accelerate to gain distance*
  » **Get further away (*outrun-2*)**

› *Slam on the gas pedal while howling terrible battle cries*
  » **Promise a bloody end (*intimidated-2* to everyone being pursued)**
  » **Steadily close the distance (*catch-2*)**

› *Roll down windows or open a hatch to start shooting*
  » **Throw makeshift spears and fire jury-rigged pipe pistols while driving (*flesh-wound-2* or *pierced-tires-2*)**

› *Turn the makeshift mounted flamethrower*
  » **Fire the flamethrower, focusing on one target (*heavy burns-3*) or suppressing an area (*scalded-2* in an area)**

› *Climb up on the rooftops and prepare to board*
  » **Board the target (Reduce the passengers' Scale by 1 and present a new Scavengers or Marauders Challenge of Scale 1 on the PCs' vehicle)**

Property of City of Mist. Issued to Jolan Arnaud. Order #310586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SCAVENGER

Scavengers search the wastes and ruined sectors of the Megacity for lost tech. They are expert urban spelunkers capable of getting into any broken crevice and through every overgrown passage. Scavengers carry only what they need, hauling their entire life on their back, taking anything else they require from the land or someone else. Each scavenger's personal kit is a patchwork of survival tools, jury-rigged technologies, and even minor Relics.

The Scavenger often has gear that the PCs can loot or barter from them. It includes improvised survival and combat gear scavenged and put together by them, such as *climbing pick*, *polymer rope*, *lockpicking toolset*, *wasteland map*, *jury-rigged satnav device*, *fuel tank*, *bulletproof jacket*, *pipe pistol*, *spiked chain* or *bone crossbow*. For a high enough price they will even part with a minor Relic, such as *scrying glass*, *rejuvenating elixir*, *glowing crystals* or *portable doorway*.

LIMITS

HURT OR SUBDUE 2 **PACIFY 2**

TAGS & STATUSES

deep-delve scanner, *alert-1*, *suspicious-1*

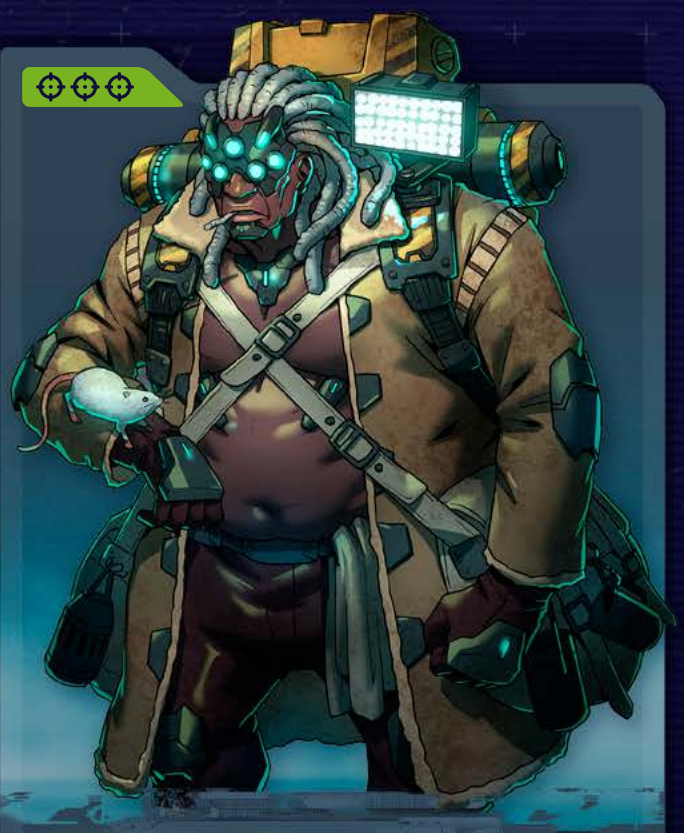
›THREATS / »CONSEQUENCES

› *Pick up forgotten loot and examine it*
- » **Demonstrate how this equipment can be used and wield it menacingly (create a new story tag)**

› *Gaze hungrily at the crew's equipment*
- » **Demand a higher price (*hard-bargain-2*)**
- » **Pickpocket a piece of tech or a Relic (burn a tag)**

› *Raise their weapon or a Relic in warning*
- » **Hit someone with a climbing pick (*pierced-2*) or jury-rigged pipe pistol (*flesh-wound-2*)**
- » **Use a minor Relic (*stunned-2*, *confused-2*, *cursed-2*, or *blinded-2*)**

› *Flee from danger with all their gear jingling on their back*
- » **Overload a piece of tech and chuck it as it explodes (*blasted-4* to everyone in range)**
- » **Escape through a collapsing ruin (Deny Them Something They Want)**



SURVIVALIST

Survivalists are people who have chosen to abandon the neon rat race of the Megacity in favor of living off the grid in the wilds. Isolated from society, lords of their own enclaves, survivalists are extremely territorial and hostile to anyone they don't know. They spend most of their day taking care of their homestead, and no one knows the area better than them.

LIMITS

HURT OR SUBDUE 3 **THREATEN 4**

TAGS & STATUSES

brilliant tracker, *home field advantage*, *alert-2*

›THREATS / »CONSEQUENCES

› *Trees and bushes shake as the survivalist moves through the foliage*
- » **Find a better hunting position (gain *high-ground-2*)**

› *Aim at intruders*
- » **Tell someone to get off their land if they know what's good for them (*intimidated-2*)**
- » **Fire their hunting rifle (*gunshot-wound-3*)**
- » **Reveal a bear trap or snare (*restrained-2*)**
- » **Reveal a concussive mine (*broken-leg-3*)**
- » **Reveal a concealed pit trap (*bruised-1* and *trapped-in-the-pit-2*)**
- » **Reveal a blood bomb (*blinded-2* to everyone around)**

Property of City of Mist. Issued to Jolan Arnaud. Order #3195586

SOURCE-TOUCHED & CONJURATIONS

CLONE MUMMY

There exists a ludicrously profitable market for vat-growing brainless healthy human bodies in order to later harvest their cloned organs. Some companies create a clone based on the DNA of the patient, to maximize compatibility. Others use a pre-programmed set of DNA, which also ensures they can deliver a consistent product.

Some companies, however, harvest the dead. Clones created from such DNA might occasionally rise into undeath, animated by an ancient Egyptian curse. These walking husks of decaying skin wrapped in medical gauze seek only to spread their curse to the living and serve the force that brought them from beyond the grave.

LIMITS

HURT OR SUBDUE 4 **REMOVE CURSE 3**

TAGS & STATUSES

brainless

SPECIALS

The Mummy's Curse: When anyone takes any injury status from the Clone Mummy, they also take *mummy-rot-1* and another *mummy-rot-1* at the beginning of each scene or downtime, until *mummy-rot* is removed. At tier 6, the character dies and immediately rises as a Clone Mummy.

›THREATS / »CONSEQUENCES

› *Open their glowing yellow eyes and hammer on the glass of their growth vat*
- » **Break out through shattered glass (*sliced-1* to everyone around) and wail with the agony of existence (*fearful-2*)**

› *Approach with a haunting moan*
- » **Grab someone with incredible strength (*restrained-3*)**
- » **Punch or claw at a nearby victim (*smashed-2* or *slashed-2*)**

ELECTRICITY ELEMENTAL

An Electricity Elemental is a being made of magical electricity, appearing as an unstable ball of light that keeps discharging itself into its environment.

In the highly technological Megacity, an Electricity Elemental can be incredibly disruptive. A single one set loose could shut down whole city blocks, corrupt essential systems, and kill those who rely on cybernetics to survive.

LIMITS

HURT OR SUBDUE 4 **CONTAIN 4** **BANISH 3**

TAGS & STATUSES

immaterial, *lightning quick*

SPECIALS

Amp It Up: Electricity or energy-based statuses are considered positive for the Elemental, and do not add to its *hurt-or-subdue* Limit.

Feedback: When the Electricity Elemental is attacked in close quarters combat, the attacker first takes *jolted-2*.

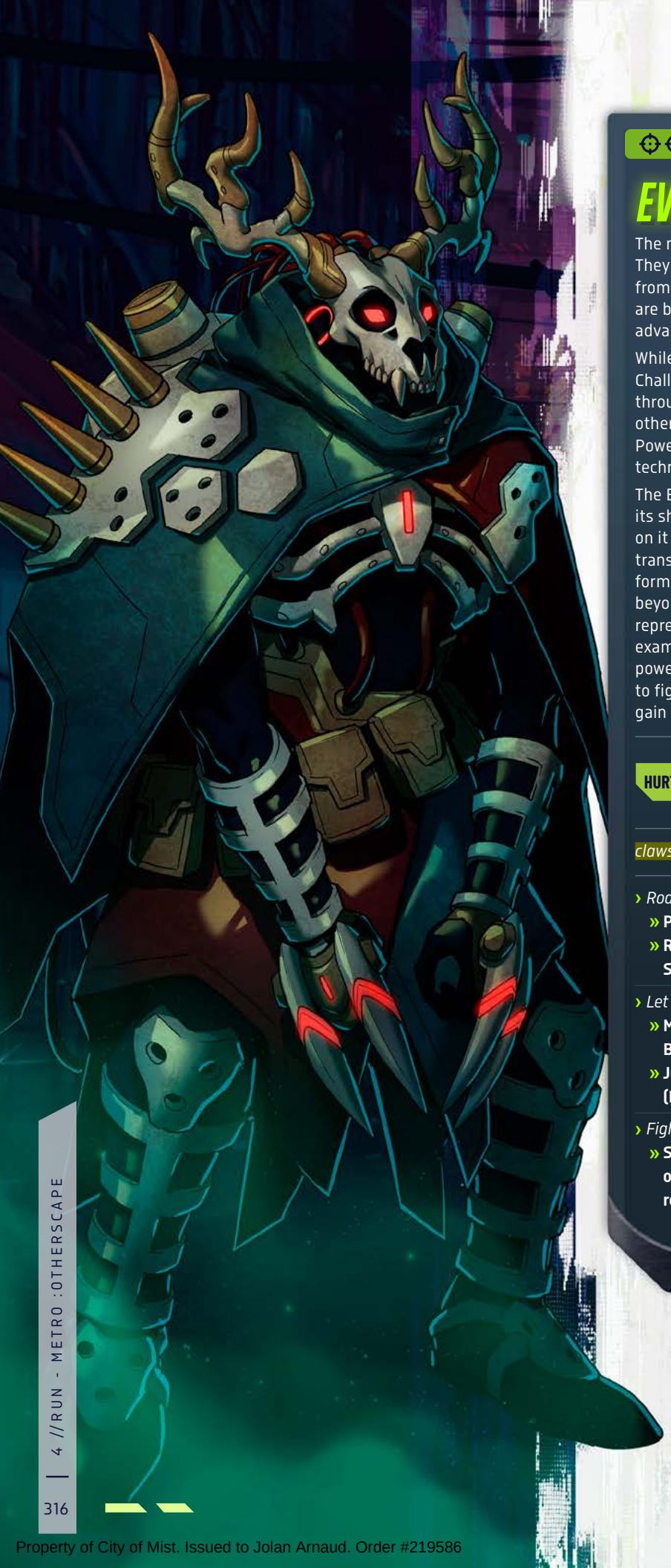
›THREATS / »CONSEQUENCES

› *Make the lights flicker and electrical devices buzz*
- » **Overload a nearby machine such as a passing car or train (Escalate the Situation)**

› *Glow brighter as it prepares to attack*
- » **Overload weapons and cybernetics (burn up to two weapon or cybernetics tags)**
- » **Blast someone with a bolt of electricity (*shocked-3*)**
- » **Erupt with power (*shocked-3* to everyone around, and it takes *depleted-1*)**

› *Touch a conductive object or connection and start to flow into it*
- » **Escape into a nearby electrical connection point (Deny Them Something They Want)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



EVOLVING BEAST

The most dangerous monsters are those you can't kill. They'll keep coming, again and again. Some are conjured from old children's stories or mythological tales, but some are built purposefully from animal parts, machinery or advanced materials.

While the Evolving Beast is categorized here as a Mythos Challenge, this profile could be used for something created through genetic splicing, cybernetic enhancements, or other futuristic technologies gone awry. Noise and Mythos Power Sets can then connect this Challenge to a specific technology or myth.

The Evolving Beast is a powerful adversary partly because its shape is mutable. Whether through changes affected on it in some lab or a Thin Place, or thanks to its own transformation powers, the Beast evolves to better face its former adversaries. Every time the crew meets the Beast beyond the first, add additional tags or Power Sets to it, representing lessons learned in previous encounters. For example, a Beast who squared off against a PC with fire powers can gain *fire resistance*, and a Beast in preparation to fight against a crew that attacks from a distance can gain the Telekinetic Power Set (page 331).

LIMITS

HURT OR SUBDUE 5 **TAME 6**

TAGS & STATUSES

claws and teeth, *unending appetite*, *ambushing-2*

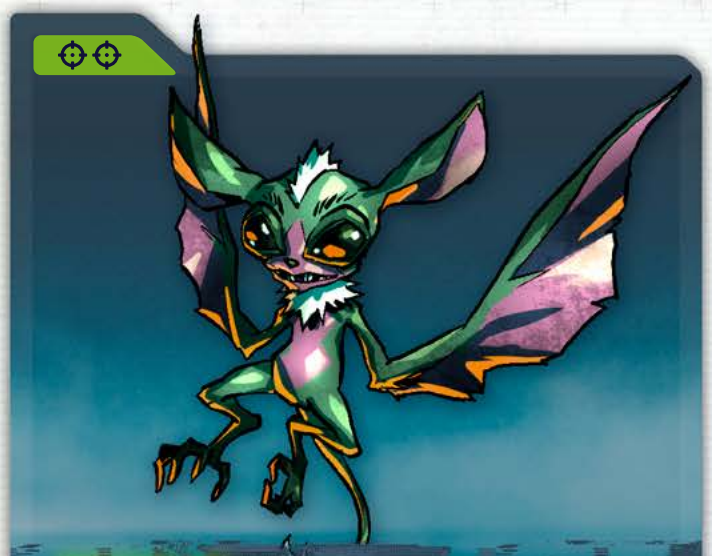
›THREATS / »CONSEQUENCES

› *Roar and charge*
- » **Pounce on a target (*torn-to-ribbons-3* or *prone-3*)**
- » **Rip into something or someone nearby (Escalate the Situation or Make the Future Bleaker)**

› *Let out an ear piercing howl*
- » **Morph grotesquely (*scared-3* to everyone around, and the Beast gains a tag representing a new ability or defense)**
- » **Jump impossibly high or slide into an opening in escape (Deny Them Something They Want)**

› *Fight furiously against constraints*
- » **Shake off bindings or other restrictive effects (burn a tag or remove two tiers from a status representing movement restriction)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



GREMLIN

Long have tiny, almost imperceptible forces meddled with machinery and meticulous work. In this age of smaller and smaller tech, increasingly installed in the body, malevolent and mischievous forces are all the more problematic to deal with.

With a few modifications this Challenge can be used for other spirits that are meddlesome, such as faeries or kami. Refocusing the Threats and Consequences to apply to gear and equipment of different kinds (such as weapons, Sources, cyberspace entities, food, valuables etc.) can create a different flavor of trickster.

LIMITS

HURT OR SUBDUE 2 **BANISH 3**

TAGS & STATUSES

devious mischief, *susceptible to superstition*, *tiny*, *hidden-2*

›THREATS / »CONSEQUENCES

› *Rattle machinery or cause electronics to sizzle*
- » **Damage a piece of hardware (burn a loadout tag or tag representing gear or vehicles)**
- » **Cause damage to a system or its power source (*malfunctioning-2* or *depowered-2*)**

› *Chitter and groan*
- » **Trash a location, disrupting activity there (*broken and busted* or *covered in refuse*)**

GHOST

Our words, actions, and computer histories are not the only imprints we leave in the world. Ghosts are the restless spirits of the dead who refused to continue on, for whatever reason. Or are they? Perhaps these are not truly the souls of the departed, but just echoes of a consciousness long since deleted?

A Ghost can possess someone, creating a compelling *possessed* status that directs the possessed person to protect the Ghost and to avoid resisting further possession.

LIMITS

HURT OR SUBDUE – **BANISH 2**

TAGS & STATUSES

incorporeal, *invisible*

›THREATS / »CONSEQUENCES

› *Move a small object*
- » **Remove a linchpin holding back something heavy (*bludgeoned-3*)**
- » **Place a marble in a PC's path (*prone-2*)**

› *Let out a long, creaking moan*
- » **Disturb by making lights flicker, writing messages on the walls, or letting loose a ghastly moan (*hesitant-1* or *scared-2*)**

› *Appear in front of a person, hands out to possess them*
- » **Possess a person (*possessed-3*)**
- » **Resist communication with mediums or efforts to exorcize it (*cursed-1*, or burn one tag related to interacting with the dead)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SUCCUBUS/INCUBUS

Magical beings are dangerous enough when they're obviously magic, but those who can blend into human society are truly terrifying. A Succubus (when female-presenting) or Incubus (male-presenting) is one such creature, able to pass as human while they use their enchanting abilities to charm victims and drain the life out of them. These creatures are in their natural element when they're climbing the mega-corporate ladder or standing behind the throne of a powerful gang leader, whispering secret orders into their ear.

LIMITS

HURT OR SUBDUE 2 **SHAME OR EXPOSE 4** **THREATEN 2**

TAGS & STATUSES

devil wings, *human facade*, *breathtakingly-seductive-2*

›THREATS / »CONSEQUENCES

› *Walk into a room and draw every eye*
- » **Compliment someone's looks (*friendly-2*) or insult their insecurities (*shamed-2*)**

› *Bite their lip and size up a potential victim*
- » **Touch a victim softly or whisper seductively in their ears (*charmed-3*)**
- » **Command a charmed victim to do what they say (use a Consequence from the Challenge profile or direct a PC using *charmed* as a compelling status)**
- » **Kiss a hypnotized victim and drain their life (turn a *charmed* status into a *drained* status of the same tier)**

› *Spread their wings and flare their red eyes*
- » **Grow claws and slice with them (*slashed-2*)**
- » **Fly into a superior position or out of sight (gain *tactical-advantage-2*)**
- » **Fly away (Deny Them Something They Want)**

WRATHFUL VINES

Humanity has not been kind to nature. Toxic pollution, unchecked climate change, and the endless mining of valuable minerals has left the Earth scarred. Wrathful Vines are what happens when magical beings animate plants as weapons to fight back.

LIMITS

DESTROY 3 **POISON 3**

TAGS & STATUSES

fire vulnerability, *motionless*

SPECIALS

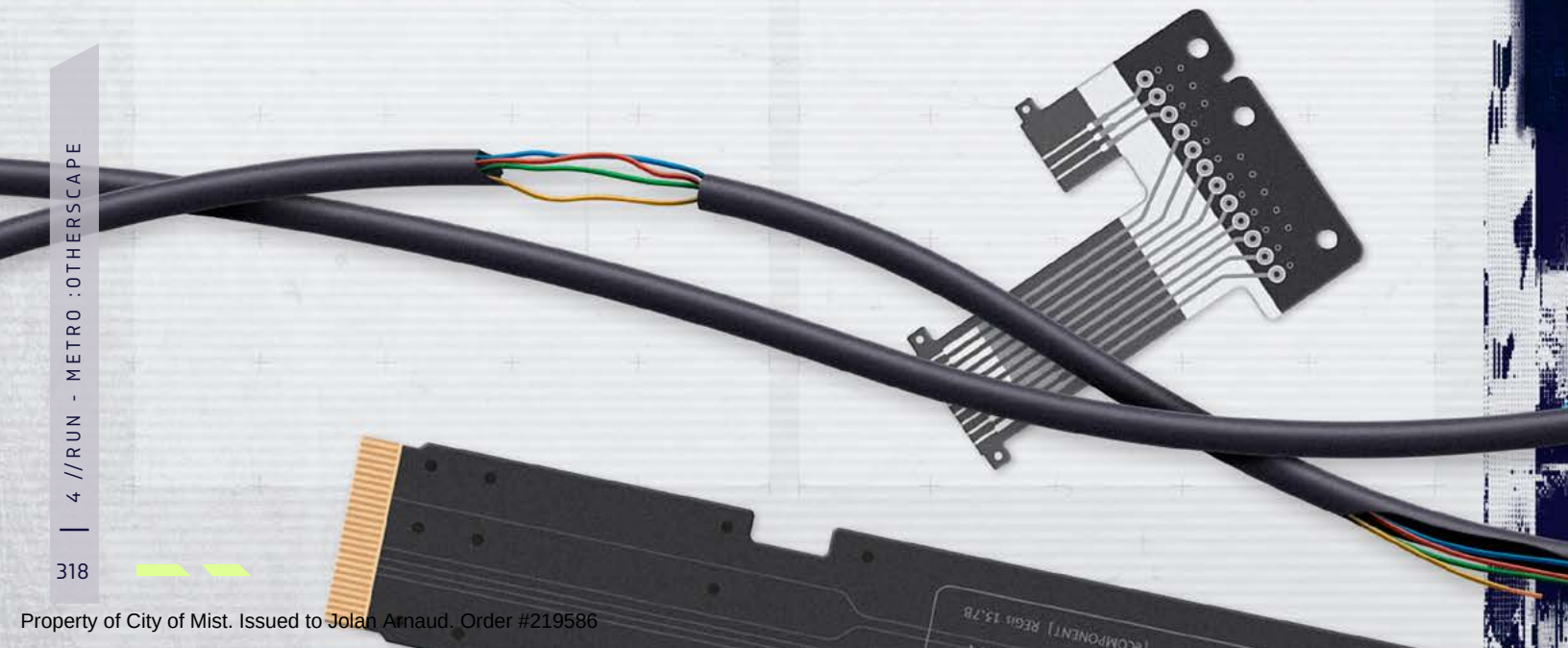
Plant Camouflage: Wrathful Vines are indistinguishable from normal plantlife while *motionless*. If the Wrathful Vines are disturbed while *motionless*, they lose this tag for the scene, then inflict a Consequence.

›THREATS / »CONSEQUENCES

› *Grow along the ground like a stretching snake*
- » **Spread along the ground (create *thick vines everywhere* and become Scale 1)**
- » **Tangle up a vehicle's wheels or a victim's limbs (*entangled-in-vines-3*)**
- » **Wrap and squeeze its vines around its prey (*crushing-pressure-2*)**

› *Raise its vines to strike*
- » **Grab weapons out of peoples' hands (burn up to two weapon tags)**

› *Coil back after taking damage*
- » **Grow incredibly quickly (remove 2 tiers from a harmful status)**



Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TECHNOLOGIES

GUN TURRET

Gun Turrets are stationary, autonomous security measures that can be found almost anywhere where no intruders are welcome, including inside corporate buildings, in banks, or on the edge of marauder camps. Their targeting systems are very simple, so approved visitors are encouraged to display their ID's at all times, lest they be mistaken for an intruder.

Some variants on the base design include the mobile turret, which has four mechanical legs; the jet turret, which is capable of short bursts of flight to relocate to better positions; and the grenade launcher, firing explosive smoke grenades inflicting *shredded-3* and *blinded-3*. Some turrets are equipped with self-destructive protocols which trigger at *wrecked-2* if someone is closeby, inflicting *shredded-4* on them.

LIMITS

WRECK 3 **TAKE OVER OR SHUT DOWN 3**

TAGS & STATUSES

heavy plating, *motion sensor targeting*

›THREATS / »CONSEQUENCES

› *Play an alarm tone and lock on the target*
- » **Fire lasers (*burned-3*)**
- » **Alert the building to intruders (*alert-1* on *alarm* if part of a Security System; otherwise, Escalate the Situation)**

› *Focus sensors on the target*
- » **Mark the target digitally (*marked-1*)**
- » **Identify weak spots (*exposed-1*)**

SECURITY SYSTEM

In a Megacity of corporate espionage and hobbyist hackers, those who own valuable objects and data will pay top dollar to keep them protected. This Challenge profile can be used to represent a broad range of countermeasures, from hallways filled with laser tripwires to computer system firewalls and even holographic mirages that hide all entrances and valuables from sight.

These high-end security systems are usually too complex to be solved in a single action, and are best used to create tensions throughout a scene. Consider not revealing the Limit maxes to the players, but rather only the build up of *alert* and *override* statuses.

The Challenge's difficulty can be adjusted by changing the two Limits, or by switching out the type of security that is called when *alarm* is maxed out (see below). For more suggestions on how to use security systems, see **Spycraft** in the supplement *:Otherscape Action Database*.

LIMITS

ALARM 3 **OVERRIDE 4**

ALARM: Present a New Challenge such as Heavy Urban Response Tactics Officer, Gun Turret, Weaponized Walker Drone, etc. Additionally, **Deny Them Something They Want** as the goal of their infiltration or attack gets locked in.

›THREATS / »CONSEQUENCES

› *Present another security countermeasure that must be overcome, such as a laser tripwire, holographic mirage, pressure-sensitive floor tile, retinal scanner, system firewall, motion detector, low-tech combination lock, etc.*
- » **Increase the system's internal threat level (gain *alert-1*)**
- » **Play sudden beeps, system warnings and recorded prompts in response to override attempts (*nervous-1* or *sweaty-hands-1*, or *marked-1*)**
- » **A patrol passes by (Present a New Challenge: Security Guard, page 305)**
- » **A trap is triggered (Present a New Challenge: Gun Turret, page 319)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SURVEILLANCE DRONE

Surveillance Drones see widespread use and come in a variety of designs, with the most common appearing as a floating metal eye the size of a baseball, a super-light frame floating on two tiny jet motors. These autonomous cameras see constant use by district security, corp agents, journalists, and influencers streaming online. Consumer models can be thrown up into the air and set to automatically follow their user, while more expensive models can be remotely operated from anywhere within the Megacity.

The Veera Bhangers are known to field a variant of this drone, originally designed as an unobtrusive camera. It is equipped with a holo-projector that provides superior camouflage, making it *stealthy-4*. To avoid drawing any sort of attention, these drones avoid all cyberspace transmissions until their surveillance is done, at which point they reconnect and transmit their findings.

LIMITS

SURVEIL 4 **WRECK 1** **TAKE OVER OR SHUT DOWN 2**

SURVEIL: Reset *surveil* and give the drone operator *surveillance report*. As long as *surveillance report* exists, the operator and any of their agents can enter a scene with a story tag representing countermeasures to one or more of the PC's power tags.

TAGS & STATUSES

fist-sized, *quick flight*, *stealthy-2*

SPECIALS

Constant Vigilance: Whenever the MC activates a Consequence in a scene that includes a Surveillance Drone, she can also give *surveil-1* to the Drone. When the Drone is destroyed or removed from the scene, reset *surveil*.

›THREATS / »CONSEQUENCES

› *Broadcast its controller's voice through tiny speakers, or emit a small hologram*

› *Flit around the air, moving like a mechanical hummingbird*
- » **Begin evasive maneuvers (gain *evasive-2*)**
- » **Fly up into the air and get away (Deny Them Something They Want)**

› *Focus on a single subject, rotating its camera aperture*
- » **Make someone feel like they're being watched (*paranoid-2* and gain *surveil-1*)**
- » **Take a compromising photo or video of someone (Escalate the Situation)**

WEAPONIZED WALKER DRONE

A tank on two legs, this drone is a common urban pacification device, patrolling the streets with gatling guns on full display and even more weapons hidden inside its titanium chassis. Its incredible destructive power may be intimidating, but its complex programming ensures that as long as crowds comply with its orders, they should have nothing to fear.

Two variants that can occasionally be seen in the Megacity are CryoCharm's Polar and the NM3 Frontliner Mark III. The Polar is equipped with ingenious self-cooling systems (*heat resistant*), allowing it to act "recklessly" (*quickened-2*), generating levels of heat that would make the cores of other drones shutdown. The Frontliner is simply huge (Scale 2).

LIMITS

WRECK 5 **TAKE OVER 5** **SHUTDOWN 4**

TAGS & STATUSES

hardened against hacking, *heavy armor*, *slow moving*, *titanium plates*, Scale 1

›THREATS / »CONSEQUENCES

› *Patrol the streets, autoplaying commercial ads from its speakers*
- » **Turn on the searchlights (*exposed-3* in an area)**

› *Order in a robotic monotone, "Weapons down, hands up. Comply."*
- » **Fire into the crowd with a tear gas grenade (*blinded-3* in an area) or an LRAD sound cannon (*deafened-4* in an area)**
- » **Spray gatling gun fire in an area (*gunshot-wound-3* on everyone in range)**
- » **Focus guns on a single target (*peppered-with-bullets-4*)**

› *Approach a physical barrier with arms raised*
- » **Swat the barrier away with a powerful arm swing (burn up to two tags or remove up to three tiers from statuses representing barriers or hiding places, and give *crushed-3* to anyone inside them)**
- » **Punch through to create an opening (Escalate the Situation)**

› *Reveal a shoulder-mounted rocket launcher with mechanical whirring and hissing steam*
- » **Launch a missile (*blasted-5* to everyone around)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MOVERS AND SHAKERS

ABIGAIL BEDAIKO, THE JALIMUSO

Despite the strangling hold of the megacorporations, rebels keep rising and dedicate their lives to fight the system that churns and spits them out for profit. Most of these punks defy mainstream through anti-conformist music and style, occasionally committing petty crimes to "stick it to the Man." But Abigail Bedaiko is no ordinary punk. She exposes illegal corporate activities and calls on the people of the Megacity for an armed revolution through her underground cyberspace media stream "Dausi Channel." When it's time to attack, she leads from the front to destroy corporate assets with an army of followers.

Abigail lived all her life in the gutters, realizing that the rampant crime and unchecked poverty she was born and raised in was caused by the abuse of megacorporations. She is known in the underground with the respected title of "Jalimuso"– a West African bard and oral historian. The corporations see Abigail as an anarchist and call her "The Slaughterer", a name she claims is part of a propaganda campaign against her, although the extremist woman has been known to take her crusade extremely seriously and ignore many red flags.

Every song Abigail performs in her underground concerts or live on air is a call to action, stoking the fires of rebellion as she plays her electric guitar which is actually the Source of Gassire's Lute, part of the Dausi, a mythological epic of the West African Wagadu. It tells of Gassire, a Wagadu prince who wanted to become king, and how his greed and vanity cost him the life of his sons, his place among his people and Wagadu itself. Like Gassire, Abigail is rash and driven by her desire for notoriety. She would kill anyone in the way of her mission without hesitation, be they the crew, innocent bystanders or her own followers. To Abigail, no price is too great for the destruction of the corporations, and if the Megacity must flow with the blood of the people, then so be it.

ABIGAIL BEDAIKO, THE JALIMUSO

LIMITS

BLOODTHIRSTY 3 | **HURT OR SUBDUE 4** | **INTIMIDATE –**

BLOODTHIRSTY: Abigail loses her followers until the next downtime, when this Limit resets.

TAGS & STATUSES

zealous hatred, *hyped-up-2*, *indomitable-spirit-3*

SPECIALS

Punk Attitude: Abigail cannot receive any compelling statuses unless they are magical in nature.

The Crowd Loves Her: When Abigail takes a status her followers can protect her from (including social statuses), they take the status instead. Use Gang Members for her followers.

Come In Like A Wrecking Ball: When Abigail enters the scene, remove everyone else's statuses representing alertness and preparedness and she can deliver a Consequence.

›THREATS / »CONSEQUENCES

› *Sing the Dausi with her guitar, praising heroic action*
- » **Captivate the audience (*enthralled-4*)**
- » **Create Conjurations from her tales (create two story tags from among the following: *giant python*, *beating war drums*, *sharpened swords*, or *legion of warriors*)**
- » **Impart the song's lessons to her listeners (give everyone listening a tier-2 status improving their fighting capabilities, such as *strengthened-2*, *courageous-2*, or *alert-2*)**

› *Rile the crowd up with inciting rhetoric*
- » **Call her audience or any bystanders to follow her (Present a New Challenge: Riot or Gang Member, or increase their Scale by 1)**
- » **Accost someone with demands to join her cause (*convinced-2* or *threatened-2*)**
- » **Direct her followers to attack anyone in her way (deliver a Consequence from her followers)**

› *Lead the charge against the enemy*
- » **Fire her pistol (*gunshot-wound-2*)**
- » **Stab someone with a blade (*stabbed-2*)**
- » **Approach a corpse in the chaos and dip her guitar in its blood (gain *bloodthirsty-1*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ARMAN FARZIN

Arman Farzin is the CEO of Twin Banks Corporation. Like many corporate CEOs, he is known for his tyrannical leadership and regularly downsizes workers who fall below his impossible expectations. Twin Banks is also known for initiating hostile takeovers of all their rivals, buying out properties, and setting ludicrous interest rates which ensure thousands are plunged into debt.

Arman always wears a pure black suit and is never seen without his two secretaries. They act as the CEO's bodyguards and advisors; those who hold the position always have the same personality as their boss (even if they didn't before): cruel, silent, and malicious.

In truth, the position of Arman's secretaries is the Source of King Zahhak, the Serpent King from Zoroastrianism. Zahhak was cursed to have two snakes growing from his shoulders that demanded a constant sacrifice of brains each day. The Source blesses Arman with riches and prophecies which he uses to expand his company as long as they are satisfied. Like the snakes, the Source demands Arman to sacrifice two lives daily, which is a simple matter for a man of his position.

If the crew is in need of cash, Twin Banks could approach them and offer to make the PCs *solvent-3*. The crew's end of the deal is to bring in captives marked by Twin Banks, such as corporate rivals or other debtors, to be sacrificed by Arman. If the PCs accept the deal and attempt to avoid "payment" or repay in some other way, Twin Banks will bleed them dry: replace *solvent* with *ruined-4*, burn tags describing possessions, and **Escalate the Situation** by threatening the PCs' livelihoods.

Arman's base tags of *ahead-of-the-game-3* and *wealthy-3* require his secretaries to consume a brain at least once per downtime.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ARMAN FARZIN

LIMITS

HURT OR SUBDUE 4 **IMPLICATE 5** **SLAY SECRETARIES 4**

TAGS & STATUSES

ahead-of-the-game-3, *wealthy-3*

SPECIALS

Serpent Guard: When Arman takes a status his secretaries can protect him from, that status is applied to *slay-secretaries* instead. If this Limit maxes out, they can't guard him anymore. Arman can reset *slay-secretaries* and revive his secretaries as a Consequence.

Never Rest: At the end of every downtime or as a Consequence, Arman can give a PC *broke-3*, create a new Challenge to go after them (choose from Investigator or any corporate or criminal Challenge), or learn a secret the PC doesn't want him to know (Escalate the Situation).

›THREATS / »CONSEQUENCES

› *Offer a seemingly lucrative deal*

› *Mention something or someone important to someone present*
- » **Make a subtle threat (*intimidated-2*)**
- » **Arrange the sacrifice of a target's loved one (Escalate the Situation)**

› *Have his bank compose a report of someone's assets*
- » **Seize their assets (*ruined-3*)**

› *Pull out a hidden blade*
- » **Stab with a poisoned blade (*knife-cuts-2*; if any tiers remain after mitigation, add *poisoned-4*)**

› *Command his secretaries to strike*
- » **The secretaries wrap around a target with their serpentine form (*restrained-3*)**
- » **The secretaries crack open a restrained target's skull with their fanged jaws and consume the brain (*ablated-5*)**

HAYASHI NAO "THE ETERNAL EYE"

There are many, too many, infamous hackers in cyberspace. In the Megacity, one of the better known ones is "The Eternal Eye", a name that has made its way out of the dark reaches of the net and into mainstream news. No firewall can hide secrets from them, and victims of the hacker are blackmailed or find their bank accounts bled dry. No one knows who they are, and even when this elusive phantom chooses to appear, they usually do so as a figure cloaked in shadows that obscure all their features.

In meatspace, the Eternal Eye is nothing more than an edgy teenager named Hayashi Nao. Nao, a genius but strange youth who was bullied in school, got sucked into various counterculture trends as a means of escape and eventually made the choice to retreat into the net. He has not moved from his bed in years, his body sustained by machines. His parents tend to his every material need, and are unaware of his robust life as one of the most infamous criminals in the Megacity. Nao cares little for money or physical comforts, driven by a desire to prove his superiority over everyone in the net. With oblivious parents and no friends to speak of, Nao knows no other way to address his pain than by using his brilliant skills – and amassed Esoteric knowledge – to bully others just as he was.

Nao placed his personal cyberspace Domain in the deepest roots of the net: the Well of Ages (Source of Mimir, beheaded hoarder of secret knowledge from Norse mythology). It is a trove of information that Nao continuously uploads data to for easy access later. As the Eternal Eye, Nao acts as an information broker, selling important knowledge for the right price. He prizes the secrets of Esoterica most of all. Like Mimir bargained with Odin, he demands a sacrifice in the form of a portion of a Source's power, whereupon the Well of Ages can replicate it.

In your series, the Eternal Eye could be hired by an enemy of the PCs to dig up data on them or to sabotage their plans. Alternatively, a PC could turn to him for knowledge. He can grant an appropriate tier-2 status or a story tag describing the information the PC is seeking. In exchange, Nao burns two tags from an Esoterica themebook and gains them as story tags.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Nao also has access to Sources he stored in the Well of Ages, for PCs to purchase or trade for. These digital connections to Esoterica Sources are represented as constructs, which can be loaded into avatars and taken anywhere in cyberspace. When bartering with Nao for these items, Esoterica power tags can be burned for Power, as long as the PCs are willing to temporarily part with some of their power for him to replicate digitally and keep in the Well. Some examples of his digital magical items include *hypnotic pendant*, *boots of flight*, *helmet of alertness*, *spectacles of true sight*, *staff of fire*, *healer's salve*, *crystal ball of foresight*, or *ring or regeneration*.

HAYASHI NAO "THE ETERNAL EYE"

LIMITS

HURT OR SUBDUE 2 **CRASH 4** **BRIBE 4**

TAGS & STATUSES

digital mask, *Esoteric secrets*, *hungry for secrets*, *super hacker*, *vindictive bitterness*, *dark-and-edgy-2*

SPECIALS

Nowhere To Hide: If a PC rolls to discover anything about Nao, Nao immediately discovers where in cyberspace and the real world the PC is. When rolling to hide information from Nao, treat a strong hit as a mixed hit and a mixed hit as a miss.

›THREATS / »CONSEQUENCES

› *Create a connection to the Well of Eternity*
- » **Tap into Esoteric knowledge that he previously uploaded (gain a tag representing a Source's magical item)**
- » **Manifest a Source's power (gain or inflict a tier-4 status appropriate to an existing Source magical item)**

› *Belittle someone's intelligence, acting smugly as if he knows something*
- » **Uncover some dirt on his target or information that they don't want him to know (Escalate the Situation)**
- » **Threaten to reveal someone's secrets (*threatened-2*)**
- » **Damage someone's belonging to prove a point and feel superior (*glitch-2* or burn a tag)**

› *In cyberspace: runes begins to appear around his cloaked figure*
- » **Break into a system (gain *superuser*)**
- » **Spy through cameras or cybernetic senses (*surveilled-3*)**
- » **Siphon a victim's bank account (*broke-3*)**
- » **Find a system backdoor to disappear into (Deny Them Something They Want)**

HUANG XIU, THE UNDYING PURSUER

Spoken only in hushed words within merc circles, the cyborg known as the Undying Pursuer is perhaps the deadliest Source hunter in existence.

Back when they were a recruit in a Source acquisition task-force, Huang was on a mission to secure a Relic known as the Elixir of Immortality, the one described in the legend of Xu Fu (the Chinese alchemist who sought the Elixir). The expedition was intercepted by a rival corporate strike team. In desperation, Huang was forced to drink the elixir so they could survive and bring back the Relic, but after their return, no method could be found to extract the magic from them. Angered, Huang's corporate overlords made them a permanent asset as a Source hunter to pay their debt.

Able to take on much more cybernetics than other mortals due to the Elixir's power, Huang was made into a test bed for various prototypes developed by the corp. They would occasionally die in the line of duty, or due to a cyberware malfunction, but the elixir would then make Huang's body regrow and reform. Over decades, Huang came to despise the Elixir – feeling it has stolen their future – and as an extension, developed a disgusted attitude toward their own flesh. They have come to believe that through cybernetics they are taking back control of their own body, willfully ignoring the fact this tech comes from the same corp that is still using them for its own needs.

Over the years, all traces of emotion have been burned out of Huang by the atrocities they were forced to commit. Only one thing remains – hope, that one day they could find a Source that will grant them the release of death.

The density of technology in what is now Huang causes so much Noise that it grants them a unique resistance against Mythoi. They are also armed with Source-touched items that the corporation lends, whatever is perfect for the job. On particularly dangerous or high-stakes missions Huang may be accompanied by a Source hunting team, consisting of a HURT Officer and several Investigators (Scale 1).

The corporation behind Huang is left deliberately open. It could also be that it was dissolved in the past decades, and that Huang was left being employed by a small group that leases them to different corps, making their origin even less clear, and allowing them to pop up anywhere and without warning.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

HUANG XIU, THE UNDYING PURSUER

LIMITS

HURT OR SUBDUE 6 **TAKE OVER OR SHUT DOWN 6**

TAGS & STATUSES

armored exoskeleton, *cyborg cold-blooded killer*, *cyberspace intrusion countermeasures*, *Mythos-resistance-3*, (three story tags describing Source powers such as *dragon's fire breath*, *wings of Icarus*, *Thor's power-belt*)

SPECIALS

Deadly Combatant: Before Huang is attacked, they hit conterstrike and deliver a Consequence.

Curse of Immortality: When Huang dies, reset their *hurt-or-subdue* as a Consequence or after a downtime.

›THREATS / »CONSEQUENCES

› *Approach a target like an unstoppable avalanche and raise a weapon*
- » **Demand surrender (*intimidated-3*)**
- » **Brutally assault with their cybernetic fists (*broken-ribs-4*) or arm-mounted blades (*bleeding-out-4*)**
- » **Concentrate fire on one target (*riddled-with-holes-6*) or across multiple threats (*bullet-wounds-4* to several targets)**

› *Scan and analyze their surroundings*
- » **Discover a Source and track its location (Escalate the Situation)**
- » **Rally their Source hunting team out of a tight spot (remove up to 4 tiers of negative tactical or morale status from their team)**
- » **Perform a tactical maneuver to gain an advantage (give themself and their team *upper-hand-3*)**

› *Reach for the perfect item for the situation*
- » **Unveil a hidden Source item (gain a new Source story tag)**
- » **Use one of their Source items to enhance their abilities (gain a tier-3 status representing an enhancement from one of their Source story tags)**
- » **Use one of their Source items to attack (inflict a tier-3 status representing an attack from one of their Source story tags)**

MAMA DIWA

Mama Diwa is a well-known figure in her community, a small shanty town within the heart of the slums. She provides cures and hexes through archaic but effective practices, mainly centered around using insects as conduits for healing and harm, with her Esoteric Source of the Mambabarang (Filipino insect witch). Mama Diwa has access to a variety of *sumpa* (curses) and protective or healing spells, and she offers her services for free to members of the community. This makes her a beloved yet somewhat awe-inducing local figure, on whom the residents of the slums have come to rely.

Underneath her kind and grandmotherly nature, Mama Diwa is secretly a member of an extremist cell in the Gordian consisting of luddites. Members of this cell shun modern technology for its Noise; they believe Esoteric practices should be taught through personal, mentor-student relations, which focus not only on the how but also on the why. This places them in direct opposition to most of the other Gordian members, as well as mainstream Noise spreaders such as Epis. Mama Diwa strongly believes all other forms of Esoteric teachings are dangerous, and has killed before and will kill again to stop those she considers as enemies of humanity.

In order to affect someone not present, Mama Diwa requires a sympathetic connection to the target, such as a drawing of their likeness, something belonging to them or a piece of hair or nail clipping. She uses this connection to create a *poppet*, a little doll magically connected to the target, and then uses it to affect the target from a distance. Anything her insects do to the *poppet* will affect the target as if they were present. She keeps *poppets* of her enemies, but also of some of her close allies, since the same magic can be used to heal and help them.

Anyone can approach Mama Diwa and ask for a cure, a charm, or a hex, for themselves or someone else. Her charms, cures and hexes are delivered via insects – roaches, centipedes and beetles. If the person asking is not from her community, she will ask for a future favor – the character takes *debt to Mama Diwa*. Seeing as the crew are accomplished mercs, the favors she'll ask of them should mainly revolve around undermining Epis or other Gordian cells, using brute force or tech where her curses can't reach.

Mama Diwa usually asks for a strand of hair or a drop of blood as collateral for a future favor, and prepares a *poppet* from it. If a character agreed to these terms, you can inflict Consequences on them without need for further Threat.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MAMA DIWA

LIMITS

HURT OR SUBDUE 3

TAGS & STATUSES

beloved community witch, *charm of protection*, *insect familiars*

SPECIALS

Kindly Grandmother: When a player rolls to discover Mama Diwa's true intentions or accuse her of wrongdoing in the presence of her or people of her community, their appalled reaction makes the character take *guilt-2*.

Bound by Blood: If Mama Diwa takes a physical status, she can instead burn a tag describing a protective charm, a magical item, or a group of insects, to take no status.

Neigborhood Muscle: If a member of her community is around and is able to stand in the way of the attack to take the status and protect her, they do so.

›THREATS / »CONSEQUENCES

› *Whisper instructions to a beetle, fly, roach, or centipede (to affect someone present); or produce a previously prepared poppet and place her insect familiars on it (to affect someone out of sight)*
- » **Have a neighbor arrive to protect her (*neighborhood-muscle*)**
- » **Summon a swarm of insects to hassle someone (*swarmed-3*) or to guard a location and watch for intruders (*swarm of insects* with *alert-1*)**
- » **Send an insect to enter a person, possessing them (*possessed-3*)**
- » **Destroy cybernetics from the inside (burn 3 loadout or Noise tags)**
- » **Send her insects to dig into a foe's body and devour them from the inside (*ravaged-3*)**
- » **Spread disease with a bite (*diseased-3*)**
- » **Cure someone of an injury or disease (burn a story tag or remove two tiers from a status representing physical injury or illness)**

› *Rifle through her pockets or her shelves for the perfect item*
- » **Pull out a magical or cursed object (create a story tag representing protective charms, magical items, or familiars)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ZACHARY "CROSSBONES" EDWARDS

Every gang fights a bloody war for survival in the streets of the Megacity, and while most want to play it safe, some are crazy enough to take the fast lane in life even if they crash and burn at the end. The Jolly Rogers are a gang of thrill-seeking motorheads who besiege mega-corp vaults and commit high-speed robberies using ramshackle vehicles customized with military-grade weapons. Like their cars, the Jolly Rogers are covered with eye-catching tattoos, scavenged body mods, and are as boisterous as their engines. They speed around the city, conducting deadly drag races where there's only one rule: there are no rules. Being a superstitious lot, practicing old sailors' traditions, the gang has been able to imbue their vehicles with the powers of the sea.

Zachary "Crossbones" Edwards is the leader of the Jolly Rogers. He can be recognized by his outdated cybernetic eye and leg, his hair-trigger temper, and love for carnage.

With a trove of ocean-related and vehicle Sources, no one can outrace him, especially with his luxury hovercraft, the Deep Blue. The Deep Blue has a barnacle-encrusted horseshoe hanging from its rear-view mirror; it is the Source of the Hippocampus, Poseidon's steed, and gives the vehicle supernatural speed and the ability to turn into water.

When Zachary discovers the location of another Source through his drone J.I.M.'s digital map – which is connected to the lost cyberspace Domain of Treasure Island – he brings out the big guns. The crowning jewel in Zachary's garage is "*The Lady*", a stolen military aircraft with enough firepower to obliterate an entire city block. Despite *The Lady's* high-tech design, its wooden steering wheel is actually the Source of the Queen Anne's Revenge (Blackbeard's flagship), and grants *The Lady* its superior firepower.

ZACHARY "CROSSBONES" EDWARDS

LIMITS

HURT OR SUBDUE 4 | WRECK 4 | TAKE OVER 4 | CATCH / OUTRUN 5

TAGS & STATUSES

alert-2, *unshakable-3*

SPECIALS

Not a Single Scratch: When a PC attacks Zachary or one of his vehicles, they first take a Consequence from him.

Deep Blue: If riding Deep Blue, as a Consequence, Deep Blue can turn into water and gain *hydroform*, ignoring any physical barriers it can pass through.

Runs a Tight Ship: All Jolly Rogers gangsters (use Gang Member Challenge profile) gain *unshakable-3* when entering the scene as long as Zachary is present.

›THREATS / »CONSEQUENCES

› *Erupt with anger, cursing and throwing things around*
- » **Bully a victim with physical threats (*intimidated-2*)**
- » **Shoot with his revolver (*gun-shot-3*)**

› *Rev up his vehicle's engine*
- » **Activate nitro boosters (*boosted-2*)**
- » **Outspeed a rival (*catch-4* or *superior-position-2*)**
- » **Unleash his vehicle's weaponry (*shredded-4*)**

› *Whistle, calling for J.I.M.*
- » **Contact his gang for backup (Present a new Challenge: Gang Member with Scale 1 and a vehicle with a story tag such as *armored hull*, *explosive rounds*, or *chainsaw battering ram*)**
- » **Request air support (Zachary gains The Lady Power Set)**

MYTHOS POWER SET

THE LADY +

DEPLETED 5 | WRECK 6 | TAKE OVER 5

DEPLETED: *The Lady* loses its weapon tags and cannot use any of its weapons until the end of the next downtime.

TAGS & STATUSES

flight, *steel hull*, *thick armor plates*, *firewalled-2*, (four tags describing its armaments like *EMP emitter*, *magnetic bombs*, or *armor-melting ammo*), Scale 3

SPECIALS

Armed to the Teeth: During Establish, *The Lady* can magically conjure up new weapons. Replace any of its weapon tags with any other tags and *The Lady* takes *depleted-1*.

Overwhelming Force: Zachary can empower *The Lady's* weapons. Whenever *The Lady* inflicts a Consequence with its weapons, it can inflict the Consequence twice, to the same target or two different ones. When doing so, *The Lady* takes *depleted-1*.

Unleash Hell!: Once per scene as a Consequence, Zachary unleashes all of *The Lady's* destructive capabilities and fires all its weapons on everything in the scene except for himself (*obliterated-5*), and *The Lady* takes *depleted-5*.

›THREATS / »CONSEQUENCES

› *Lock and prime its weapons*
- » **Launch one of its plethora of specialized ammo (*fried-electronics-4*, *torn-up-4*, *liquified-4*, or another status appropriate to one of its weapon tags)**

› *Fire up the Lady's jets*
- » **Ram into a vehicle or structure (*wrecked-5* to the target, and *wrecked-4* to itself)**
- » **Fly high into the sky (*out-of-reach-3*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

SELF POWER SETS

SELF POWER SET

CONNECTED & PROTECTED +

It pays to have friends in high places.

SPECIALS

Do You Know Who I Am?: When a PC attempts to attack or threaten this Challenge, they first take *threatened-2*.

Never Work In The Megacity Again: At the end of every downtime or as a Consequence, this Challenge can give *blacklisted-3* or Present a New Challenge to go after the PCs (Investigator, Syndicate Leg-Breaker, or another suitable Challenge).

›THREATS / »CONSEQUENCES

» **Pull some strings to gain blackmail material or inform an adversary of the crew of their intentions (Escalate the Situation).**
» **Harass the crew through legal channels or law enforcement (*legal-issues-3* or *wanted-for-questioning-3*)**

SELF POWER SET

CORPORATE SPONSORED +

They don't *have* to say the slogans... You would think the logos would be enough.

SPECIALS

corporate bank account, *visible branding*

›THREATS / »CONSEQUENCES

› *Step forward and draw attention*
» **Pull out an exorbitantly expensive gadget (gain *confidence-boost-1* and create a story tag)**

› *Use a signature product in an efficient but showy way.*
» **Epis "EZ Karate" Nerve Implant: Strike an enemy (*karate-chop-3*) or restrain them (*chokehold-2*)**
» **CryoCharm Freeze Blaster: Blast an enemy (*frozen-3*) or spray over an area (*slick floors*)**
» **Apex CN-Core PowerLegs: Roundhouse kick (*broken-ribs-3*) or super-sprint away (Deny Them Something They Want)**

SELF POWER SET

HEAVILY ARMED + +

This Challenge is *very* prepared for a fight.

SPECIALS

more guns and ammo

›THREATS / »CONSEQUENCES

› *Pull out a gigantic weapon, such as a missile launcher, handheld howitzer, laser minigun etc*
» **Position and open fire (*torn-apart-5*, *incinerated-5*, *pulverized-5*, *wrecked-5*, or other appropriate status)**
» **Dual-wield assault rifles or SMGs (*perforated-3* or *pinned-down-3*, to one target or two)**
» **Equip speciality ammo (create a story tag such as *armor piercing rounds*, *incendiary ammo*, or *Source-blessed bullets*)**

SELF POWER SET

SELF-DESTRUCTIVE +

This Challenge might be high on drugs or bordering on nihilistic; either way, their own life matters little to them.

Daredevil makes this Challenge both more dangerous and more vulnerable. It is helpful to all attacks made by and against this Challenge.

SPECIALS

daredevil-1

›THREATS / »CONSEQUENCES

» **Expound on the trauma of their existence and their nihilistic worldview (*demoralized-1*, and gain *daredevil-1*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #319586

SELF POWER SET

SOUGHT AFTER +

Some Challenges are chased after, bargained for, or otherwise treated like plot elements rather than people. This Power Set turns this narrative concept into rules.

SPECIALS

After Them!: Whenever the Challenge is being chased, give them the polar Limit *catch/escape:3*. When *escape* maxes out, the Challenge successfully evades all pursuers (Deny Them Something They Want).

Look Who We Found: If the crew has lost track of the Challenge, as a Consequence, they can reappear in the hands of the crew's enemies (Escalate the Situation).

›THREATS / »CONSEQUENCES

› *Move or make noise in a way that draws attention from enemies, onlookers or law enforcement*
  » **Parkour/fly/sneak away, using the environment to their advantage (gain *escaping-2*)**

» **Throw trash behind them or run into traffic to *slow-down-2* pursuers**

» **Slip out of restraints while no one is watching (burn up to two tiers of a restraining status)**

SELF POWER SET

TROOP-LEADING +

An experienced commander in the field.

›THREATS / »CONSEQUENCES

› *Order the troops to employ battlefield tactics:*
  » **Split up (split the unit's collective into two, both with Scale reduced by 1)**
  » **Fall back into one group (combine two collectives of the same Scale into one, with Scale increased by 1)**
  » **Take cover (*cover-2* to the collective)**
  » **Provide *cover fire***
  » **Order fire to be focused on a single target (*in-the-crosshairs-2*)**
  » **Rally and shake it off (*inspired-2* to the collective or remove 2 tiers of negative emotional statuses)**
  » **Regroup and deploy countertactics (remove up to 2 tiers of negative tactical statuses from the collective or positive tactical statuses from hostiles)**

» **Call for reinforcements (increase their unit's Scale by 1)**

SELF POWER SET

IN THE KNOW +

This Challenge has their ear to the ground, and probably knows something that can help the crew.

This might be anyone, from the esteemed butler in the executive's mansion to the kid on the street with the habit of eavesdropping on strangers. Somehow, no matter who this is, they seem to have access to information outside of their world: the butler will know about recent underground deals and the street kid has the deets about the executive's latest financial troubles.

This Challenge does not know strictly kept secrets – only information that is circling the rumor mill in one way or another.

LIMITS

BEFRIEND 3

TAGS & STATUSES

got the lowdown, *street cred*, *alert-1*

›THREATS / »CONSEQUENCES

› *Feign ignorance and ask for a little something to jog their memory*
  » **Walk away and suggest they try harder next time (Deny Them Something They Want)**

» **Fix a hard gaze and admonish naive behavior, an unprofessional approach, or signs of cluelessness (reset *befriend*)**

» **Give a frightening description of the crew's enemy (*worried-2*)**

SELF POWER SET

VEHICLE-PILOTING + +

This Challenge has a vehicle of some kind, which is added to their tags.

LIMITS

WRECK 3

WRECK: The Challenge disembarks and takes *hurt-1* (*hurt-3* if it is a crashed flying vehicle).

TAGS & STATUSES

[the vehicle]

›THREATS / »CONSEQUENCES

» **Sideswipe someone or turn sharply to shake someone off (*unsteady-2*)**

» **Ram into someone with full force (*smashed-4*, and their own vehicle gets *damaged-2*)**

» **Drive through a narrow alley, between billboards, or another dangerous shortcut (*catch-2* or *outrun-2* and create *dangerous obstacle*)**

» **Get away and out of sight (Deny Them Something They Want)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MYTHOS POWER SETS

MYTHOS POWER SET

ARCANE +

An Arcane Challenge has access to a Source, usually an Esoteric practice, which allows them to create magical effects on the fly. These effects should always match the theme and sensibilities of the Source's Mythos.

SPECIALS

Spellcraft: Once per scene, during Establish, the Challenge can create up to three story tags representing spell effects, such as *enchanted sword*, *obscuring mist*, *truesight*, *force shield*, *flight*, *mental protection*, *conjured familiar*, etc.

Counterspell: Once per scene, this Challenge can burn a tag representing magic or a magical being before a player makes a roll.

›THREATS / »CONSEQUENCES

» **Dispel magic or banish Conjurations (burn up to two tags or three status tiers representing magic or magical beings)**

» **Blast away with arcane beams of force (*blasted-3*)**

» **Cast a spell (create a story tag, give itself an appropriate 2-tier status, or inflict one such as *restrained-2*, *dazzled-2*, *charmed-2*, etc.)**

MYTHOS POWER SET

LUCKY +

This Challenge is blessed to have some Mythic power supernaturally manipulating fate in their favor.

LIMITS

OUT OF LUCK 3

OUT OF LUCK: The players may veto the Stolen Fortune Special once. Once they do, reset this Limit.

SPECIALS

Stolen Fortune: When a PC makes an attempt to harm the Challenge, the Challenge can reduce the roll's success level from a strong hit to a mixed hit or from a mixed hit to a miss. If they do, they take *stretched-luck-1* to their *out-of-luck* Limit.

›THREATS / »CONSEQUENCES

» **A car or passerby 'just happens' to collide with an adversary (*unsteady-2*)**

» **Equipment 'just happens' to fail (burn an equipment tag)**

MYTHOS POWER SET

NATURE KISSED +(+)

Touched by a Source of nature, this Challenge gains power over an element.

TAGS & STATUSES

elemental-shielding-2

SPECIALS

(Optional +) Druidic Adept: Once per scene, the Challenge can use one of its Consequences during Establish.

›THREATS / »CONSEQUENCES

» **Unleash the magic of their respective Source, such as:**
  - » **Fire: Shoot a small fireball (*scorched-2*) or create a *wall of fire* (*scorched-2* if touched or passed through)**
  - » **Water: Fill someone's lungs with water (*drowning-2*) or lash out with a water whip (*whipped-2*)**
  - » **Earth: Create a rock barrier (*break:3*) or throw a chunk of stone (*bruised-2*)**
  - » **Wind: Fly (*wind at my heels* or Deny Them Something They Want) or blow someone away (*prone-2*)**
  - » **Toxin: Create a cloud of poison (*poisoned-2* to multiple targets)**
  - » **Plant: Wrap someone in vines (*entangled-2*) or lash out with a thorny whip (*slashed-2*)**

» **Form their element of choice into a useful tool, creating a story tag like *fog cloud*, *bark skin*, *fiery fists*, *air bubble*, etc.**

MYTHOS POWER SET

MEDIUM +

This Challenge has the power to call up the dead to assist the living.

TAGS & STATUSES

ritual to commune with the dead, *spiritual talisman*

SPECIALS

Knowledge From Beyond the Grave: When the Medium is communicating with the dead, the MC can ask a player one question about their character, as a Consequence. The player must reply with a straight answer. The Medium knows this answer, even if the character doesn't.

›THREATS / »CONSEQUENCES

» **Raise a ghost of the dead to do their bidding (Present a New Challenge: Ghost, page 317)**

» **Banish a ghost or otherworldly effect (burn up to two tags representing Conjurations or spiritual abilities)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MYTHOS POWER SET

SHAPECHANGER

This Challenge is able to shapeshift into a beast or a monster, usually a specific one.

SPECIALS

Beast Mode: When in their beast or monster form, this Challenge has *wild endurance*, *acute senses*, and one other story tag appropriate to their new form.

›THREATS / »CONSEQUENCES

› *Start changing its physical form*
  » **Complete the transformation into its alternate form or back into its human form (see Beast Mode above)**
» **Claw, bite, or slash at a victim (*mauled-3*)**
» **Pounce at someone and pin them down (*grappled-3*)**
» **Fly, climb or sneak into a better position (*superior-position-2*)**

MYTHOS POWER SET

SPIRIT-POSSESSED

This Challenge is being possessed by a Ghost (page 317).

LIMITS

EXORCISE 3 BANISH 3

EXORCISE: The possessing spirit leaves the body (Present a New Challenge: Ghost).

TAGS & STATUSES

ignores-pain-3, *iron-will-3*

›THREATS / »CONSEQUENCES

» **Terrify with an unnatural display such as turning its head 360 degrees, projectile vomiting blood, floating in the air and chanting, etc. (*terrified-3* to everyone present)**
» **Punch a person or tear apart an object with great strength, ignoring broken fingers and limbs (*wounded-3* or *torn-3*, possessed Challenge takes *bruised-1*)**
» **Leave its current host (Present a New Challenge: Ghost)**

MYTHOS POWER SET

TELEKINETIC

This Challenge has some variation of the most common magical power: moving things from a distance.

SPECIALS

Everything Within Reach: During Establish, as long as there are moveable objects around, this Challenge can create a *shield* with a vortex of small objects or gain *focusing-1* that hinders mitigations of its powers.

›THREATS / »CONSEQUENCES

› *Lift a heavy object in the air*
  » **Throw the object forward (*bashed-3*)**
› *Tug at something held by the character*
  » **Swipe away the item (burn a tag)**
  » **Force the weapon against its owner (*wrestling-for-control-3* and then *blasted-3* or another weapon-appropriate status)**
» **Lift a person in the air and throw them far away (*thrown-away-3* and *bashed-3*)**

Property of City of Mist. Issued to Johan Arnquist. Order #219586

NOISE POWER SETS

NOISE POWER SET

CHROMED UP +

Head to toe cybernetic enhancements. When one upgrade just isn't enough.

TAGS & STATUSES

(three from *subdermal armor*, *infrared eyes*, *enhanced reflexes*, *cyber arms*, *piston legs*, *arm blades*, *wrist blaster*, *holo-shield*, *jet boots*, *grappling gun in arm*, or similar)

›THREATS / »CONSEQUENCES

» **Strike with cybernetically enhanced strength (***wounded-3***)**

NOISE POWER SET

DRONE DEPLOYING +

The Challenge can deploy fist-sized drones from inside a vehicle's chassis, a backpack, a handheld device, or cyberware.

SPECIALS

Bodyguards: When the Challenge takes a status their drones can protect them from, the drones take the status instead.

Drone: During Establish, the Challenge can introduce a new drone, up to one of each type per scene:

- **Combat Drone:** *wreck:2* and *take-over-or-shutdown:2*, inflicting *tazed-2* or *gun-shot-3*.
- **Surveillance Swarm:** *wreck:1* and *take-over-or-shutdown:2*, Scale 1, inflicting *surveilled-2* or the Challenge discovers how to thwart a PC's plan (**Escalate the Situation**).

NOISE POWER SET

DEVICE HIJACKING +

A Challenge with this Power Set has the tech and/or skill to gain control over machines in the area, including the PCs'.

SPECIALS

My Toys Now: Once per scene, as a Consequence, the Challenge can burn up to two technological tags from a PC and convert them to story tags for their own use.

›THREATS / »CONSEQUENCES

» **Take over a nearby machine (Present a New Challenge or create two story tags such as *screaming loudspeakers*, *violent vending machine*, *blinding advertising holo emitter*, etc.)**

NOISE POWER SET

ENHANCED INTELLIGENCE +

High-end neural-enhancers, clarity drugs or genetic mods can all make a person a lot cleverer than they might seem.

TAGS & STATUSES

photographic memory, *sharp wit*, *mental-reinforcement-2*

SPECIALS

Two Steps Ahead: Once per scene, as a Consequence, this Challenge can create up to two story tags or **Present a New Challenge** to represent their preparation.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

NOISE POWER SET

HOLOGRAPHIC +

In the modern Megacity there are countless ways to create incredibly life-like, life-size images and sounds. This Power Set represents an illusory copy of the original Challenge.

As a hologram, this Challenge cannot touch anything. If it would give a kinetic tag or a status, replace it with a sensory, mental or emotional one created by a near miss or threat of force. For example, *gun-wounds* from a shotgun can become *ringing-ears*, and *restrained* can become *cornered*.

Characters with Noise themes or a capability to detect illusions can become suspicious whenever the hologram's action doesn't resolve "correctly". Confirming it's a hologram still requires an action, however.

Holo-projector is the piece of tech that is creating and maintaining this hologram. The holographic Challenge's Limits are all –. If *holo-projector* is removed, the holographic Challenge is destroyed.

TAGS & STATUSES

holo-projector

SPECIALS

Just a Holo: During Establish, this Challenge may 'reset' and remove any tag or status it has and renew any of its base tags and statuses (except *holo-projector*)

›THREATS / »CONSEQUENCES

» **Explode in a blinding flash of light (*disoriented-3* to everyone around, and burn *holo-projector*, destroying itself)**

NOISE POWER SET

INHUMANLY FAST + (+)

Accelerated electronic reflexes or bionic limbs can turn a baseline human into a hurricane, especially in combination with temporal perception alteration drugs or AI-supported reactions.

TAGS & STATUSES

super-quick reflexes, *twenty foot leap*

SPECIALS

Rapid Fire: When attacking a single target, the Challenge can choose to inflict the Consequence twice, on the same target or on two different ones.

(Optional +) Faster Than the Eye Can See: This Challenge has *incredible speed*. Whenever they're physically attacked, they attack first and inflict a Consequence.

›THREATS / »CONSEQUENCES

» **Snatch something out of someone's hand or reach (burn an item tag or Deny Them Something They Want)**

NOISE POWER SET

SURVEILLANCE DATA FED +

With a brain jacked into the net, information is always at one's fingertips.

LIMITS

OVERLOAD 2

OVERLOAD: This Challenge takes *scorched-2* from overheating. At the end of the next downtime, reset this Limit.

SPECIALS

Gathering Intel: At the end of each downtime, the MC may give the crew *predictable-1* or have the Challenge discover a detail about that PC (Escalate the situation). The Challenge then takes *overload-1*.

›THREATS / »CONSEQUENCES

» **Use gathered intel as a mid-combat advantage (*predictable-2* and gain *overload-1*)**

» **Use gathered intel as blackmail or leverage (exploit an Identity, Ritual, or Itch to Escalate the Situation and gain *overload-1*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

STRINGS ATTACHED

STARTER JOB

The following is a starter job fit for crews of all types. Your group can **learn the game as you play**, using the Rapid Downloads given throughout **Chapter 2: //Play**, which are referenced throughout the job.

As with the Rapid Downloads, it is advised that the MC reads the job before running it the first time. **To avoid spoilers, players should not read this** – they'll engage with this content during play!

JOB BRIEFING

Your crew is hired to extract a valuable prisoner from the ruins of Skeiron, a submerged prison complex that was abandoned years ago, but is now showing new signs of activity, reeking of shady corporate dealings or a newly-awakened Source. The prison is located in the Sludge Zone, a polluted marsh, and the contact on the job is longtime underworld fixer, Frank Solid. All in all, this seems like a straightforward job, albeit a dirty one, but it's always smart to sniff around a little before going in – knowing what to expect could make all the difference.

BACKGROUND

The **Threadwelle Organization** is an international contractor for provision of government services in the sectors of health, incarceration, and immigration administration and services. In other words, they build and manage penitentiaries, hospitals, and government offices, and also supply training programs and personnel, ranging from security officers to bureaucrats of various levels.

Secretly, Threadwelle has come completely under the control of the Mythoi of the **Moirai**, the Greek Fates. Several years ago the executive board managed to gain a powerful Source of the Fates, a set of Esoteric practices that could allow someone to see the future and influence destiny. Their hope was to learn how to manipulate people's destinies *en masse*, to merge fate and statistics and keep their facilities at full capacity by turning around the fortunes of the healthy and lawful.

Perhaps someone in the corp made a mistake and changed Threadwelle's destiny, or perhaps knowledge of the future is too much for mortal minds. Whatever happened, Threadwelle has become obsessed with the promise of knowing and controlling fate, with much of upper management converting into a *de facto* cult of the Moirai. Its field operations are now focused on trying to find fate-bending Sources, each team overseen by three leads: a **Clotho**, a **Lachesis**, and an **Atropos** (taking names from the three Fates themselves). The individuals change, but their roles are "guided" by the implementation of a neurological synaptic enforcer, that

Property of City of Mist. Issued to Jolan Arnaud. Order #319586

pushes the executive's personality away in favor of the Fate, as befitting their role. As a useful extra, the brain implant provides direct connection with Threadwelle's fate-calculating main computer, the Oddsmaker, which can predict a foe's combat maneuvers with excellent accuracy .

JAIL TIME

About a decade ago, climate catastrophes flooded a coastal sector of the Megacity, including a Threadwelle prison facility, the **Skeiron Correctional Complex**. Skeiron became partly submerged alongside docks, factories, tenements, and warehouses in the area, forcing Threadwelle to move their prisoners and abandon the facility. The entire port district around the facility was abandoned as well, and is now known as the **Sludge Zone**.

Karl 'The Gemcutter' Masaryk was an infamous inmate at Skeiron during the floods. A genius in synthetic gems and a maker of intaglios (engraved semi-precious gemstones), Karl was imprisoned for multiple counts of gemstone fraud against major corporations. His interest in gems went beyond their monetary value, and through his studies of ancient art he also became a dabbler in the occult, with some basic Esoteric understanding of gem lore.

Even in prison the Gemcutter's forgery skills were sought out, netting him gemstones and tools with which he carved the magical **Labyrinth Intaglio**, his magnum opus, out of a blood red carnelian gemstone. Only his then-cellmate, **Basil Sideris**, knew about this intaglio. Karl knew the Labyrinth Intaglio had a special power, but didn't understand how to use it. He hid it in **Cell Block Bravo**, where a Thin Place began to develop around the gem.

Strange happenings began haunting the cell block, and as prisoners were evacuated during the flood, a feeling of dread led to panic and riots. Basil Sideris escaped in the chaos, while the Gemcutter was sent to a new facility, reluctantly leaving the intaglio behind. Several other inmates of the block vanished altogether and were never found. In truth, the Labyrinth Intaglio had grown strong feeding on the violence of the riots, trapping the missing inmates and turning them into **minotaurs**.

TREASURE IN THE DUNGEON

Recently, Threadwelle identified strange readings in their Skeiron online Domain, which was still running and was now starting to become warped by the existence of the Labyrinth. An initial investigation ended with the whole team slaughtered at the hands of the minotaurs of Cell Block Bravo, but a second (more careful) team discovered something of great interest: As the first team attempted to escape the Labyrinth, the Thin Place manifested their desperation in the form of a delicate, golden thread. Threadwelle discovered that this **Ariadne Thread** could be used as a guide to secret entrances and exits and help avoid alarms and traps, in both the physical and virtual worlds.

Interested in creating more Threads, and wishing to understand how to create other, more controllable Labyrinths in their other prisons, Threadwelle personnel interviewed past inmates of Skeiron and came upon the Gemcutter. He guessed at the origins of the Thin Place, and convinced Threadwelle they needed his help to find and replicate the Labyrinth Intaglio. Thus the Gemcutter was recruited, becoming **Lachesis-203** and leading the search at Skeiron. **Clotho-203** and **Atropos-203** were tasked with testing his loyalty and usefulness. They gave him access to the company's occult library, broadening his knowledge of fate-bending Esoteric rituals.

The Labyrinth has proven difficult to navigate, even with the use of an Ariadne Thread, and the intaglio is yet to be found. Meanwhile, Threadwelle continues to take prisoners to Skeiron, releasing them into its depths in a cruel attempt to manufacture more Ariadne Threads.

JOB SYNOPSIS

The crew comes into the picture thanks to **Kallikantzaros & Partners,** a law firm which had been working to free the Gemcutter by overturning his convictions, in the hopes of leveraging his genius in synthetic gem-making. After he was recruited by Threadwelle, K&P noticed his disappearance and connected it to rumors of renewed activity at the Skeiron Correctional Complex. Concerned, it sent fixer **Francine 'Frank' Solid** to hire a crew to investigate what's happening at the prison, and to rescue the Gemcutter if he was still alive.

Kallikantzaros & Partners have identified the Gemcutter's old cellmate, Basil Raptis, who is now living under the alias **Saint Bede**, and they believe his experience can help the crew infiltrate Skeiron. However, the Gemcutter/Lachesis-203 knows his former cellmate is a loose end, and has sent assassin drones to remove him.

After possibly gathering some helpful tips, the crew heads to Skeiron through the Sludge Zone, running into Source fanatics and mutated jellyfish, eventually reaching the prison complex. Approaching the Threadwelle operation in whichever way they choose, they face off against Atropos-203 and Clotho-203 and eventually get into the Labyrinth itself, where they discover the man they're after is not a prisoner in need of rescue, but Lachesis-203.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ACT 0:

MEETING THE CREW

Act 0 serves as an introduction to the job. It has a single scene: the dizzying heights of a crane in the dilapidated docks of the Sludge Zone, where the crew's fixer chooses to meet.

INTRO & CHARACTERS

Start by reading **Rapid Download #1: Welcome to *:Otherscape*, Punks** (page 68).

Then, continue on to **Rapid Download #2: Characters & Crew** (page 70) to establish your player characters and crew.

THE HOOKS

Before starting the opening scene where the crew will meet fixer **Frank Solid** at the crane, take a minute to consider how your crew gets involved in this job and what their professional and personal stakes are in completing it. Why are they taking on this job?

Solid, who is running the job for her client, **K&P**, can offer specific motivations fitting the crew, based on their crew theme.

- A paycheck is a great reason to take any job, but getting into Frank's contact list could be an even better one for a crew that is looking to make a name for themselves. This could be especially enticing to a crew of **All-Around Fixers**, **Elite Specialists**, or a **Found Family**. Frank is known for being discreet and connected to many of the big players, from which she knows how to squeeze the best reward there is: Favors. She can make Kallikantzaros & Partners provide both legal and illegal perks.
- Someone the crew cares about could have been recently transferred into the secretly re-opened Skeiron Correctional Complex, perhaps a fellow gang member or a loved one, which is well-suited for a crew of **Community Protectors** or a **Rebellious Street Gang**. For a crew of **Wanted** or a **Source Cabal** this person is instead someone who knows a secret they care about. The crew were looking for a way to get into the prison, and made contact with Frank after they heard she is in the market for someone like them.
- A crew who have their finger on the pulse of the Source market, such as **All-Around Fixers**, a **Source Cabal**, or **Source-Hunting Privateers**, could have heard rumors about a new Thin Place inside Skeiron – completely untapped new ground to explore. Getting paid for the Gemcutter's rescue is simply a bonus; getting a chance to examine and perhaps acquire new Sources is the real incentive.
- The crew might be pushed into doing this job due to leverage, with Kallikantzaros & Partners agreeing *not* to do something if the crew get Karl for them. A crew of **Community Protectors** might want K&P to cease from advancing an agenda on their home turf, and **Elite Specialists** who work for a patron might be sent by their employers to serve K&P as part of a negotiation between higher-ups.

OPENING SCENE: THE CRANE

Read aloud the following:

> The wind howls under a bleak sky as you almost slip and fall. The climb to the top of the old shipyard crane is difficult and not for the faint of heart. This fixer, Solid, who's supposed to have a job for you, chose the *strangest* place to meet.
>
> At one point, this whole area was part of the infrastructure for the docks, but that was long ago. Now these ten or twenty square miles are silted up and unused. Ever since the floods, it's just "the Sludge Zone". The giant crane perches above it all with an eagle's eye view of the surrounding chemical marsh and the dark waters of the narrow bay beyond. A broken bridge juts out into the waves, toward a derelict island. This is the midden pile left behind by the Megacity and few would come here except on serious business.

Ask each player to briefly describe their character and her appearance. Encourage the players to interact as their characters, describing what they say or do as they all climb the crane.

Read outloud **Rapid Download #3: Playing A Scene** (page 76).

When the timing seems right, the climb is over and the PCs meet their contact, Solid.

Establish the scene by reading the following:

> Francine "Frank" Solid, professional fixer, stands at the top of the crane like a storm goddess watching the ground below, her broad shoulders hugged by a tactical vest as her short curly hair writhes in the wind. She stands impassively as you climb, watching and assessing the visitors to her steel Olympus. As you reach the top, where a windbreak creates a small haven from the rushing winds, a fist-sized drone detaches itself

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

from her cybernetic shoulder socket, floating to examine each of your faces. Solid nods in approval as your identities are confirmed.

"Good, you made it." Her voice is hoarse, and you can see a bluish vapor wafting on her breath. "Nice climb? I don't hire cowards for my contracts, so, glad we got that out of the way."

Solid gives you a moment to settle yourselves on the metal framework of the crane.

"I've got a contract with Kallikantzaros & Partners to find an associate of theirs, **Karl Masaryk**. He's a con who was evacuated along with several hundred others out of that hell hole, when the water came." With a face like a stormcloud, Solid points toward the bay, at a derelict island out in the waves. "**Skeiron Correctional Complex**."

"But now the company that owns it, **Threadwelle,** has moved back in and they seem to have brought Masaryk with them, alongside some other inmates. Officially, the place is still closed, so whatever they're doing is probably being backed up by armed corporate guards. This also creates an opportunity to break Masaryk out, which is what K&P are willing to pay for. Apparently he's a genius when it comes to synthetic gems. They call him **'The Gemcutter'.** Or at least they would, if you manage to get him out of there in one piece. Otherwise, you'll know him as 'a corpse that cost us a lot of money'."

Then, ask the table "**What do you do?**" and give one of the players **the spotlight**.

Think of this opening scene as a training room for the **Establish > Action > Consequence** loop. Start off with the players merely narrating their actions. For now, there is no need to make any rolls or deliver Consequences. Even if someone does something on the crane that could go wrong you can narrate it as risky, but eventually harmless. As long as their actions are reasonable, just assume they succeed and narrate accordingly.

Once you feel comfortable with the rhythm of the conversation, if someone takes an action that you deem dramatic, such as trying to discern if Frank Solid is hiding anything, you can jump ahead to **Rapid Download #4: Taking Action** (page 84) to make a roll; if the roll generates Consequences keep them narrative, e.g., Solid looks like they make a nasty mental note about that PC in their head. Otherwise, continue reading.

KEEP TALKING, FRANK

If the crew asks about Threadwelle or Karl Masaryk, Solid only has general information. She will tell them the following:

- **Threadwelle is a worldwide contractor for the provision of government services** in the sectors of health, incarceration, and immigration administration. The government pays them, and they do everything: train administrative staff, provide security, and build facilities. Their correctional complexes are in high demand for their secure facilities and high rehabilitation rate.
- **About a decade ago, climate disasters and pollution created the Sludge Zone, forcing Threadwell to abandon Skeiron.** They scattered its prisoners to other Threadwelle facilities in the Megacity. It's unclear why they're back now, the place is still flooded, after all.
- **Karl Masaryk is an expert in creating artificial precious stones**, who has worked for various cartels in the past. While he was in Skeiron, he continued his work using materials smuggled in to produce synthetic gems in a makeshift lab. The gems can be worth something in counterfeit jewelry, but they are most useful in technological applications. Masaryk was never much of an engineer, however.
- **The Gemcutter had nearly finished his sentence at another facility before he disappeared.** Kallikantzaros & Partners probably paid off officials to get Masaryk out early, and were pissed off when Threadwelle pulled off some bullshit bureaucracy trick to transfer him back to Skeiron. K&P then managed to identify the Gemcutter's former cellmate, Basil Sideris, who escaped Skeiron and is living under a false identity, **Saint Bede**. That would be a good lead to start with.

Solid also encourages the crew to run some searches and hit some contacts to dig up more information about Skeiron, and points them at **The Dead Dock** as the nearest illegal market and launchpad for their Skeiron job.

MOVING ON

When the players are ready to move to the next scene, discuss what they plan on doing. The players can speak as their characters, enacting the discussion as they make their way down from the crane.

Congratulations, you've just MC'd your first *:Otherscape* scene!

Move on to Act I. The natural place for the next scene is The Dead Dock, where the crew touch down from the crane and begin gathering more information about their target before heading to Skeiron.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ACT I:

COMMON THREADS

In this Act, the crew gather some useful information about Skeiron and the Gemcutter and learn the lengths that Threadwelle is willing to go to stop their interference. You will learn how to take actions as players and deliver Consequences as the MC.

Start the Act at The Dead Dock, as the PCs descend from the meeting with Frank Solid to walk among the polluted slum and start looking for actionable information about their target. From there, you can continue to any of the other three scenes.

THE DEAD DOCK

> While it's probably technically still owned by some company, the ruined shipyard pier known as the Dead Dock hasn't been visited by anyone in authority for more than a decade. It has become a community of the rejected, one of many, *many* places in the Megacity where the have-nots gather, steal some power and net access, and set up a trading post and some hovels. Several ancient vessels are still moored to the docks; they won't sail ever again, but the lights and fresh graffiti show they see active use as shelter.
>
> Under the immense tin roof that shields (most) of this cavernous hall from the acid rainfall, those who have been pushed out of "normal" life have created a life of their own. They welcome people like you here. They might have something to sell, or something to say, seeing as they're sitting on the edges of the Sludge Zone.

The Dead Dock is a natural starting place for any job in the Sludge Zone. Useful information can be heard or bought here, and specialized or black market gear is on offer by various vendors, including weapons.

Establish the scene by reading the opening text and setting the stakes: the PCs just got a job to bust the Gemcutter, Karl Masaryk, out of a submerged prison in the Sludge Zone, Skeiron. But what do they really know about any of it? They know Threadwelle is acting suspicious, but don't know why, and they have a lead, Basil Sideris/Saint Bede, but no address. Suggest to them that while they are here they can make initial inquiries, whether locally or online.

Then, ask the players "What do you do?", and give the spotlight to one of the PCs. Have that PC take action, resolve it with a roll if appropriate, and deliver Consequences. Re-establish the scene, and repeat the same with the next PC, and the next, until the scene is exhausted or the PCs have enough intel to point them to one of the next scenes.

GATHERING INFORMATION: QUICK OUTCOME

While at the Dead Dock, the crew can learn more about the Gemcutter and Skeiron by:

- Running online searches and calling contacts
- Trading information with the local merchants and criminal elements
- Surveilling Skeiron from afar

Read **Rapid Download #4: Taking Action** (page 84).

The first time a player gets a miss (-6) or mixed hit (7-9), read **Rapid Download #6: Consequences** (page 98) and deliver a Consequence. Based on your choice of Consequence, it will point you to learn about **Statuses** (page 103) and/or **Story Tags** (page 110).

On a hit (strong or mixed), the PC's action reveals some of the information below.

- **Basil Sideris:** Basil has undergone plastic surgery and fingerprint removal, but his attempt to erase his previous identity only partially succeeded and some hints remain. Today he goes by the name **Saint Bede**, owner of the Bede's Venerable Boxing Club in another part of the Megacity. With a great success, the PC learns Bede responds well to financial incentives (bribes).
- **Skeiron:** One of the VR Domains servers previously used in Skeiron was repurposed as a virtual environment known as The Vineyard, a pleasure Domain leased to a Threadwelle subsidiary. Some old details about the prison might still remain beneath The Vineyard's framework, but the Domain attracts some rich, nostalgic visitors, so security is tight. With a great success, the PC learns that the system's security alertness manifests as raven digital constructs.
- **Sludge Zone dangers:** While the Sludge Zone is generally deserted since environmental degradation made it impossible to use as a waterfront, a gang called **the Crocodilians** has laid claim to much of the area. With a great success, the PC also learns about the massive underwater creatures called **prismatic jellies**, which reside close to the Skeiron facility.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

- **The prisoners being brought in:** People in the Dead Dock are generally aware there's new activity in the Skeiron Correctional Complex, since a black VTOL (vertical take-off and landing) aircraft arrived there two or three times in the past few days. Digging through government records and Threadwelle's internal transportation logs (accessible to any hacker worth their salt without much trouble) show about a dozen prisoners "disappearing" from other facilities in the past few days, but their names have been scrubbed off the system and all further information is locked under the authority of a "Clotho-203".

For Consequences, on a mixed hit, the PC could get a strange look or a reluctant answer; on a miss, the contact the PC tapped doesn't want to continue the discussion; they're afraid of whoever is trying to keep this quiet (**Deny Them Something They Want**).

SHOPPING AROUND: TRACKED OUTCOME

If one of the PCs attempts to purchase something from the Dead Dock locals, you can learn about actions that combine a roll with choosing Effects, known as a tracked outcome.

Read **Rapid Download #5: Effects** (page 90). Based on the player's choice of Effects, it will point you to learn about **Statuses** (page 103) and/or **Story Tags** (page 110).

On a hit, they may spend their Power on **Create** to gain a story tag at the cost of 2 Power per tag. Many Street Catalog items are available here (page 252), especially if they can be useful in the marshes and/or illegal. Some of the specialized items and services sold at the Dead Dock include a *protective rubber suit*, *makeshift trident*, *pills for sludge sickness*, *dingy*, *local guide*, *acid-resistant sealant*, or an *automatic flechette speargun*. If they can't quite make 2 Power to purchase a story tag, they can **Enhance** themselves with a positive status such as *solvent-1* or use **Influence** to make the seller *friendly-1*, which could affect future rolls.

Read **Rapid Download #8: Story Tags & Tag Effects** (page 110).

As a Consequence, inflict a status on the PC, such as, *short-on-cash-2* or *ignored-1*, or make the seller *annoyed-1*. At your option, the player may try to mitigate it (**Rapid Download #6: Consequences**, page 98).

WRAPPING UP

By the end of this scene, the PCs should have at least one lead pointing them to Bede's Venerable Boxing Club or The Vineyard. Alternatively, if they delay too much, you can trigger the Assassin Drones, Incoming scene.

FOR THE MC: CHOOSING CONSEQUENCES

Consequences are how you turn tension into action. When you get a chance to inflict a Consequence, you make things difficult for the crew – it's up to you to decide how, choosing according to your cinematic considerations of what's most dramatically satisfying.

Here are some ideas for Consequences relevant to this Act.

Escalate the Situation: Introduce the Assassin Drones, Incoming scene.

Present a New Challenge: A Scavenger (page 314) begins to tail the crew.

Deny Them Something They Want: The alarm triggers in the Vineyard and everyone is ejected; Bede escapes into the alleyways.

Make the Future Bleaker: A bystander is killed by a stray shot during a fight with the assassin drones; part of the infrastructure in the Dead Dock collapses on someone's hovel.

Consequences With Effects:

- Poking around in cyberspace left some frustrating adware in the PC's HUD (*distracting pop-ups* or *annoying-buzz-2*)
- Locals don't appreciate the PCs asking questions and are making their displeasure clear (*cowed-1* or the locals gain *distant-2*)
- A PC gets a message about something important that distracts them, so they're struggling to keep their mind on the mission (*distracted-1* or burn a Self tag)
- Strong emotions disrupt focus, or ingredients get spoiled, making a Source power less effective (*drained-1* or burn a Myhos tag)
- Radio feedback is disrupting the interface of a drone, or the acidic atmosphere gets into the gear (*jammed-1* or burn a Noise tag)
- In the heat of action a piece of equipment is revealed to be faulty, or gets hit and shorts outs (burn a Loadout tag)

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

PLAYING THROUGH A TRACKED CONFLICT

The following scenes include conflicts with Challenges. You as the MC can choose to resolve them as quick outcomes to speed things up, but in most cases, they are resolved as action-by-action or **tracked** conflicts.

In a tracked conflict, PCs and Challenges try to overcome one another or achieve their goals by giving each other statuses. Use the same **Establish > Action > Consequences** loop you used in the Dead Docks scene, but with two main differences:

- **Challenges attack or gain ground by making Threats that turn into Consequences.** You as the MC make **Threats** during the Establish phase by describing something negative or dangerous that the Challenge at hand is about to do. If the PC's action doesn't address that Threat, you can deliver the Challenge's Consequences, regardless of the outcome of the player's roll. There are suggested Threats and Consequences listed in each Challenge Profile.
- **PCs attack or gain ground by taking actions and choosing Effects** such as **Attack** or **Advance** to hit Challenges with statuses and meet or exceed their Limits.

When you first start a tracked conflict with a Challenge, read **Rapid Download #5: Effects** (page 90) **and Rapid Download #7: Statuses** (page 103).

ASSASSIN DRONES, INCOMING

While the PCs are getting the information they need, Threadwelle doesn't just stand by and wait for them. When Threadwelle realizes the crew is interested in Skeiron, they send several **Puppeteer-Hand** assassin drones to take them down.

This sudden attack can happen at any point during this Act, when you want to push the players into action or when you **Present a new Challenge** as Consequences.

In Bede's Venerable Boxing Club, you can have the drones attack Saint Bede. If the crew rescues him, they earn his trust.

PUPPETEER-HAND DRONE

Shaped like a two-meter tall hand made from a metallic black wireframe, the Puppeteer-Hand is a remote-controlled drone used by Threadwelle as a silent assassin tool. It can move across walls and ceilings with gecko-adhesive limb ends, quickly and quietly, maneuvering into an attack position above its target.

When ready to attack, the drone anchors its "wrist" and fires dart-tipped wires from each of its digits. The operator can send electrical charges along the wires or metal frame itself to electrocute someone on contact. A single operator often controls a pair of such drones, but a skilled drone-user can sometimes manage more. The drones have no AI capabilities, and cease working if disconnected from their controlling signal.

These assassin drones have been scrubbed of anything that would identify who sent them. However, a PC who cares to analyze the signal data can figure out that the transmissions controlling the drones originated from the direction of Skeiron.

There are as many Puppeteer-Hands as there are PCs. Unless the crew somehow saw them coming, the drones begin the fight with *ambushing-2*.

LIMITS

WRECK 3 | TAKE OVER 3 | SHUT DOWN 3

TAGS & STATUSES

metallic wireframe, *silent movement*

›THREATS / »CONSEQUENCES

› *Climb onto any surface with gecko-adhesives or use wire-like grappling hook to pull itself away*
  » **Move to the other side of the room or the ceiling (gain *superior-position-2* or remove 2 tiers of restriction statuses)**

› *Position fingers towards a target in preparation to fire*
  » **Fire dart-tipped wires from its fingertips (*pierced-2*)**

› *Close its fingers on an opponent*
  » **Hold a target in its grasp (*grabbed-3*)**
  » **Crush a grabbed target (*crushed-2*)**

› *Begin to gently hum*
  » **Electrocute a grabbed or pierced target (*electrocuted-3* or burn a tag representing an item or cyberware that can be overloaded by electricity)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

BEDE'S VENERABLE BOXING CLUB

The crew make their way to the club owned by "Saint Bede". It's located in a poor district of your choice elsewhere in the Megacity, .

> The sound of fists hitting synthetic leather and the smell of sweat and energy drinks greet you as you walk into the boxing club. Wide holographic displays along the walls show old boxing matches and visually appealing ads for sporting equipment and genetic augmentations.
>
> Club members are scattered around the front room hitting punching bags or sparring with each other or practice androids. Some of them are obviously jacked on Nitro or some other enhancer, most of them seem like they spend every waking hour in the club.
>
> As you take in the room, a door in the back opens long enough to release the roar of a small crowd. The stairs down must lead to the basement and the boxing ring.

Bede's Venerable Boxing Club is partly a training gym and partly a betting venue for bare-knuckle boxing matches. It is a grimy and adrenaline-charged destination for boxing hopefuls during the day and gamblers during the night, all coming from the surrounding district. If the crew visits the club during daylight hours or early evening, the match downstairs is a friendly one. Closer to midnight the serious matches start up and the betting windows open up.

If a PC examines the place or tries to get the mood in the air, resolve this as a quick outcome and reveal the following. Choose how much to reveal based on how well the action succeeded.

- The place doesn't brandish any corp logos, which is strange, because most privately-owned places get some sponsorship or are pressured into taking one.
- This could mean the owner is working with an organized crime syndicate or is so paranoid that they're not working with anyone. Fending for yourself in the Megacity is nigh impossible, so the owner must have some trick up their sleeve.
- Their trick: the owner supplies the boxers with a Nitro-Sunspot cocktail (**Enhancers**, page 263), thus buying the loyalty of a small army of easily hyped-up muscle brutes.

MEETING WITH THE SAINT

The owner of the club is Basil Sideris, who now goes by the name **Saint Bede**. He feels comfortable in his club, surrounded by people loyal to him. He is likely to be where the action is, watching the matches in the basement, and when it's a friendly event he might even enter the ring himself.

Saint Bede is quick to keep up on what's happening in his club, so as soon as the crew enters upstairs his employees let him know that some unfamiliar faces have arrived. He won't approach unless they ask for him or start some trouble.

As a fugitive, Saint Bede will be initially unwilling to admit he is Basil Sideris, but he can be convinced to help with financial incentive or threats (maxing out his *bribe* or *threaten* Limits). He might even accept a bet in the ring: if his opponent can land some punches on him (max out his *hurt-or-subdue* Limit), he will talk.

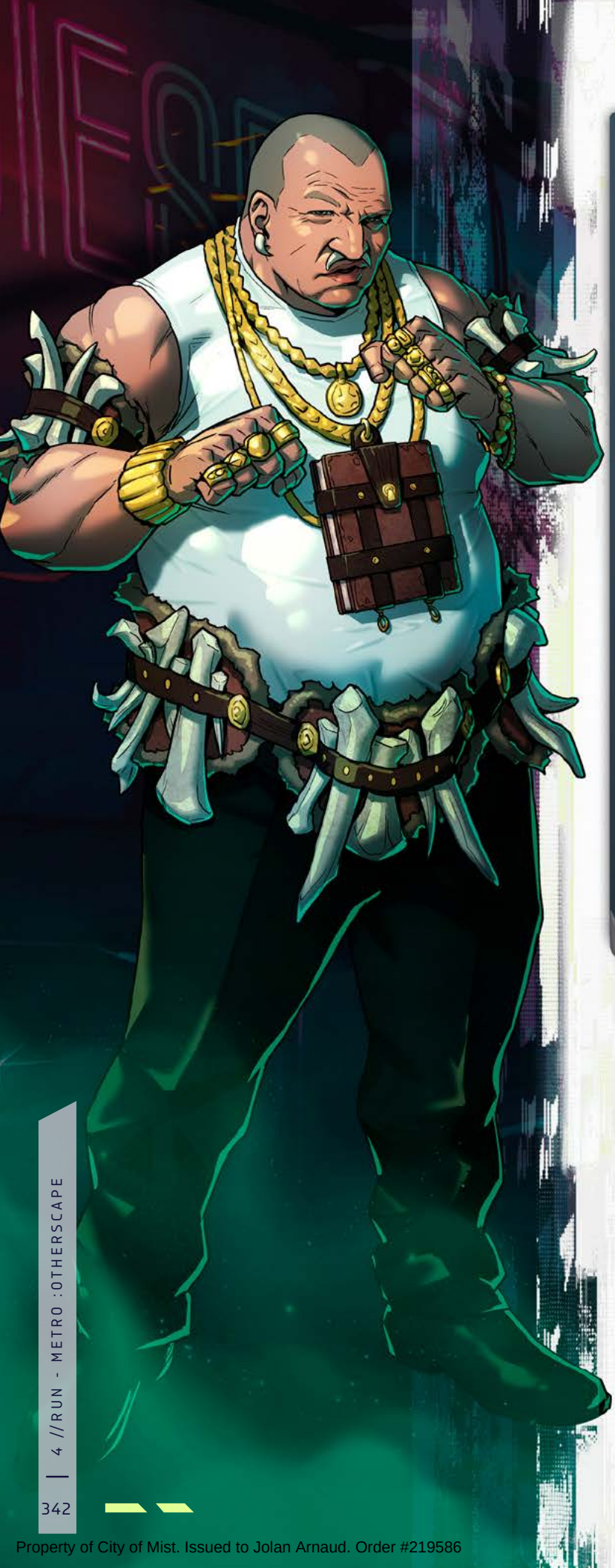
As a serious Consequence, especially if the crew is misbehaving, the club members could gather around them in preparation to beat them up. If a fight begins you can treat the club members as *Gang Members* (page 306), but this is an excellent opportunity to instead have the assassin drones attack (page 340). They release themselves from hiding places along the ceiling, targeting Saint Bede and electrocuting everyone in their way. Threadwelle sees Saint Bede as a loose end, since he was close to The Gemcutter, and would like to take him down before he talks. If he survives the attack, he will be indebted to the crew and share what he knows.

WHAT THE SAINT KNOWS

Once they get him to talk, Saint Bede can reveal the following information.

- He can describe the layout of the prison from memory, but it's been years and the high water may have caused structural collapses. The crew gain the story tag *basic prison layout* which could help them navigate the prison later.
- Saint Bede and Karl The Gemcutter were in a ground-floor cell, number 12, in Cell Block Bravo. He had the top bunk, The Gemcutter the bottom. Their cell must be underwater now. He shivers when he thinks about Cell Block Bravo; it was a strange, creepy place even before the flood, and Saint Bede believes the place must now be haunted by those who died there.
- He and Karl had become close friends. During the flood riots when Skeiron was being abandoned, he and Karl almost escaped, but his friend was caught. If the crew reveal The Gemcutter is in Skeiron again, Bede suspects Karl would try to retrieve a special engraved gem, **an intaglio** he created in jail and held some special value to him.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586



SAINT BEDE [BASIL SIDERIS]

Basil Sideris, now living under the alias Saint Bede, is a stocky Greek man in his fifties, a formidable boxer who retains his skills as a mob enforcer. He was one of the escapees from Skeiron when the place was evacuated in the floods. His face was altered with cosmetic surgery to enable him to avoid detection.

Basil's belt buckle is made of the bone of the extinct giant sloth, and is a Source of the Brazilian Mapinguari, a yeti-like one-eyed creature. This grants him considerable physical strength – and also the ability to quickly lose anyone who tries to track him down.

LIMITS

HURT OR SUBDUE 3 **BRIBE 3** **THREATEN 4**

TAGS & STATUSES

strength of the Mapinguari, *suspicious-2*

›THREATS / »CONSEQUENCES

› *Talk loudly about how much he dislikes being asked about his past*
  » **Several club members approach threateningly (gains *crowd support* or Escalate the Situation)**

› *Drop into a boxing stance*
  » **Punch someone repeatedly (*bruised-2*)**
  » **Sidestep a failed attack (*unbalanced-2*)**
  » **Turn an incoming attack so it hits someone else (inflict the intended status)**

› *Rush toward one of the exists*
  » **Disappear into the alleys (Deny Them Something They Want)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THE VINEYARD

The Vineyard is a secure virtual Domain in the form of a French chateau, but its surrounding grounds are more easily accessible from cyberspace. A skilled hacker can Harness the crew in, encoding their real-world skills and abilities into their digital avatars.

> As your avatars resolve in the virtual space of the Vineyard, the soft sound of birds and humming insects begins to play. Rows of grape vines stretch out towards the horizon, past a beautiful manor house with a patio cafe. The sun is bright and the scenery is perpetually green, a fake idyllic scene for relaxation and socializing, with just the right amount of gamified elements encouraging visitors to buy a premium pass. There are no smells at all, though; a pop-up explains with apologetic language that no scents will be available until a small grid failure is fixed.
>
> It's a beautiful scene nonetheless, so much so that you can almost forget that the virtual space is built on the scrubbed remains of a prison's administrative Domain. Somewhere in the soil under the grapevines could be useful data fragments from Skeiron.

The Vineyard is a virtual environment designed to resemble a vineyard in the (nowadays gravely different) French wine country. When Skeiron was abandoned, some of its servers were removed and scrubbed, and Threadwelle repurposed them for use by one of its subsidies that caters to executives from the firms and governments Threadwelle works with.

As a VR Domain designed as a private escape for an exclusive few, the security protocols are considerable. However, there's no reason for the PCs to try and enter the chateau itself – the core of the Domain – since it's possible that some shadow data from Skeiron remains buried in the digital framework. This is represented in the metaphor as the ground.

DIGGING FOR OLD DATA

The crew's objective of finding the old data is represented by the Limit *find-treasure*. Skeiron data and schematics are buried deep in the dirt below the grapevines, and so the crew must take actions to retrieve the data from the soil: dig it up or interface with the vines so that they tap into the buried data and manifest them as grapes. Have the players use the **Advance** Effect give statuses such as *digging-1* or *interfacing-2* until the Limit is maxed out.

The Vinyard's security system is represented by the Limit *alarm*. Use The Vineyard's Threats and Consequences to build up *alarm-1* statuses until the system shuts down; it's only a matter of time until some protocol notices the PCs snooping around. PCs can take action to ascertain the alert level of the system (what is the Limit), what would happen if it's reached, and even to reduce the alert level, if they have proper tags.

THE VINEYARD

This VR environment simulates an elegant French chateau on a hill overlooking perfect, green vineyards. The weather is pleasant, but turns turbulent as the threat level increases.

Each time the *find-treasure* Limit is reached, the crew downloads one of the following details.

- *Basic prison layout* schematics of the Skeiron Correctional Complex. If the crew already has this tag from Saint Bede (page 342) or later gets it from him, they are able to combine the two schematics and add *fine details* (**Story Tag Sets**, page 112).
- *Shreds of unerased data show several inmate disappearances in Cell Block Bravo, even before the flood evacuations. All of these inmates, whose names are not recoverable, were violent offenders. An in-house investigation came up empty handed, and the issue was not pressed any further.*
- The *prison guard password* of a prison guard named Ian Lyman, who is long gone, but the credentials seem intact.

LIMITS

ALARM 3 **FIND TREASURE 3**

Alarm: The Vineyard shuts itself down, manifesting as a storm that disconnects everyone (**Deny Them Something They Want**).

Find Treasure: The crew finds one piece of information from the underground treasures above. Then reset this Limit.

TAGS & STATUSES

endless identical rows, *pleasant vineyard*

›THREATS / »CONSEQUENCES

- *Grapevine leaves rustle in the wind*
  - » **Ravens land on a pole, watching for irregular behavior (add *vigilant ravens*)**
  - » **Ravens call and croak (the Vineyard gains *alarm-1*)**
  - » **Someone interacting with the system gets nervous (*nervous-2*)**
- *Dark clouds gather and the wind builds up*
  - » **A piece of equipment is taken by a sudden wind (burn a tag)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ACT II:

THROUGH THE SLUDGE ZONE

In this Act, the crew heads toward the Skeiron facility, avoiding some of the dangers in the way – or facing them head-on.

DOWNTIME & LOADING UP

If the crew has taken some hits in Act I and decide to take time to recover or if they wish to prepare for their Skeiron heist, you can declare a downtime period.

Read **Rapid Download #12: Downtime** (page 124).

When the crew is feeling ready, announce a Loading Up moment. It's time for the PCs to pick out the most important gear they will be bringing along to the mission before heading out.

Read **Rapid Download #9: Loadout** (page 114).

SLUDGE ZONE RUN

> The Sludge Zone itself is what remains of the lowest-lying parts of a wide waterfront, abandoned a decade ago due to rising waters from climate catastrophe. Flooding brought other problems, such as contamination, rust, and erosion. Despite some attempts to clean up and rebuild over the years, the projects all met with failure. Nowadays it is a dangerous derelict area, plagued by brutal street gang members, monstrous wildlife, and hidden Conjurations. It's become known as a quick and effective site in which to dump dead bodies, as the sludge or the monsters that dwell here are sure to eat away the remains. And it's not like the law ever shows its face.
>
> The defunct Skeiron Correctional Complex lies partly submerged in the scummy toxic soup of the Sludge Zone, behind the rusting ruins of once-proud warehouses, moss-covered husks of abandoned ships, and smokestacks on the verge of toppling. Warm winds carry an acidic smell, and the creaking sound of shifting metal.

To get to the Skeiron Correctional Complex in the heart of the Sludge Zone, the crew must overcome the **Sludge Zone Run** Challenge, representing the dangers they might face on the way. They do so by taking actions to **Advance** the *traverse* Limit (**Playing Through A Tracked Conflict**, page 340).

The PCs' vector of approach is up to them, whether it's a vehicle they have or obtained, finding dry pathways between the wreckage, a Mythical means of transportation, or even diving in the sludge with environmental suits. If arriving by air, the crew could potentially fly high above the Sludge Zone and avoid the Challenge – but their arrival would then be surely noticed by the Skeiron Guard Tower (page 346) and set off the alarm (see **High Alert**, page 346).

SLUDGE ZONE RUN

LIMITS

TRAVERSE 4

TAGS & STATUSES

derelict buildings, *heavy toxic clouds* , *sludge waters*

SPECIALS

Endless Smog and Ruins: When the Crocodilians arrive in the scene, the crew is *surrounded-3*. When the prismatic jellies arrive in the scene, the crew is *surprised-3*. These statuses can be mitigated.

›THREATS / »CONSEQUENCES

› *A glint of light flashes in a window or atop a rooftop*
» **Trip a Threadwelle sensor-net (*tagged-1*, possibly for the entire crew)**

› *The crew is heading into thick toxic fog, or the sludge erupts in an unexpected burst*
» **Someone who came in contact with sludge is *nauseated-2***

› *A mutant leech falls from a tall ruin or jumps out from the water*
» **The leech attaches itself to someone, sucking blood and poisoning them (*injured-2* and, if not fully mitigated, *poisoned-2*)**

› **The Crocodilians arrive (Present a new Challenge: Crocodilians) or prismatic jellyfish are alerted (Present a new Challenge: Prismatic Jellyfish)**

THE CROCODILIANS

The Crocodilians can appear as a Consequence in Sludge Zone Run, or you can present them as a new Challenge whenever you re-establish the scene, at your discretion.

An ever-present threat in the Sludge Zone, this gang of fanatics worships a Source of Sobek, the crocodile-headed Egyptian god of pharaonic power and military strength. They control half of the Sludge Zone and defend their territory with a ferocity born of zeal and deprivation – the Crocodilians eat the bodies of their enemies.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Their Source, a bronze crocodile statue that grows real crocodile hide, is hidden in an underwater lair. From it they remove patches of hide which they then graft onto themselves, allowing the scales to grow across their bodies. The Source gives them resilience and the ability to hold their breath as long as a crocodile can, and with a fervent prayer they are able to summon Conjured crocodiles to their side. They are armed with water-adapted submachine guns, and patrol their territory on camouflaged airboats (swamp boats).

When the Crocodilians appear, read the following:

> You hear the whirr of propellers, and within moments you are surrounded by airboats appearing out from the smog. Men and women dressed in crude wetsuits, bearing patches of real crocodile skin on their faces, necks, or arms, are hanging on the airboats with the confidence of those who know the Zone well, and consider themselves to be the biggest threat around. One of them fires off a burst from her submachine gun at you, as the airboat storms forward, as if driven by the same zealous hunger that can be seen clearly in the gang members' yellow eyes.

Two airboats appear, each with two or three Crocodilians. Treat each boat as its own Scale 1 collective.

Read **Rapid Download #10: Scale** (page 118).

The Crocodilians are aware Skeiron is occupied again, but they couldn't care less. They usually avoid the place anyway due to the prismatic jellies.

THE PRISMATIC JELLIES

The prismatic jellies can appear as a Consequence in the Sludge Zone Run, or you can present them as a new Challenge whenever you re-establish the scene, at your discretion.

The waters of the Sludge Zone are infested with various dangerous aquatic creatures, and among the deadliest are the prismatic jellies, bioengineered jellyfish the size of a man that escaped a CryoCharm aquatic lab around the time of the flooding. They have proliferated, spread, and upset the aquatic ecosystem around Skeiron, becoming a threat to man and animal alike. Their bioluminescent bodies flash in hypnotic or seizure-inducing patterns, and also broadcast at radio wavelengths that disturb electronics and can even make a plane crash. Their tentacles are almost invisible in water, stinging unsuspecting prey with deadly nematocysts (barbed venomous threads).

When the prismatic jellies appear, read the following:

> The sludge water here is strangely calm. Suddenly, appearing ahead of you is an immense jellyfish pulsing with light. Then two more. Then you realize you are already within reach of their tentacles...

There are three prismatic jellies, who will attack anything in or on the water, or close enough to the water's edge.

CROCODILIAN BOAT CREW

LIMITS

HURT OR SUBDUE 2 | WRECK BOAT 2 | OUTRUN 3 | DROWN –

TAGS & STATUSES

airboat, *tough skin*, *zealous-rage-1*, Scale 1

›THREATS / »CONSEQUENCES

› *Steer the airboat closer*
- » **Jump on someone to push them into the water and hold them underwater (*grappled-3* or *drowning-3*)**
- » **Catch up with prey (remove two tiers from *outrun*)**

› *Raise guns while shouting*
- » **Fire a submachine gun (*gunshot-wound-3* on up to two targets)**

› *Cry to the heavens in a plea*
- » **Summon a crocodile Conjuration (add story tag *Sobek's crocodile* with *malicious cunning* and *unearthly strength*)**

PRISMATIC JELLY

LIMITS

HURT OR SUBDUE 4 | SCARE AWAY 3

TAGS & STATUSES

electronic interference, *marine animal*, *paralytic toxin*

›THREATS / »CONSEQUENCES

› *Drift towards prey*
- » **Wrap prey in tentacles (*entangled-2* and, if not fully mitigated, *paralyzed-2*)**
- » **Ingest unresisting prey (*acid-burn-3*)**

› *Glow with increasingly rapid patterns*
- » **Entrance with hypnotic light patterns (*mesmerized-2*) or seizure-inducing flashes (*stunned-2*)**
- » **Emit a disruptive radio signal (*jammed-3*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ACT III:

SKEIRON CORRECTIONAL COMPLEX

In this act, the crew finally arrive at their destination and begin unraveling Threadwelle's renewed operations at Skeiron, coming into direct conflict with the corporation's technological and Mythical might.

The stakes are about to get higher, so the players will need more tools at their disposal in order to survive the day. It's time to learn about **burning tags for Power** and **Going Out In A Blaze**.

Read **Rapid Download #11: Power Options** (page 121).

THE SUBMERGED COMPLEX

As the PCs arrive at Skeiron, they find the complex mostly ruined beyond repair, with water flooding its lower levels and courtyard. However, from up close, it's clear two main areas protrude over the waterline: the Skeiron Guard Tower, and the roof of Cell Block Alpha, which is covered with an inflatable dome, camouflaged the same color as the gray concrete structure. Low lights emanate from both and there's some local digital activity in Nearspace (Skeiron Domain).

The submerged complex, its surrounding waters, and the jutting ruins are being watched by the guard tower as well as by **Atropos-203**, Threadwelle's assassin and trapmaster who is one of the three main leaders of the Threadwelle operation at Skeiron. He is constantly patrolling and skulking about, gracefully navigating the exposed rocks and broken walls around.

Getting to the Cell Block Alpha dome without alerting the nearby security forces requires some sort of subterfuge or distraction – a quick roll for each PC trying to sneak past. Alternatively, the PCs may choose to take out the guards first or to explore cyberspace solutions.

HIGH ALERT

Use an *alarm:3* Limit to track the alert level of the Skeiron security force but do not reveal its maximum to the players. When a guard notices something unusual as a Consequence, the security team gains *alarm-1*. A guard that sees the crew can reach for their radio (Threat) and trigger the alarm at once (*alarm-3*).

The *alarm* level can be lowered by hacking the Skeiron Domain or somehow influencing the guards to drop their guard (**Set Back**).

When the Limit is maxed, the alarm is raised. All personnel become alert-3, making it much harder to sneak past them. Each location below lists the measures they can take to prepare for the crew's infiltration or assault attempt if they are expecting it.

TAGGED BY THREADWELLE

Threadwelle has anticipated other factions becoming interested in Skeiron, but due to their desire to keep their activities in the Sludge Zone secret, they have opted to deploy only quiet defensive measures. Electronic sensor nets, placed at strategic points to watch for trouble, might have digitally tagged the crew with *tagged-1* (in the Sludge Zone Run). **Threadwelle Operatives** who watch the open waters from the guard tower are quick to do so as well if they get a glimpse of the characters.

Being digitally *tagged* makes it harder for the PC to sneak and avoid attention while in Skeiron, at least while the virtual Domain is active, as its security nets are trained to pick up *tagged* appearance, movement patterns, IR print, sounds, etc. In addition, Threadwelle's Oddsmaker forecasting system can also turn this status into *predictable*, which makes it very easy for the Operatives to foil any PC action, to say nothing about shooting at them! This status lasts just for a few moments – the Oddsmaker's predictive power only stretches a few seconds into the future. However, the data gathered is not lost, and the *predictable* status reverts back to *tagged*, which can be reused by the Oddsmaker.

SKEIRON GUARD TOWER

> The Skeiron Correctional Complex has held together, but there's only one part of it that still stands tall. Facing the Sludge Zone is a guard tower, jutting up into the air like a foreboding sentry, gray and bulky. Around the top is a ringed walkway that looks over the rest of Skeiron, low lights emanating from its dark windows.

The tower is manned by three **Threadwelle Operatives** (Scale 1) who benefit from *elevated position*. It's three stories tall and *slippery* due to the sea mist. Consequence during a climb, which would require a quick action, can lead to the Operatives becoming suspicious (*alarm-1*), a dangerous fall onto the rocks below (*broken-bones-3*), or the loss of an important piece of equipment (burning a gear tag).

If the alarm is raised, two of the Operatives climb down through the stairs inside the tower to a hallway that leads directly to Cell Block Alpha. The third one remains here in a sniping position.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ATROPOS-203

A professional assassin recruited by Threadwelle and then implanted with personality regulators, Atropos-203 operates on his own. Ever since the implant, he has become obsessed with brandishing ancient scissors as weapons and the motif of snipping a person's life thread. Atropos-203 works best where there's space for him to set traps and surprise his enemies with scissors conjured out of thin air.

Version 203 is a wiry Thai man of medium height, cropped black hair, and sharp features. Like other Atropos team leads, he dons a dark hood that hides a hollow stare, but he is otherwise dressed tactically for marine military operation at the complex.

Atropos-203 is directly connected to the Oddsmaker server itself, many miles away, with a taut *ethereal thread* tied to his wrist that seems to disappear into nothingness. This grants him abilities similar to the Operatives' *Oddsmaker goggles*, but through Mythical means; shutting down this connection requires appropriate Mythical means. Otherwise, this connection endures even the shutdown of the local Skeiron Domain.

LIMITS

HURT OR SUBDUE 4 **TURN OR BRIBE –**

TAGS & STATUSES

ethereal thread, *sharp scissors*, *evasive-2*, *hidden-2*

›THREATS / »CONSEQUENCES

› *Twirl a pair of scissors skilfully*
- » **Cut someone's artery with wielded scissors (*arterial-bleeding-4*)**
- » **Telekinetically guide scissors to cut straps, ropes, etc. (burn an equipment tag or remove up to 3 tiers of restraint statuses)**
- » **Cut someone's magical aura (*magically-drained-2*) or connection (*disconnected-2*)**

› *Slip into shadows and behind cover*
- » **Disappear from sight (*hidden-3*)**

› *Sit quietly and let fate guide him while he stares at someone tagged*
- » **Get a precise prediction on a tagged target (turn a PC's *tagged* into *predictable* with the same tier)**
- » **A PC runs into a trap prepared by Atropos (*wounded-3*, *burned-3*, or *hobbled-3*)**
- » **Atropos-203 conjures a new pair of *sharp scissors***
- » **Tag someone as a threat (give a PC *tagged-1*)**

THREADWELLE OPERATIVE

Threadwelle operatives are well-rounded personnel, capable in both close quarters and ranged combat. Originating as a pilot program to train elite prison guards, the Operatives came to serve Theradwelle as a paramilitary force and they are equipped accordingly. They answer only to the three team leads: Clotho, Lachesis, and Atropos. If captured, they refuse to engage with any form of questioning, instead demanding to be ransomed back to Theradwelle.

All Threadwelle Operatives wear AR *Oddsmaker goggles* that feed them up-to-the-second predictions.

LIMITS

HURT OR SUBDUE 3 **TURN OR BRIBE –**

TAGS & STATUSES

Oddsmaker goggles

›THREATS / »CONSEQUENCES

› *Draw and ready a weapon*
- » **Fire their sniper rifle (*gunshot-wound-3*) or tactical SMG (*flesh-wound-2* on up to two targets)**
- » **Stab with a taser baton (*stunned-2*)**

› *Maneuver toward a safe position*
- » **Get into cover (*dug-in-2*)**

› *Gesture in front of their Oddsmaker goggles, manipulating AR controls*

› **Tag someone as a threat (give a PC *tagged-1*)**
- » **Use their goggles to get precise predictions on a tagged target (turn a PC's *tagged* into *predictable* with the same tier)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

CELL BLOCK ALPHA STAGING AREA

The Correctional Complex's Cell Block Alpha is an empty shell, but that doesn't mean it's abandoned. From inside the crumbling structure an inflated dome rises, pushing against the holes in the ceilings and missing walls, camouflaged with the same color as the gray, molding structure surrounding it.

Inside, a dozen or so Threadwelle analysts and operatives have settled in a makeshift camp, which gives the vibes of a forward exploration outpost. In one corner, a group of operatives is going through a briefing, as if getting ready to head into hostile territory; close by, two analysts are trying to make sense of a holographic display showing a baffling, labyrinthian map. In the middle, a tower supporting the dome's center holds an assortment of maintenance devices.

A large, reinforced steel double door on the opposite side of the dome is kept under guard by two operatives and a sensory security grid – positioned in such a way as to stop whatever is behind the door.

The upper level of this cell block has been converted from a series of cells into a Threadwelle staging area. A sleeping area overlaps with a field kitchen at one side of the dome, and large mobile construction at the center of the area holds a generator, an air purifier, a water tank, and similar maintenance devices. The entrance to Cell Block Bravo is behind the doors (and a sensor grid that imposes *tagged-2* if crossed), leading to Threadwelle Command Post.

There are half a dozen Threadwelle Operatives here, with another ten or so non-combatant analysts. If attacked directly, or if the alarm was raised, the Operatives have *home field advantage* thanks to knowing the environment inside and outside the dome, and the analysts can deploy and control several Puppeteer-Hand drones (page 340). **Atropos-203** can also then be introduced, along with his many traps.

A less suicidal approach, such as utilizing stealth or a distraction, could prove much easier. Everyone here is *inattentive-1*, due to not expecting danger and trusting the guard tower to raise the alarm. Crossing the staging area requires a roll for each PC.

WHAT THREADWELLE PERSONNEL KNOW

While the Operatives refuse to answer any question even under duress, the analysts are far more open if questioned. A quick outcome or **Discover** can reveal the following.

- The number of Threadwelle Operatives in the prison (three in the tower, six in Alpha, two in Bravo)
- The general appearance, capabilities, and location of Atropos-203, Clotho-203, and Lachesis-203; none of the analysts know much more about these specific three team leaders, although some have worked with similar leaders in the past.
- This highly-funded operation aims to discover a way to farm a Source called **Ariadne Thread** that can grant its user complete access in and out of secured locations. There's something *wrong* inside Cell Block Bravo, and while no analyst can tell what it is or why it is so, they know Lachesis is inside in searching for *something*.
- Prisoners are being brought into Bravo because according to the current speculation, "their fear can create the thread".
- There are monsters inside that the Operatives have to shoot back every few hours when they approach the entrance. Everyone is worried they'll break out eventually.
- No one here knows the names of any of the prisoners who were brought for the experiments, or the name Karl Masaryk or "The Gemcutter". The names are likely to be in the files, though, accessed through the Skeiron Domain.

SKEIRON DOMAIN

There's an active Domain in the area, maintained by Threadwelle's forces, but hacking it directly from Nearspace is practically impossible due to the probability-enforced encryption of Threadwelle's central processor, the Oddsmaker.

A pair of *oddsmaker goggles* can grant a hacker the access they need, with a quick outcome success. There isn't even any firewall around, as the system admin, Clotho-203, trusts in the anti-intrusion programs to hunt down anyone who dares enter.

Gray, barely-lit corridors stretch out in every direction, seemingly leading to empty rooms. It's clear that this was once a soulless, corporate virtual space, imitating the prison complex in its bland grayness. Threadwelle's task force has taken over this infrastructure, and integrated it into their monitoring system in the Cell Block Alpha. The feed from Puppeteer-Hand drones stationed in other places in Skeiron can be seen as thin strings trailing through the air. Shimmering nets - or perhaps, spider webs - hang over most corridor entrances.

Something is off in the simulated physics, though. Corridors loop in on themselves and doors open onto spaces they physically

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

> `couldn't, creating an unsettling disorient-ing sensation. Worse, it all seems to be subtly… shifting over time as if the space is growing and changing whenever you're not looking.and doors open onto spaces they physically couldn't, creating an unset-tling disorienting sensation. Worse, it all seems to be subtly… shifting over time as if the space is growing and changing whenever you're not looking.`

What's left of the old prison computer network was reinitiated by the renewed Threadwelle operation on Skeiron, and is now being used as a local Nearspace Domain that connects all the sensor nets and serves data to the Operatives' Oddsmaker goggles. However, being in proximity to the Labyrinth Thin Place has turned the Domain into a virtual maze.

Once within the Domain, the PCs could attempt a variety of hacking actions, such as:

- Search it for old records, in the form of floating boxes
- Take control over a security measures (such as a sensor net) and then shut it down or feed it false information
- Take control over a set of Oddsmaker goggles and shut them down or feed them false information
- Inhibit new information from the sensor nets from being sent to the Oddsmaker (mitigating *tagged*); once someone's pattern data has been sent over, it's impossible to remove (**Restore**) without direct access to the Oddsmaker.

With *walls constantly shifting* and *disorienting physics*, it isn't easy to navigate through the Domain, whether to try and shut down the alarm, turn off security, or to access files. A good Consequence during navigation can be *disoriented-1*, or running into a web barrier, after which the **Cyberspace Spyders** (Domain Security, below) are introduced.

WHAT'S IN THE OLD RECORDS

Finding the floating boxes representing records requires a roll to navigate the maze. Once found, a hacker can find within all of the information given under **What Threadwelle Personnel Knows** (page 348), as well as the following details.

- The weird shifting in this system is not a faulty code. There's something otherworldly that's twisting this space and actively making it harder to navigate.
- Lachesis-203 is leading the experiment with the human subjects inside of Cell Block Bravo. He is working with insider information and seems to be the most familiar with the facility.
- Karl Masaryk's name appears in older records, but it then disappears without any further trace. On the same date, however, Lachesis-203 was initiated into the organization.

DOMAIN SECURITY

The Domain server is physically located in the Threadwelle Command Post and is Mythically connected to the Oddsmaker via the system admin and one of the mission leaders, **Clotho-203**.

Due to the strange Mythic interference in the Domain, Clotho remains in the system's core, which is completely closed off and available only through physical hardware access in the Command Post. The rest of the system maintains itself, running all basic necessary applications such as communications and alarms.

Three **Cyberspace Spyders** lurk behind corners, waiting for intruders to stumble into any of their many *web barriers*, which are spread throughout the entire maze.

CYBERSPACE SPYDER

These defensive AI programs appear as elegant long-legged black spiders made of a wireframe bearing some similarity to that of the Puppeteer Hand drones; they also appear similar in size to the drones. The spiders have no eyes, and are constantly weaving glowing digital webbing which intruders inevitably run into. When they sense anything touching their webs, their fangs begin to drip with malicious code.

There are three spyders in the system.

LIMITS

CRASH 3

TAGS & STATUSES

creepy spider, *silent movement*

SPECIALS

Strand-sense: The spyders can see and otherwise sense any user who is tagged; treat this status as negative when a PC attempts to mitigate the spyders' attacks.

›THREATS / »CONSEQUENCES

› *Skitter across any surface without regard to simulated gravity*
» **Bite someone with its fangs, and poison them (*glitched-3* and *slowed-1*)**

› *Weave into being strands of digital spider-silk*
» **Wrap someone or something up in digital webbing (*impeded-2* or burn a tag, and also *tagged-1*)**
» **Spread a web (create a *web barrier*)**

› **A user runs into a web (*tagged-1*)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ACT IV:

CELL BLOCK BRAVO

Due to the influence of the Labyrinth Thin Place, it is impossible to enter Cell Block Bravo in any way except through the main double doors – a labyrinth has only one entrance, after all.

The entirety of Bravo has become an ever-shifting Labyrinth, with few islands of stability. One such place is the entrance, a short corridor and guard post leading from the reinforced doors in Cell Block Alpha, and this is where Clotho-203 decided to establish the Threadwelle Command Post, to keep a close eye on The Gemcutter, whom she doesn't trust.

THREADWELLE COMMAND POST

> In a guard post inside the cell block, where prison sentries used to monitor the passage, Threadwelle has set up an observation point. Computer screens glow along the walls, a few showing the outskirts of Skeiron and the Sludge Zone, but most showing a darkened part of the deeper facility.
>
> A few Threadwelle employees watch these feeds and keep records while two armed guards stand by in case they are needed. The most striking person in the room, though, is a robed woman with too many cybernetic implants, hooked to the computer system by several glowing fiber-optic cables rising from her head.
>
> On the other side of the corridor from the guard post is a small cell, used to hold detainees during transfer. The door is barred and locked and the sensors are active, as if in use.

The command post is the center of the Threadwelle Organization's operation at Skeiron, headed by **Clotho-203**. The opposite cell holds the prisoners brought in from other facilities, to be used in the attempts to create Ariadne Threads, and as meat shields in case the minotaurs try to break out. There's currently no one inside (they were recently taken into the Labyrinth by The Gemcutter). To enter The Labyrinth, the crew must pass through here.

By default, the two Threadwelle Operatives (page 347) are *inattentive-1*, due to not expecting danger to come from the direction of Cell Block Alpha. The techs in the room are not combat-trained and will mostly keep out of any fight, though they are loyal and brave, and could try to *grapple-1* or *block-1* intruders.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

If the alarm was raised, the Operatives are instead *alert-3*, and the techs are all equipped with guns and ready to shoot on an Operative's order! This allows them to present a Threat of their own and deal *gunshot-wound-2* as a Consequence.

CLOTHO-203

Clotho-203 is a cyborg specializing in surveillance and threat analysis, recruited from among Threadwelle's own faithful executives. She wears a dark robe which reveals only her abnormally pale robotic face and a mane of fiber optics "hair".

Clotho-203 is Mythically connected to the offsite Oddsmaker server via an *ethereal fiber-optic cable* hidden in her "hair". The same fiber optics connect her directly into the local Skeiron Domain server where she holds a ddouble role, not only as the system admin, but also as the connecting link between the Skeiron Domain and the Oddsmaker system. If she were to disconnect from either, all *Oddsmaker goggles* in the complex would cease to provide predictions.

While she doesn't know anything about Lachesis-203's true identity (the "Gemcutter" / Karl Masaryk) or that he created the Labyrinth Intaglio and is searching for it, Clotho-203 expects Lachesis-203 to betray Threadwelle, suspecting his neural interface "didn't take".

She remains at her control station during a fight, relying on the Oddsmaker and her Operatives to defend her while she searches for enemy weaknesses, but she's not willing to sacrifice her life for this operation and will flee if all seems lost. If caught or threatened, she will trade information or an *Ariadne Thread* (see her loot catalog) for her life and freedom, revealing Threadwelle's "deep connection" to the Moirai Mythos and their plan to harvest Ariadne Threads by feeding prisoners to the Labyrinth.

LIMITS

HURT OR SUBDUE 3 **THREATEN 4**

TAGS & STATUSES

ethereal fiber-optic cable

SPECIALS

Bodyguards: When Clotho-203 takes a status the Threadwelle Operatives can protect her from, they take it instead.

Read the Threads of Fate: During Establish, Clotho can learn the Identities, Rituals, and Itches of one PC who is *tagged*.

›THREATS / »CONSEQUENCES

› *There's a change in the speed and color of the pulses of light flowing through her fiber-optics*
- » **Strangle someone with unusually tough fiber-optic cables (*suffocating-3*)**
- » **Tag someone as a threat (give a PC *tagged-1*)**
- » **Get a precise prediction on a tagged target (turn a PC's *tagged* into *predictable* with the same tier)**
- » **Glitch someone's electronic gear, cyberware, or app (*glitched-3* or burn a tag)**

› *Address a PC by name*
- » **State she predicts a PC's specific Identity, Ritual, or Itch will fail or bring someone ruin (*terrified-3*, *apprehensive-3*, or *doubting-3*)**

› *Detach her cables from the machines*
- » **Turn toward the entrance and flee to a hidden one-person submersible (Deny Them Something They Want)**

LOOT: CLOTHO-203'S CYBERNETIC COMPARTMENT

On the lower left side of her torso, the cyborg Clotho-203 has a hidden compartment where she keeps a number of items for a time of need, as well as the Ariadne Thread she stole from the Threadwelle Corporation.

Tags: *adrenaline shot*, *compact sidearm*, *mono-edge knife*, *nanite cyberwar repair injection*

ITEM NAME	DESCRIPTION	FEATURE TAGS	WEAKNESS
Ariadne Thread	A thread that can guide its user to secret entrances and exits and help them avoid alarms and traps, in both the physical and virtual worlds.	***Ariadne Thread***, *never lost*, *reveal hidden passages*, *avoid traps and alarms*	*thin and delicate*

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THE LABYRINTH

> Cell Block Bravo should have been a simple two-storey cell block, half-submerged in water. But as soon as you step inside, the walls spin and the floor moves. The way ahead is not as it was, and the way behind – disappeared! Twisting corridors branch off from where you stand, some submerged and some not. Rusty iron bars rise and fall in doorways and passageways like chomping teeth. There's a clear, unmistakable sensation in the air – you are lost.

The Labyrinth Intaglio has turned Cell Block Bravo into a vast maze infested with **minotaurs** who were once inmates. Transmogrified by the Intaglio, they hunt any prisoners thrown into the maze as tributes. **Karl Masaryk**, a.k.a. **"The Gemcutter"**, a.k.a. **Lachesis-203** is here, trying to find the Labyrinth Intaglio with the help of an *Ariadne Thread*. Protecting him are a handful of Puppeteer-Hand drones (page 340, Scale 1) under his control, and he has also brought in four prisoners. They are meant to be released into "the wilds" in order for their terror and sense of hopelessness to manifest new Ariadne Threads, but the Gemcutter can't bring himself to do so, justifying his decision to the parts of his personality turned Lachesis by saying the prisoners are needed to protect him from the minotaurs.

Introduce the **Into the Labyrinth** Challenge. At a moment of your choice (after they run around for a while and get into trouble) they encounter a Puppeteer-Hand drone, being controlled by Lachesis. It doesn't attack, instead sending a voice message to the crew, initiating a conversation through the drone.

Lachesis immediately realizes the crew is not with Threadwelle, and tries to get them to explain what they're doing here. If they explain their mission, he is elated; he does not directly say he is Karl Masaryk – the Lachesis personality would rage against it – but it should be clear enough from his behavior if the crew haven't figured it out by now.

Lachesis sees the crew as an opportunity to escape Threadwelle and perhaps remove the neural implant. He will not simply join them, however, as he still needs to "find something important", which he will avoid discussing further out of fear the crew might want the Labyrinth Intaglio to themselves.

If the crew mentions Kallikantzaros & Partners, Lachesis turns fearful. K&P tried to recruit him before, putting pressure on him by leaking his illegal activities to the authorities – so that he would need the law firm to bail him out and be in their debt. He still agrees to come with the crew, but will now start to look for options to escape before they hand him over to their employers.

ENTER THE MINOTAUR

At one point during the conversation, especially as Consequence or if the crew attempt to follow the Lachesis signal to its source, the conversation is cut off with a scream and a roar – a minotaur attacks Lachesis.

Lachesis recalls the drone, which the crew can follow back to him, only to find him beset by three minotaurs; the drones Lachesis brought are lying broken on the ground, along with dead and wounded prisoners.

If everyone survives the ensuing conflict, a thankful Lachesis is willing to explain what he is looking for and why it's so important. It is the **Source of the deadly Labyrinth** and Threadwelle can't be allowed to get their hands on it.

If Lachesis suspects the crew is here to kill him, instead the minotaur attack is a feint, just some audio file. Lachesis and three Puppeteer-Hand drones wait in ambush for the crew as they follow the fourth one back to him. If defeated, he will reveal the existence of the Labyrinth Intaglio in an attempt to bargain for his life.

FINDING THE INTAGLIO

Any PC with a Mythos theme can realize that finding the intaglio inside the Thin Place has nothing to do with its location, and everything to do with its thematic importance. It lies at the heart of the Labyrinth.

This is an opportunity for the players to come up with creative, abstract ideas about what is the heart of the Labyrinth and how to find it. It could be inside the chest of a minotaur, inside Lachesis's head, or in a room that thumps like a heartbeat which can now be found by following the beat. Have them roll to follow through on their idea and find the Labyrinth Intaglio, with any *confused*, *unnerved*, or similar statuses acting as hindrances. On a miss, they still find it, but suffer Consequences (perhaps getting *minotaur horns*!).

If the intaglio is destroyed or is taken out of the Labyrinth, the Thin Place begins to crumble and break apart and Cell Block Bravo returns to its mundane, yet still waterlogged, state.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

MINOTAUR

Some inmates who went missing during the flood have been turned into half-man half-bull minotaurs and kept alive inside the labyrinth. They are unable to leave Cell Block Bravo, and have no intention of letting anyone else leave either.

LIMITS

HURT OR SUBDUE 4 | **FRIGHTEN 5** | **TIRE OUT OR OUTRUN –**

TAGS & STATUSES

thick hide, *furious-2*

›THREATS / »CONSEQUENCES

› *Charge at a target*
  » **Gore someone (*gored-3*; after mitigation, also *prone* with a tier equal to *gored*)**

› *Roar and cut the air with a twin-bladed labrys axe*
  » **Cleave a group of people (*gaping-wound-3* to several PCs)**

› *Take a careful step just in time as the walls move*
  » **Use the shifting Labyrinth to their advantage (have someone *cornered-3*, or use a Consequence from Into the Labyrinth)**

INTO THE LABYRINTH

The shifting maze that is Cell Block Bravo is the Thin Place created by a carved carnelian gemstone, the Labyrinth Intaglio. The interior walls can be damaged, but any breaches only lead to more corridors, and never create an exit out of the mystical maze.

There's no method to the madness and it's impossible to find one's way, unless they have an *Ariadne Thread* – but it might take a while for the crew to realize this.

LIMITS

NAVIGATE 6

Navigate: If the traveler is using an *Ariadne Thread*, they arrive. If not, they become lost again; roll a dice and reduce the tier of the *navigating* status by the result.

TAGS & STATUSES

flickering lights, *shifting walls*

SPECIALS

Ariadne Threads: If someone in the Labyrinth gets into a heightened emotional state of distress (a status of tier 4 or above) an *Ariadne Thread* appears to them, to guide them out. If they manage to escape, the thread remains. If they die in the Labyrinth, the thread disappears.

›THREATS / »CONSEQUENCES

› *Walls and corridors twist and morph*
  » **Someone becomes *confused-2***
  » **A jail door closes or room shifts into a cell (separate people with *prison bars*)**
  » **Floodwater rises (add *floodwater*)**
  » **Someone is *crushed-4* between closing walls or is forced into a flooded enclosure (*drowning-3*)**

› *Sounds of water, screams, rusty hinges, and hooves on stone echo throughout the cell block*
  » **Someone becomes *unnerved-2***
  » **A minotaur appears (Present a Challenge: Minotaur)**

› *A scared prisoner stumbles out of a corridor*
  » **The lost prisoner dies in some horrible fashion (Make The Future Bleaker)**

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

LACHESIS-203 [THE GEMCUTTER]

Karl "The Gemcutter" Masaryk is a nervous, short middle-aged Eastern-European man with graying hair, wearing hooded robes.

Karl was recruited by Threadwelle after promising he could find and retrieve his Labyrinth Intaglio. At first, he enjoyed his freedom and the resources that Threadwelle provides him with, such as cranial drone-control implants, but as the Lachesis persona came to take hold he realized he's nothing more than a tool for Threadwelle, and broken tools get discarded. Lachesis demands loyalty to Threadwelle, punishing Karl for any thoughts of betrayal, but it's not yet fully developed and the Gemcutter still keeps much of himself.

Karl is vaguely aware that his neural implant is also Mythically connected to Threadwelle's obsession with fate and the Oddsmaker via an *ethereal wire* that runs along his spine, but he doesn't know much about what's going on in the organization. Still, he can benefit from the Oddsmaker's predictions against *tagged* targets.

LIMITS

HURT OR SUBDUE 4 **THREATEN OR BRIBE 5**

TAGS & STATUSES

ethereal wire

SPECIALS

› *Make glowing wires appear between his hands*
  » **Call in a Puppeteer-Hand drone (Present a Challenge: Puppeteer-Hand Drone)**
  » **Cut someone with a diamond nanofilament wire (*sliced-4*)**

› *Measure someone's fate with a look, twisting the wire in his fingers*
  » **Twist someone's fate towards frailty and death (*frail-5*)**
  » **Free an ally from fate's shackles (remove a harmful status of tier 5 or below)**

› *Grip his head with both hands while arguing with himself*
  » **Scream in pain as sparks fly off his head implant (*brain-fry-2*)**
  » **Straighten up and begin to talk in corporate speech (*loyal-2*)**

› **Prepare to move out of the way of an attack (*dodging-2*)**

› **Tag someone as a threat (give a PC *tagged-1*) or get a precise prediction on a tagged target (turn a PC's *tagged* into *predictable* with the same tier)**

AFTERMATH

After getting out of the labyrinth, the crew must work their way through any remaining Threadwell forces and return to safety. Based on your cinematic considerations, decide whether you want to play these scenes in full, as quick outcomes, or skip them altogether and go straight to the credits. It's now time to zoom out of the action scenes, Load Off (burn all loadout tags), and get ready for some downtime.

If you haven't had a **Credit Roll** yet (page 125), now is a good time to have one.

Here are a few questions to consider and points to revisit when you wrap up this job:

- Did the crew retrieve Karl, willing or otherwise? Do they hand him over to Kallikantzaros & Partners? Or do they hear his plea and help him escape all his pursuers? How do they explain this to Solid?
- What is to be done about the neurological implants that make Karl loyal to the Threadwelle Organization? K&P might want to hire the crew for a follow-up job, again through Frank Solid, to find the required cryptokeys or an appropriate surgeon, perhaps employed by Threadwelle. It's an opportunity to get deeper into the corruption and danger of this fate-obsessed corp.
- What happened with the Labyrinth? Did it disappear completely, or is some of the Thin Place still there? Do the PCs want to try and gain some control over it, perhaps with the help of the intaglio, if they kept it? Seems like they'll have to negotiate a more permanent passage with the Crocodilians.
- Where does the Labyrinth Intaglio end up? Who uses it, and for what purpose? Can the one-time miracle be repeated, if Karl tries again? Perhaps he needs a proper incentive first or a certain emotional state, or maybe something else was responsible for the intaglio's power in the first place.
- Did someone in the crew max out their upgrade or Decay tracks? Someone might be getting a new Special, or already replace a theme! See **Character & Crew Evolutions**, page 131.

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

APPENDICES

CHALLENGES & POWER SETS IN THIS BOOK

RATING	CHALLENGE NAME	PAGE
+⊕{⊕}	Inhumanly Fast	333
+⊕{⊕}	Nature Kissed	330
+⊕	Arcane	330
+⊕	Chromed Up	332
+⊕	Connected & Protected	328
+⊕	Corporate Sponsored	328
+⊕	Device Hijacking	332
+⊕	Enhanced Intelligence	332
+⊕	Holographic	333
+⊕	In the Know	329
+⊕	Medium	330
+⊕	Self-destructive	328
+⊕	Shapechanger	331
+⊕	Sought After	329
+⊕	Spirit-possessed	331
+⊕	Surveilance Data Fed	333
+⊕	Telekenetic	331
+⊕	Troop-leading	329
+⊕⊕	Drone Deploying	332
+⊕⊕	Heavily Armed	328
+⊕⊕	Lucky	330
+⊕⊕	The Lady	327
+⊕⊕	Vehicle Piloting	329

RATING	CHALLENGE NAME	PAGE
⊕	Crumbling Building	310
⊕	Hazard Zone	310
⊕	Surveilance Drone	320
⊕⊕	Computer Virus	308
⊕⊕	Crocodilan Boat Crew	345
⊕⊕	Flying Taxi Dirver	302
⊕⊕	Gang Member	306
⊕⊕	Gremlin	317
⊕⊕	Marauder	312
⊕⊕	Nitro Gang Member	97
⊕⊕	Prismatic Jelly	345
⊕⊕	Puppeteer-hand drone	340
⊕⊕	Riot	311
⊕⊕	Rogue AI Possesor	309
⊕⊕	Scavenger	314
⊕⊕	Security Guard	305
⊕⊕	Security System	319
⊕⊕	Shady Tech Merchant	303
⊕⊕	Source Worshipper	303
⊕⊕	The Vineyard	343
⊕⊕	Threadwelle Operative	347
⊕⊕{⊕}	Nomadic Transportation Caravan	312
⊕⊕⊕	Clone Mummy	315

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

RATING	CHALLENGE NAME	PAGE
⊙⊙⊙	Clotho-203	351
⊙⊙⊙	Club VIP	302
⊙⊙⊙	Cyberspace Spyder	349
⊙⊙⊙	Electricity Elemental	315
⊙⊙⊙	Evolving Beast	316
⊙⊙⊙	Ghost	317
⊙⊙⊙	Gun Turret	319
⊙⊙⊙	Hacker	309
⊙⊙⊙	Hayashi Nao "The Eternal Eye"	324
⊙⊙⊙	Heavy Urban Response Tactics Officer	304
⊙⊙⊙	Intrusion Countermeasure AI	308
⊙⊙⊙	Investigator	305
⊙⊙⊙	Mama Diwa	326
⊙⊙⊙	Mecenary Gunslinger	307
⊙⊙⊙	Saint Bede (Basil Sideris)	342
⊙⊙⊙	Sludge Zone Run	344
⊙⊙⊙	Succubus/Incubus	318
⊙⊙⊙	Survivalist	314
⊙⊙⊙	Syndicate Leg-breaker	307
⊙⊙⊙	Thin Place Shrine	311
⊙⊙⊙	Wrathful Vines	318
⊙⊙⊙	Zachary "Crossbones" Edwards	327
⊙⊙⊙⊙	Abigal Bedaiko	321
⊙⊙⊙⊙	Atropos-203	347
⊙⊙⊙⊙	Corporate Executive	304
⊙⊙⊙⊙	Criminal Overlord	306
⊙⊙⊙⊙	Into the Labyrinth	353
⊙⊙⊙⊙	Lachesis-203 (The Gemcutter)	354
⊙⊙⊙⊙	Minotaur	353
⊙⊙⊙⊙	Weaponized Walker Drone	320
⊙⊙⊙⊙⊙	Arman Farzin	323
⊙⊙⊙⊙⊙	Huang Xiu, The Undying Pursuer	325

THEMEKITS IN THIS BOOK

TITLE	TYPE	PAGE
Advanced Railgun	Cutting Edge	242
Android Servents	Drones	250
Angelic Wings	Exposure	234
Animalistic Augmentations	Augmentation	238
Animate Shadows	Exposure	234
Arcane Construct	Companion	226
Armored Juggernaut	Augmentation	238
Attain Enlightenment	Horizon	210
Aura of Authority	Exposure	234
Boosted Mental Capacity	Augmentation	238
Break the System	Horizon	210
Builder of Worlds	Cyberspace	246
Caregiver	Personality	214
Chipped Weapon Mastery	Augmentation	238
Cloaking Jumpsuit	Cutting Edge	242
Cloud of Nanites	Cutting Edge	242
Code Arsenal	Assets	202
Corporate Citizenship	Affiliation	198
Corpse Animation	Esoterica	230
Counterculture	Affiliation	198
Covert Agent	Expertise	206
Criminal Syndicate	Affiliation	198
Cryptographic Skeleton Key	Cutting Edge	242
Cybernetic Hijacker	Cyberspace	246
Cyberspace Ruins Explorer	Cyberspace	246
Devil's Bargins	Esoterica	230
Disaster Survivor	Troubled Past	218
Elemental Body	Exposure	234
Eleminate Corruption	Horizon	210
Enhanced Senses	Augmentation	239
Escaped Servitude	Troubled Past	218
Evil Eye	Esoterica	230
Exact Revenge	Horizon	210
Exoskeleton Suit	Cutting Edge	243
Expirimental Vehicle	Cutting Edge	243
Explore the Hidden Places	Horizon	211
Explosives	Assets	202
Floral Overgrowth	Exposure	235
Forbidden Cult	Affiliation	198
Force Fields	Cutting Edge	243
Fortune Telling	Esoterica	230
Get Rich and Famous	Horizon	211
Giant Construction Robot	Drones	250
Guardian Spirit	Companion	226
Guns & More Guns	Assets	202

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TITLE	TYPE	PAGE
Gunslinger	Expertise	206
Hacker Collective	Affiliation	199
Heist Gear	Assets	202
Hero's Sword	Artifact	222
Hidden Gadgets	Augmentation	239
Impossibly Good Looks	Augmentation	239
Impressive Physique	Expertise	206
Influencer	Cyberspace	246
Information Broker	Cyberspace	247
Intrusion Specialist	Cyberspace	247
Investigator	Expertise	206
Invisibility Helm	Artifact	222
Junk Collection	Assets	203
Keeper of Secrets	Personality	214
Law Enforcement	Affiliation	199
Legendary Sidekick	Companion	226
Live Honorably	Horizon	211
Magical Guide	Companion	226
Mask of the Trickster God	Artifact	222
Med Techie	Expertise	207
Med Wagon	Drones	250
Meticulous Planner	Personality	214
Midas Touch	Exposure	235
Mobile Weapons Platform	Drones	250
Money To Burn	Assets	203
Motorcycle	Assets	203
Nature Spirit	Companion	227
Neighborhood Hero	Affiliation	199
Performer	Personality	214
Possessed Vehicle	Artifact	223
Post-human Intelligence	Cyberspace	247
Potion Craft	Esoterica	231
Push Technology Further	Horizon	211
Raised in Cyberspace	Troubled Past	218
RC Racing Star	Drones	251
Rebel Without a Cause	Personality	215
Reflexe Booster Implants	Augmentation	239
Risk-taker's Lucky Charm	Artifact	222
Ruthless Executive	Expertise	207
Safehouse	Assets	203
Science Eperement	Troubled Past	219
Scrying Crystals	Artifact	223
Self-healing	Cutting Edge	243
Speak With Machines	Exposure	235
Spirit Summoning	Esoterica	231
Spy Satellites	Drones	251
Street Gang	Affiliation	199

TITLE	TYPE	PAGE
Supernatural Pet	Companion	227
Survived the Streets	Troubled Past	219
Swarm of Probes	Drones	251
Synthetic Guard Dog	Drones	251
Target of the Government	Troubled Past	219
Tech Gremlin	Companion	227
Thrillseeker	Personality	215
Tinkerer	Expertise	207
Tough as Nails	Personality	215
Tragic Loss	Troubled Past	218
Trained Killer	Expertise	207
Trained Monsters	Companion	227
Trendsetter	Personality	215
Victim of Otherworldly Forces	Troubled Past	219
War God's Armor	Artifact	223
Warding Signs	Esoterica	231
Warrior's Insticnts	Exposure	235
Weapon Witching	Esoterica	231
Wizard's Staff	Artifact	223
Zeroed Identity	Cyberspace	247

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

TRACKING CARDS

:OTHERSCAPE

© 2024 Son of Oak Game Studio LLC

CHARACTER CARD

CREW THEME CARD

:OTHERSCAPE

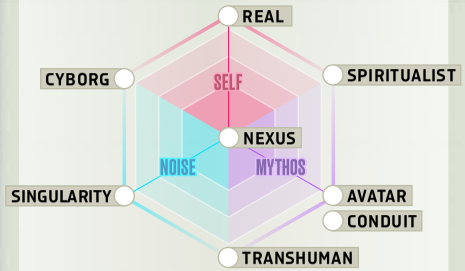
CHARACTER CARD

CHARACTER

NAME

PLAYER:

ESSENCE



CREW RELATIONSHIPS

CREW MEMBER	RELATIONSHIP TAG

:OTHERSCAPE

CHARACTER CARD

EVOLUTION

- [ ] Create a new type of Essence
- [ ] Create another broad power tag
- [ ] Gain a Veteran Special
- [ ] Gain a Veteran Special
- [ ] Gain a Veteran Special
- [ ] Ride off into the sunset (Retirement)
- [ ] Sunder the cosmology (Narrative development)
- [ ] Total Reconstitution (Respec)

SPECIALS

SON OF OAK GAME STUDIO

CREW THEME CARD

TAGS POWER | WEAKNESS | BURN

IDENTITY / RITUAL / ITCH

<DECAY | UPGRADE>

:OTHERSCAPE

CREW THEME CARD

THEME SPECIALS

SON OF OAK GAME STUDIO

© 2024 Son of Oak Game Studio LLC

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

THEME CARDS [FRONT]

:OTHERSCAPE

TAGS POWER WEAKNESS BURN

IDENTITY / RITUAL / ITCH

<DECAY | UPGRADE>

:OTHERSCAPE

TAGS POWER WEAKNESS BURN

IDENTITY / RITUAL / ITCH

<DECAY | UPGRADE>

:OTHERSCAPE

TAGS POWER WEAKNESS BURN

IDENTITY / RITUAL / ITCH

<DECAY | UPGRADE>

:OTHERSCAPE

TAGS POWER WEAKNESS BURN

IDENTITY / RITUAL / ITCH

<DECAY | UPGRADE>

:OTHERSCAPE

© 2024 Son of Oak Game Studio LLC

THEME CARDS [BACK]

:OTHERSCAPE

THEME CARD

THEME SPECIALS

SON OF OAK GAME STUDIO

THEME CARD

THEME SPECIALS

SON OF OAK GAME STUDIO

THEME CARD

THEME SPECIALS

SON OF OAK GAME STUDIO

THEME CARD

THEME SPECIALS

SON OF OAK GAME STUDIO

© 2024 Son of Oak Game Studio LLC

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

LOADOUT THEME CARDS

:OTHERSCAPE

LOADOUT THEME

UPGRADE>

TAGS FLAW BURN

:OTHERSCAPE

LOADOUT THEME

TAGS FLAW BURN

LOADOUT THEME SPECIALS

:OTHERSCAPE

LOADOUT THEME

UPGRADE>

TAGS FLAW BURN

:OTHERSCAPE

LOADOUT THEME

TAGS FLAW BURN

LOADOUT THEME SPECIALS

:OTHERSCAPE

© 2024 Son of Oak Game Studio LLC

EFFECTS

AGAINST AN OPPONENT OR A TARGET

ATTACK
Slash, punch, shoot, zap

Give your target a harmful status

1 POWER PER TIER

DISRUPT
Blind, confuse, shock, trip, jam, interrupt

Give your target a hindering tag or status

1 POWER PER TIER

2 POWER PER TAG

INFLUENCE
Convince, threaten, provoke, hack, mind-control

Give your target a compelling status

1 POWER PER TIER

WEAKEN
Break, sunder, defuse, neutralize, nullify, silence

Remove a target's useful tag or status

1 POWER PER TIER

2 POWER PER TAG

FOR YOURSELF OR FOR AN ALLY

BESTOW
Teach, learn, impart, empower, enchant, equip

Give yourself or an ally new abilities using tags

2 POWER PER TAG

CREATE
Craft, find, purchase, loot, summon, build, rally

Create a new object or being using tags

2 POWER PER TAG

ENHANCE
Assist, aim, boost, energize, take cover, gain advantage

Give yourself or an ally a helpful status

1 POWER PER TIER

RESTORE
Heal, repair, rejuvenate, regain, alleviate, undo

Reduce a harmful status or recover a burnt power tag

1 POWER PER TIER

2 POWER PER TAG

ON A PROCESS

ADVANCE
Make progress, get closer, push forward

Increase a progress status

1 POWER PER TIER

SET BACK
Delay, ruin, sabotage, reverse

Decrease a progress status

1 POWER PER TIER

OTHER EFFECTS

DISCOVER
Sense, recall information, research, converse, reveal

Discover a valuable detail

1 POWER PER DETAIL

EXTRA FEAT

1 Power per additional feature or minor achievement included in the action

© 2024 Son of Oak Game Studio LLC

:OTHERSCAPE

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

LIST OF BACKERS

[redacted] concept, <<< DAVID JACQUET >>>, ~Q~, 23rd Century Productions, LLC, 2N Kenn, 4649matt, A. Usher, A2K, Aaron "Mage_Ou" Alberg, Aaron & Laura Doherty, Aaron Berndt, Aaron Burgett, Aaron Farrier, Aaron Griffin, Aaron Holloway (He/Him), Aaron Klein, Aaron Kuthoor, Aaron Langille, Aaron Porter, Aaron Rhoads, Aaron Ryuchi, Aaron Speed-Johnson, Aaron Upchurch, Aaron Zeitler, Abe Scheppler, Accidental boar , Ace Munagi, Acutolatina, Ada Pitts (they/them), Adam "Magus" Rogue, Adam & Yolonda T., Adam Beltaine, Adam Benedict Canning, Adam Caverly, Adam Donovan, Adam Grzegorczyk, Adam Jung, Adam Kavan, Adam Krump, Adam McAteer, Adam Neisius, Adam Sankey, Adam W. Roy, Adam Waggenspack , Adam Yee, Adrian Mallari, Adrian Praetorius, Adriano Anastácio, Adric Waddell, Adrien Rault, adumbratus, AeonianAnakim, Agent Fintcher, Aghork, Aidan Bowes, Aidan Jennings, AJ Low, Aj Stephens, AJL Dodd, Akhemeth, Al Billings, Al Rusk, Alain Sarti, Alan D Kohler, Alan Douglas , Alan-Michael Tyrson, Alastair White, Alberto Camargo, Alberto Casado Gómez , "Alberto Garbin, Elliott Garbin", Alchemy Yetti, Aldo "Kwako" Montoya Reynaga, Alec Lanter, Alec McGuire, Alessandro Cattini, Alessandro S., Alex "Dagnus" Hamelin, Alex “Doc” Brewer, Alex Brady, Alex Goodman, Alex Hopton, Alex Kartzoff, Alex Martinez, Alex Maxwell, Alex Pepper, Alex Rontini, Alex Tafur, Alex Walker, Alex Watters, Alexander, Alexander "Rickenharp" Gräfe, Alexander Eliesen, Alexander Gent, Alexander Kube, Alexander Lachwitz, Alexander Rodriguez, Alexander Weber, Alexandre Galinskas, Alexis Martinez-Garcia, Alf Granger, Algo, Ali Yassine, Aliaksandr "LX" Yakauleu, Alias: CoppaRoach, Alice Peng & Brandon Powers, Alicia Parczen, Alina Pete, Alison Cybe, Allan Rodda, Allan S. Mikkelsen , Allen Sanchez-Capers, Allison M, Ally, AlmostHappy, AlpacaFireball , Altrondragon , Alyssa w, Amanda G, Amandageddon (she/they), Ambit, Amelia Fetch, Ananda Ray, AND/OR, Anders Fredrik Liden, Andi Barajas, András Bene, André Albrecht , André Colabelli, Andre Griffin, Andrea Efficace, Andrea Lo, Andrea M, Andrea Stadtfeld, Andreas Flierl, Andreas Gruner (He/Him), Andreas Monitzer, Andreas Sewe, Andrés Teixidó, Andres Yuhnke, Andrew Bonneau, Andrew Brownell, Andrew Ciccaroni , Andrew Crofts, Andrew Dacey, Andrew Foster, Andrew Foxx, Andrew Huffaker, Andrew J Brown, Andrew J. Hayford, Andrew Jasper, Andrew Mauney, Andrew Nguyen, Andrew Niebres, Andrew Piseck, Andrew Sayman, Andy Dickinson, Andy Wong, Andy Zamora / Dan275night, Angel's Citadel, Angelo Pileggi, Angus Abranson, Anna-Lena Bauer, Anthony Johnson, Anthony Kimpton, Anthony Mincarelli, Anthony N., Anthony Pearce, Anthropos, Antoine , Anton Cox, Antonia Streck (she/her), Antonio Miloso, Antonio Soriano, Antroia, Apu Gonzalez from PR, Arash Yousefzadeh, Arbel "Belik" Ben Dor, Arcade Colon, Ardid, Argenna, Aric 'Expersprobi' Horst, Aric Wieder, Ariel Jackson, Arillius, Arne Holtschulte, Arnold Muralt, Aron Smith, Arovyn (He/Him), Arrogant Moose, Arsalan, Arsene Inc, Arthur "SokK" Duthoo, Artur "ralindel" Cnotalski, Arturo Garcia , Arty Crow (he/him), Arvinraaj "KAZEfirst" K., Asher Abramson, Ashleigh Stark, Asmodea Barton, Atlictoatl, Augustin Guillois, Austin Dicus, Austin Hough, Austin Rusk, Austin Woods, Auxess, Ava Rogers, Avi Huang (They/Them), Ayleron Brightstar, Azelinarts, Azrael (He/Him), Azrayl, Azul Alysum, Azurpineapples, B Dio, B. Tamás, BA Flowers, Babaralu , Baborurkar, bad_motivator, Badgerlord486, Baertiger Baerni, Bagoferret, Bailey Anderson, Balázs "Milanman" Arató, Balkaurse, Bandersnatz, Barac Wiley, Barakataka, Bartek "Chronos" Zarzycki, Bartosz Stopczyk, Bastion Zizka, BDub, BE Holt, Behemoth, Belgabor, Ben C (He/Him), Ben Cawkwell, Ben Dykes, Ben Fraley, Ben Gaede (he/him), Ben Griffiths, Ben P. Balestra, Ben Powell, Ben S., Ben Stewart, Ben Taels, Benedek, Benjamin "BlackLotos" Welke, Benjamin "Geisti" Koch, Benjamin Galliot, Benjamin Gausz, Benjamin Nitti, Benoit Cecyre, Benson Schneider, Bernd (Bem) Timmerman, Bibliophile (they/them), BigMadSmokey, Bill Carlson, Bill W. Martin, BitVypr, Björn, Björn Fähler, Björn Lippold, Björn Sonerud, Björn Trygg, Blackfyre Productions, Blacshades, Blake Ferchalk, Blake Hutchins (he/him), Błażej "Rals" Kosiński, Blue Eyes, Bluegrass Geek, Bluestone he/him, Bob Carnicom (he/him), Bob Huss, Bobby, Bobby Evans (He/They), Bodri Takonyweaver, Bon (she/her), Bookmark' Ana, Boone Boonerman, Boonyawee, Bowen, Brad "ShadowTool" Kelley, Brad Gaffney, Brad Gardenier, Bradley Jackson(Harkain), Branden Gill, Brandon "Kedon" Kelley, Brandon Baer, Brandon Barnes, Brandon Hornickle, Brandon M. Black, Brandon Miller, Brandon Perkins, BrawnyFanta, brazil808, Bréan Flanagan, Bren Metcalf, Brendan Allison, Brendan Nerdromancer Barr, Brenin Reece, Brenna Auker, Brennan Dawson, Brent Litster, Brett A., Brett Abbott, Brett Gravett, Brett Weidman, Brian "Zabaoth" Kulesza, Brian A, Brian Csernak, Brian Goubeaux, Brian Gresham, Brian Kirchhoff, Brian Koonce, Brian Rash, Brian Schoener, Brian Weisberg, Brian Williams, Briar Chappell (They/Them), Britt Jernigan Jr, Brock Benson, Brodie Perry, Bruce Curd, Bryan "Maldroth" Botz, Bryan Gough, Bryan J. McLean, Bryne Oliver, Budfannan, Bulcsu, Bunny McCabe, Burch Montgomery, Business Goose, Byron D. Molix, C. Fox, C. Haines, C. Ian Avery, C. Waldbuesser, CA Moody, Cal Baldari, Calculex, Cale Pennington, Caleb Alexander, Caleb Anderson, Caleb Coppola, Caleb Root, Callum Moxey, Calvin Bridges-Avalos (He/Him), Cam (they/them), Cameron Craig (they/them), Camil Ghantous, Capri, Caprice Nisei, Captain Clarkie, Caraplayingstuff, Carey N., Carl Miller, Carl Walter, Carly Othling, Carmen Maria Marin, Carmine Laudiero, Caroline she/they , Carsten Damm, Cary Matthews, Casey Boyd, Casey Coker, Casey Coslet, Cassandra Furlong (she/her), Cassandra Jean, Cat Evans (Ex Stasis Games), Catharine Charlesworth, Cayce Lent, Cecily Winters (She/Her), Cédric Jeanneret, Cédric Steffen, censkai, Chad 'Kraesh' Frazier, Chad Bowers, Chad Stevens, Chaomancer, ChaosNarr, Chaotic Cthulhu, Charles Balant , Charles Hall, Charles K. Hall, Charles Peter Nystrom, Charles Strange, Charles Tomb, Charley Ammerman, Charley Brandum, Charley M. Sharp, Chase Austman, Chase Hiatt, Chaz Kemp, Chazz Kellner, Cherryl Dias (she/her), Cheryl Karoly, Cheshire Amor, Chip Orton, Choomba, chris , Chris 'eChryxius' Wai, Chris “Crazon” Cirillo, Chris "csmithere" Smith, Chris "ElSpiekio" Spieker, Chris “Grimtooth” Colborn, Chris "Skoob" Jacobs, Chris & Tammy Garland, Chris A Challacombe, Chris Angelini, Chris Bjuland, Chris Brashier, Chris Czerniak, Chris Dalgety, Chris Edwards, Chris Frei, Chris Gaumond, Chris Heilman, Chris Howell, Chris Huddleston, Chris Joyner, Chris Massin, Chris Mato, Chris McDaniels, Chris Mejia, Chris Mitchell, Chris Mobberley , Chris Nasipak, Chris Orman , Chris Pierson, Chris Rivett, Chris Stevenson, Chris Tavares, Chris Waldner, Chris Wilson, Chris Wyrick, Christian G., Christian Kuck, Christian L. Nommay, Christian Nienhaus, Christian Opperman, Christian Placencia, Christina Jovanovic, Christine Boyd, Christoph Luehr, Christophe Barb, Christopher "CNote" Jackson, Christopher "Sensei" Cecil, Christopher "Zhul" Dean Jr., Christopher Clark, Christopher D Nobles, Christopher Decker, Christopher Gunning , Christopher J MacDonald, Christopher Larkin, Christopher Mifsud, Christopher Trueb, Christopher Urbanczyk, Chrno, Chronx6, Chrysostom, Chuck Dee, Ciaran Carbery-Shaha, Cicada, Ciel Ember they/them, CigaWeed, Cirlot, Civ Light, CJ Kremer, "Clay Karwan", Clayton Blackwell, Clayton Culwell, Cliff Winnig, Clifford Horowitz, Cloud Z., CMDR Remedia Venena, Cody 'The Codester' Duncan, Cody Black, Cody Cornett, Cody Swatek, Coffeemancer, Coldburn, Coldy, Cole Sorensen, Colin “Hurricane” Hatton, Colin Lindgren, Colin Y.J. Chung, Coline André, CombatWombat, Comfy, Conan McKegg, Connor Powers, Connor T, Cooper, Coral Moore, Corbin Da Goblin, Corey Abbate, Corey Hansen, Corhakil, Cornell Daly (he/him), CorrinMana, Corvus_Null, Cory "Rook" Williamsen , Cory “The Gentle Shark” Hockman, Cory K Hirano, Cory Voyer, Countheshadows, Cous-

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

in Artaud, Craig 'Miffroon' Muller, Craig (Third Floor Wars), Craig Carter, Craig Hackl, Craig L, Craig Payne, Craig Petko, CraigS, Creative Play and Podcast Netw, Criamon, Crimsonsage, Cris Gizzi, Cristov Russell, Critsndie, Crombie, cspo, Curtis Thornton, Curtis Tom, Cyber-X, Cybernetic Crimes, cyotee doge, D Chadwick, D-Mo, D.Kerner, D'Aquino, Daimyrio, Dak F Powers, Daman, Damian Gordon, Damien WIliams, Dan Beaudoin (he/him) , Dan Berends, Dan Gray, Dan Luxenberg, Dan Reiley, Dana (Armecia), Dana Lexa, Dane Wright, Dani “Moondark”, Dani Lyne, Daniel and Derek LeBlanc, Daniel Atson , Daniel B., Daniel Benoni, Daniel Carter, Daniel Clarkson, Daniel Cmil , Daniel Cook, Daniel Cuenca, Daniel Gutierrez Martinez , Daniel Huk , Daniel Jacobsson, Daniel Kraemer, Daniel Ley, Daniel Lizano, Daniel Markwig, Daniel Penninck, Daniel Poulin, Daniel Purser, Daniel Qualls, Daniel R. Kuespert, Daniel Renaud, Daniel Stack, Daniel Wills, Daniel Yauger, Daniele Bellantoni, Danielle Carroll, Danielle Costello, Danii Goldstein, Danilo Jara, Darby Keene, Darien Darksun, Darin Kerr, Darío Barrasa , DarkIsGone, Darkness3rick, Darkshifter, Darkslayer, Darren Johnson, Darren Richley, Darryl A, Darth Mauno, DarthPackman, Daryl 'Hadron' Farrington, Daryl Pruett, Dave "Mefisto" Laithwaite., Dave "Wintergreen" Harrison, Dave & Jen Notar, Dave Howard, Dave Jones, Dave Moyer, Dave Perry, Dave Satterthwaite, Dave Scheidecker, Dave Thaumavore, David 'incogNEATo' Algiers, David Ameer Tavakoli, David Anderson, Jr., David Binder, David Bjorne, David Chart, David Chronister, David D., David Dorward, David E. Ferrell, David England, Daniel England, David Evans , David Futterer, David Gordon, David Hayes (he/him), David Her, David J Rowe, David Jack, David L. Tripp, David Lim, David M., David Mager, David Margowsky, David Neben, David O'Connell, David O'Connell, David Petralia, David Rosenstein, David S Pfaff, David Sarachman, David Stephenson, David Thomas, David Thornell, David Waldron , David White, David Wiggins, David Wolf, David Woodhouse, Davide Cassani, Davide Donadio , Davide Giana, Davide Quartucci, Dawid "Dievas" Wojcieszynski, Dawngreeter, dawnofwario, Dead Fish Books, DeadAussieGamer , DeadOperator , Dean Glencross, Dean Newman, Dean Schallhammer, Dean Stuart McNabb, Decima (she/her), DeckOfManyThings, Deeci, Deion L. Jones, Delioneras, Demon M, Denis "Aisomasu" Younci, Dennis Krause, Dennis Peteranderl, Dennis Seiffert, Derek Graeff, Derek Guder, Derek Hunter, Derek Semsick , Derik Fabrizio, DerKastellan, Derrickspartan1, Desiree Annis (she/her), DESUMAIN, Diagnosis7, Dichoro, Diego Barreto, Diego Garcia, Diego Gonzalez (He/Him), Diego Lizarazo, Diego Perez Gonzalez, Digg, Dillon Henry, DinoDiner, Diredead, Discordia Dystopia, Disinmas, diversionArchitect, Djflippy, DM Yetti, Doc Chez, DocChronos, Dom Hero Ellis (He/Him), Dom Mooney, Dominic Zucco, Dominik Schwager, Dominique Laura Zine, Domo Jamie, Don Arnold, Donald Gilliland, Donatoth, Doogler93 , Dookieagain (They/Them), dorswayze, Double Jay, Doug "Kosh" Williamson, Doug Chapman, Doug Ronning, Dox Ryan, Dr. Dankenstein, Dr. Ryan Blackstock, Dr. Tyler Brunette, DragonMyAce, Dragoon354, Drake Mandeville, Drakhanas & Moonborn, DramaDude, Draven Darkwood, DreadPriest, Dreamweaver of Criamon, Drew McParlan, Drew Nichols, Drew Pessarchick, Drew Rosenheim, Dreyton, Duan'duliir, Duccio Tassini, Duff, Duncan H. Holley, Dunemous, Dunham Lockhart, Dustin Dunaway, Dustin Hammersmith, Dustin Infinger, Dustin Laughlin, Dustin Pfannenstiel, Dustin Smith , Dustin Taub, Dvandom, Dylan Black, Dylan Wayne Stubbs, E.Contesse, Eaton, echo, Ed Carson, Ed Handley, Ed Kowalczewski, Ed RandomOne, Eden Beales, Edward B., Edward MacGregor (he/him), Eeyore Page, Eggo Revolver, Ehedei, EidolonDaNav, Eike Schultz, Einoa of the Sky, Eis Annavini, Eka Setiawan, El Sobrino, Elder Vendel-Roberson, Eleanor Hingley, Eleanor McHugh, eli levinger, Elishai Katz, Elizabeth Frerot, Elle Rivers, Elliot Gibbons, Elmer Tucker, Elyezer Costa, Emanoel Melo, Emerson Bridge, Emleon, Emma Q Gross, Emmanuel Garnier, Emmybuns, Endosine, Enea D., Enkufka, Enrique Esparza III, Epitaph, Eric "Paper" Brousseau, Eric and Kat Belmont, Eric Blair, Eric Bloat, Eric Coates, Eric Coutu, Eric Madar, Éric Robibaro, Eric Torres, Eric Ullman, Erica "Vulpinfox" Schmitt, Erik Ingersen , Erik Johansson, Erik Smith, Erik Stumpf, Erik Waring , Erika Hoffman, Erika Rebecca Belsaas, Essaire, Esteban from Memories of Tomorrow, Estevan F. Queiroz, Ethan “Steelangel” Deneault, Ethan Cox, Ethan D Peck, Ethan West, Eugene S., Evan Salce (he/him), Evelie Manako (they / them), Evelyn Rossing, Evelynn Solstice , EverFascinated (she/her), Evil Hat, Exeyr, ExpCake, F. O. Tomlin, F.Coyne, Fabian Kohlhammer-Keipp, Fabrizio Infusino, Fairweather, Falcon Pileri , Farmer Zanath, Fedora, Felicia Terrazas , Felix Grothkopp, Fenton Blububelli , Finite State (She/Her), Fiona Plumstead, FireManedViking, Fizzbo Fizzbang, Flo Poulpy - Rolistiquement Votre, Florent Fusari, Florian Michelet, Forrest Garner, Foton, Foxxo Fox Foxington, Francesco "Red" Rossi, Francis Amaury Garcia, Francis Arachea, Francis Prest , Francisco, Francisco Ferrer, Francisco Morales-Rodriguez., Franck "Booga" Florentin, Franck Andrieu, François-Xavier Guillois, Frank C. Carr Sr., Frank Falkenberg, Frank Kergil, Frank Michienzi, Frank Reiss, Frankie Mundens, Franklin Easter, Franko Franicevich, Franz Acker Lobianco, Franz Georg Rösel, Franz Janson, FraSca, Frawgger Rödhamr, Frederic Hernandez, Frédéric Olivier Brisson, Fredrik Lyngfalk, Frits Kuijlman, Frog In A Sock, FrostedPaws, FunkyJ, G. Hartman, Gabel Gamers, Gabriel Bélanger, Gage, Gage Patterson, Galway Traynor , Game Dave, Game Masters Table, GameCarpenter, Gareth Anderson, Gareth McVicker, Garth Bauman, Gary Anastasio, Gary Berg, Gary Marshall, From Scotland, Gary Nixon, Gary Smith, Gebeji , Gee Raph, Geister Tambascia, Gemirgo, Genevieve Cogman, Genevieve Martin-Picotin, GenuineLoser, Geoff Sindel, Geoffrey Ford, George & Masha Orlov, George Kaldis, George Pitre, George Tedeschi, Gerald Rose, Gerard Tupaz, German Sanders, Gérôme Wüthrich, Gherhartd S., GhorghorBey, Gia Yaga Nguyen, Gianni Rossi, Gibby Goodwin, Gillian Winters, Ginnobushi, Giovanni Pozzo, Giulliano Penatti, Giuseppe D'Aristotile, GK Coleman, Glauco Marotta, Glempo, Glen R. Taylor, Glen Terry, Glenn Welser, GM Ray Nagle, Goblin Cave TV, Gong Byeong-su, Gordon Decker, Grace (she/they) and Phoenix (they/them), Grace Picknett-Powell , GracKelly , Graeme Kristoff Alejo and Iza Hernandez, Granit, Grant Anderson, Gray Caeneus Mueller, graywolf, Greekgeek, Greg Conant, Greg Curley, Greg Dunn, Greg Krywusha, Greg Moss, Greg Trent , Gregg TemporalDistortion , GremlinHours (They/Them), Grert, Grey Queen, Grismare, Grrys, Grzech, Grzegorz Bagiński, Guillaume "Zennec" Meistermann , Guillaume Leclef, Guillaume PERRIO, Guillaume St-Pierre, Guillotine Fox (he/him), Gurg (He/Him), Gustavo La Fontaine, Guy Milner, Gwaer, Gwilym, Gwumblebunny, Gwydion JMF Weber, H Alexander Perez%, H. Freund, H. W. McCray, H.P. Shovecraft, HaganeNoAnna, Haggai Elkayam Shalem, HaikenEdge, Halibel Tulppo "She/Her", Halley Cooper, Hallow_Angel, Hamish 'Malkizid' Elmer, Hanno Ziegler, Hans-Henning Vogt, Harald Eckmüller, Harlock71, HarperHex, Harrowed, Harry 'Delta' Abell, Hawk Haines, Hawksmoor, HealthCare Futurists, Heath "amightydino" Marks, Heath Rezabek // aqaraza, Heath Whalen, HeavyWaiteGaming, Hector gourde, Héctor Rodríguez Ayala , Heidolon Xhe/Xer, Heimi, Helmut Apel, Henrique CLJ, Henry "PandaDad" de Veuve, Heptalemma, Heron Alpern, Hervé Gengler, HexCode, Hideo Shimazu, Hodmadod Raggedmantle, Holly Rennex, Honey, Hotaru Zoku, House Zandermoore, HTTPaladin, Hugh Yates, Hunter Henrichsen, Hunter Huse, Hybrid3rdGen, hypnoCode, i0m, Ian Anderson, Ian B. Duncan, Ian Elliott, Ian Fay, Ian Fay, Ian Fisher, Ian G, Ian M Ward, Ian Magee, Ian van de Laar, Ian Wolfgang, Ian3000, iBlasphemous, Ibrahim, Ido Tzang, Ignacio Sato , Ignotus, Ikras, ikromm, Il-Hwan "Dani" Jang (he/him), In Memory of Brandon Wilson, Indraneel 'Ghosttusk' Dutt, Inedible Animals, Ines Kunzendorf , Ingolf Schäfer, Innocence, InsightR, Internet Famous Joe Martin, Invincitank (dara power) , Iron.Mandarin, Ironchicken, irrion, Isaac ‘Will It Work’ Dansicker, Isaac Warren, Iseir, Isi R, Israel Nunez, Itai

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Sanders, Itamar K, Iván Rael Núñez Harper, Ivan the Whistling Squid, iW00t, J Bigsley, J Miller, J Nicklas Andersson, J T, J-P Spore, J. Asher Henry, J. Carter, J. Rosen, J.R. Cillian Green, Jaapas, Jack Armstrong, Jack Brabson, Jack Gulick, Jack Haris (He/Him), Jack of Tears, Jack Sim, Jack Tsangou (hey/they), Jack van Riel (he/him), Jack Watkinson, JackFynch, Jacob Baggett , Jacob fout, Jacob Holloway, Jacob Malamatenios (any/all), Jacob Murray, Jacob Sites, Jacob T. Dickmann, Jacob Watt , Jaden D., Jahan Navissi, Jaiden "Cloud" Wood, Jaime O'Brien, Jake Leeman, Jake Prewitt, Jake Topolie, Jake Vaccaneo, Jakob C, Jakob Collins, Jakob Kantor, Jakub "Kub" Vojtko, Jamal L Wilkins , James "Vendy" Meyer, James A Monaghan, James A. Whitney, James Blanton, James Fellows, James Gabriel, James Henry Steinberg, James M Lee (he/they), James McDuffie, James Meredith, James Miller, James Mosingo, James O'Donnell, James Piiparinen , James R, James Ray, James Rice, James Rusty Russell, James Shannon, James Smith, James Weaver, James Wright (he/him), Jamie Grey, Jamie Lohkamp (She/Her), Jamie Scotland, Jamie Smith, Jan - Hendrik Hüffmeier, Jan Oetjen, Jan Stange, Jan Stawarz, Jan Strube, Janky, Janos Zeller, Jaq Ashberry Magpie, Jared Buckley, Jared Ruchalski , Jaron R. M. Johnson, Jarred B., Jarrett Jackson, Jason 'Jaynay' Hewett, Jason "Anabasis" Brook, Jason Bowman, Jason Brandt, Jason Bryan, Jason C Lund, Jason Criscuolo, jason e. bean, Jason Jordaan, Jason Leisemann (He/Him), Jason Levine, Jason Olsan, Jason RB Morton, Jason Richardson, Jason Robert Fryer, Jason Schindler, Jason Staple, Jason Sunday, Jason Templeton, Javier Koslow, Javier Rosa, Javier Velez, Jay Dancer, Jay Peters, JayColeman, Jayden Atha, Jayme Lee , Jayson Bennett, Jayson Stevens, JC Wallett, JD Crouch, JD Maynard, Jean Pesant, Jed Schmidt, Jedi Chevy, Jeff BigTaro Geisperger , Jeff H, Jeff Robinson, Jeff Zitomer, Jeffery Chin, Jeffrey S. James, Jeffrey Swanson, Jen Parr, Jeremiah Tolbert, Jeremy & Ender Puent, Jeremy Bourdiol, Jeremy Carroll, Jeremy Epp, Jeremy Farmer, Jeremy Hamaker, Jeremy Hester, Jeremy Hochhalter, Jeremy Tatis, Jeremy Zimmerman, Jerry Hamlet, Jerry Hartmann, Jesper Bisgaard, Jesse Alexander, Jesse Breazeale, Jesse C., Jesse Harder (he/him), Jesse LeBrun, Jesse Leeman, Jesse Mungle, Jessica & Ralf Schienhammer, Jessie & Scott, Jetboy9898, JGatsby, Jhereth Jax, Jim Ashman, Jim Groves, Jim Hart, Jim Rendo, jim rush jr, Jim Wink, Jim Yonemura, Jimmy Jerenfelt , Jinx Van Gobbelin, jKnapps, Jo "Broodhelm" Hennessy (They/Them), Jo Hackney, Joan Julia Trias, João Albuquerque, João Sakai, João Victor, Joaquim Malcampo, Jocelyn Blair, Joe Bruno, Joe J.P. Roberts , Joe Jaquette, Joe Martino, Joel "The Backlog Knight" Chilvers Ducharme, Joel Alexander Ornelas, Joel Holland, Joel kurlan, JoelG, John "Rigaroga" Bell, John Arena, John Bellando, John Brassell, John Canales, John Cmar, John Daly, John Davis, John Dean, John Desmarais, John Donahue, John G., John H, John Hawkins, John L Hickman, John M. Atkinson, John Marquis, John McCarrick, John Mehrholz, John Merle Holes (he, him), John Newcomb, John P, John Rogers, John S. Roberts, John Signorino, John Stanley, John T. Grose, John W Thompson, John Ware, John Wayne Mink III, Johnny Sörensson, Jon "Freki" Webb, Jon Ashby, Jon Barson, Jon Birkett, Jon Bonazza (@nerdwithdice), Jon Kenny, Jon Kohlingen, Jon Odishoo, Jon Robertson, Jon St.Pierre (TotalimmortaI85), Jon Struckmann, Jon Terry, Jonah in the Belly of the Beast, Jonathan "Buddha" Davis, Jonathan Bonner, Jonathan Clancy, Jonathan Colon, Jonathan Harden, Jonathan Iversen, Jonathan Korman, Jonathan Lee, Jonathan O., Jonathan Pope, Jonathan Schmalzer, Jonathan Snavely, Jonathan Wagner, Jonathon Hughes, Jonathon Todd, Jonny Garcia, Jonsie Mnemonic , Jordan Bates, Jordan Lennard, Jordan Merritt, Jordan Roberts (He/Him), Jordan Springer, Jordon Houston, Joris Kühl, Jose "GilGul" Soler, José Ángel Atienza Balderas, José Manuel Palacios Rodrigo, Joseph Collins, Joseph Magnall, Joseph Noll, Joseph Sampo, Josh Erickson, Josh Kurtz, Josh Rensch, Josh Simpson, Josh Storey, Josh Ward, Joshua A. Jonas, Joshua Aeria, Joshua Clark, Joshua Flippen, Joshua L Volz, Joshua Lemish , Joshua Pevner, Joshua Ramsey, Joshua Reubens , Joshua Ward, Joshua Ziegler, Josiah Farn, Jota Pe Corvuja, JR Lonergan, JT Sukeforth, Juan Camino, Juan Mateo "Dracil", Judd M. Goswick, Julia Pluta, Julián Quijano , Julien "Kemono" Limosino, Julien Blic, Julius the Birb Nerb (he/him), Jussi Myllyluoma, justchris, Justice Mealer, Justin B, Justin Belhumeur, Justin Cox, Justin F. Hess, Justin Hes, Justin Kietzman, Justin Lomelino, Justin Loomis, k, k-ppa, K. Malulani Castro, K.D. Foster, K1L14N L4UD, Kael Luna, Kaelorrigg usk Cha'Sidic, Kai Shapard, Kai Wiechmann, Kain Michael Black, Kal Zandar, Kale Zamora, Kaliastro, Kamard, Kamilla og Søren Holm, Kantelder, Kaos, Kapik, Karavelle Gregory, Karim Dimashki, Karl, Karl A. Stevens, Karl Kreut, Karl Rodriguez , Karl Vestin, Karol "Hirtus" Kwiatkowski , Kasey Wince, Kate Gierschke (She/Her), Katie Covington, KatoHearts, Kazzeltok, KBKarma, Keegan Bateman, Keep_On_Harpin, Kefkafish, Keil Hubert, Keitero, Keith E. Hartman, Keith Fannin, Keith Krummel, Keith Simmons, Keladryel, Keldon Hoff, Kelly and Adam Ness, Ken H., Ken H. Klein, Kenneth Gurney, Kenneth Hoquee, Kenny Beecher, Kerby Lambert (He/Him), Kergonan, Kevin "Alphadork" Scarth, Kevin "TheLawfulGeek" Kutlesa, Kevin A. Schendell, Kevin Carboni, Kevin Cobb, Kevin Cross, Kevin Doswell, Kevin Flynn, Kevin Grubb , Kevin Hall, Kevin Justus, Kevin Kashner, Kevin Kenan, Kevin Lachance (Dr, PHD, MBA), Kevin Manning, Kevin Oden, Kevin Sardà, kfrunt rfrunt, Khampheng S (She/They), Kieran DuHoux, Kieran R, Kihira (They/Them), Kiki (she/her), Kilrane , Kim Grønvig Hansen, Kimba Rose Williams, Kinzokutokage, Kirby Hunt, Kirby20X6, Kirishala, Kit, Kit Armour, Kit Kindred , Kit McManus, Kitsu and Kat, KK Cheung, KKD Silver (Zach Hubert), KL, Klaus M., Klaus Martinez (he/it), KnightVnox, Koen de Rooster, Kolbey M Araujo, Konstantinos 'YoMaster' Rentas, Korolan, Kovács Zsolt, Kris Kunkel (he/him), Kristain Black, Kristóf Kovács, Kristy Rollet, Krystal Kamieniecki, Krzysztof Cywicki, Krzysztof RabidBlackDog Bieniawski, Kuri, Kurt Blanco, Kurt L., Kurtis Harl, Kyle B., Kyle J. Hodgson, Kyle Kiefer, Kyle Kolbert, Kyle McLaughlin, Kyle Richetti, KyoshiroKami, La Loutre, Lacecard (she/her), Lachlan Cameron Myers, Lachlan Fergusson, Landon Barnickle, Landon Torres, Larry Anderson , Larry Hollis, Lars „LabRat“ Blumenstein, LateNiteGames, Laura-Alyce Dane, Lauren Voswinkel, Lawrence Volodarski, Lazislacker, Lee "Ogerkin" Langston, Lee Barnes, Lee Hilton (He/Him), Lee Mazurek (she/they), LegenGarry RoseDust, Leila Rose, Lemuel Wentlath, Lena Rhys, Lena Richter, LenaF, Leon Glaser, Leonard "Nik" Petit-Breuilh, Leonardo Chavez Weyand , Leonardo Negron, Leonardo Prunk, Leonnorius, Les & Dashiell Simpson, Leslie and Marcus Arena, Lester Ward, Level 3 Wizard, Lex Evanson, Lex vdR, Lexi V, Liam McRell, Liam Southby, Liana Lacroix, Lilian W. Theven, Lilith, Linnea "LadyGrey" , Lisa "Dr. Cthulhupunk" Padol, LittleDuck, Liv Whitney, Living Worlds Games, Liz Moonbury, LJ & Haley Yerelian, lmitay , Lobbigo, Lobo, lochnessuh, Logan Fuller, Logan Laren Liuzzo, Logan Rollins , Loïc, Lord Faet, Lord Nabu, Lord Nezeroth, Lorelai Sanderson (She/Her), Lorenzo "The Fox" Fossetti, Lorenzo Bonilla , Lorenzo Caselli, Lostfang, Lotusghoul, Luca "LeK" Carioni, Luca Borlini, Luca Telloli, Lucas Abend Moreira, Lucas J. Cifranic, Lucas St, Lucien R. Billings, Lucio Cataldi, Luis M Rivero, Luis Martin, Lukas Feinweber, Lukas M., Lukas S. Ebdrup, Luke Edgemon , Luke Frostick, Luke Garner, Lumé, Luthorne, Luxtastic1, Lydos, Lyssa Tomlin, M. Sean Molley, M. Trudeau , M0use, M4ximvs, Mabel Vincent (She/her), Maciek Folta, MadBeardMan, Mads Ingdal, Maelwas, MAGDELENAT, Philippe, MageOfM1nd, Magnere, Mahmoud Shihab, Maiken Marie Strårup (She/Her), Maj Midnight, Major K!, Mal R, Mallory Rhys Harper, Man In A Mask, Manfredi Mangano, Manic Marauder, MaraudingMagi, Marc MILEUR LE PLAINE, Marc Pantel, Marc-André Perreault, Marcel Exner, Marcin Piwek, Marco Engelen, Marco Giunti Anatole, Marco Rower, Marcos "Salsa" Bolton, Marcus "NerdFlyer" Luft, Marcus Frowerk, Marcus Neumann, Mardugh, Marek Benes, Margaret Catter

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

Development, Marianne P., Mariin, Marion "FaustAir" (She/Her), Marion F. Carpenter Jr., Marius Höfer, Mark “Higgs” Higginson, Mark Canty, Mark Edwards, Mark Ferguson, Mark Hanna, Mark HIllengass, Mark Mcilroy, Mark R. Lesniewski, Mark Schiavo, Mark Somogyi, Mark Sponholtz, Mark Theurer, Mark Watson (he/him), Mark Whittaker, Markus „Azzu“ S., Markus Raab, marmin, Marterau, Martin Peterson, Martin Stein & Scott Saxon, Marty Henderson, Marty Marks, Marty Price, Marvin Lloyd, Marwan Marwan, Marwin, Marzio "Mars" Salvi, Mason Allan, Mason Seitz, Mass Johnson, Matej Pupacic , Mateusz Berkowicz, Matic Kačič, Matisse, Matt Balara, Matt Bilman (He/Him), Matt Dickson, Matt Farleo, Matt Genetiano, Matt Gray, Matt Hufstetler, Matt Menard (they/them), Matt Richardson, Matt Roberts, Matt Rock, Matt Sherman, Matt Stoltz, Matt Wrycraft, Matteo Signorini, Matteo Tirelli, Matthew Aaron, Matthew B Monagon, Matthew Barron, Matthew Cowan, Matthew Gaul, Matthew J Hernandez, Matthew Koleda, Matthew Moskowitz, Matthew Nevers, Matthew Pemble, Matthew Phillion, Matthew Russo, Matthew S. Melvoen, Matthew Smitheram, Matthew Snider, Matthew Stark, Matthew Terilli, Matthew Trent, Matthew Tsilimigras, Matthew Walsh, Matthew Whelehan, Matthew Wilson-Krasnovitch, Matthew Yerkes, Matthieu Castan, Mattias Karlsson, Maurice Aepler, Max "Animachina" Peters, Max Drixton , Max Kaliber, Max Trense (he/him), Max-Symphony, Maxime Girard, MaxiPoki, maxspire (he/him), MC Fozzie (He/Him), MechaDotEXE, medullaoblongata, Megafluffy, Meister (They/Them), Melani Weber, Melissa Curtin, Melissa Wilson, Melle Fast, Melody Haren Anderson (She/Her), Merceze, Merination, Merissa Smith, Mesirix, Mewsocks, Micah Brandt, Michael, Michael "Chef Pandakage" Salas, Michael “phobologic” B, Michael "Stargazer" Wolf, Michael (Mr. P) Pineda, Michael A. Barreda, Michael Bertolini , Michael Bowman, Michael Brewer, Michael Chernicoff, Michael Cox, Michael Dreibelbis, Michael Emmelmann, Michael G Kinsley Jr, Michael Gomez, Michael Greth, Michael Gubitosa, Michael Guminski, Michael Kaplan, Michael Lee!, Michael Leguillow III, Michael Lord, Michael M. Brislawn, Michael Maroon, Michael Masberg (he/him), Michael Mc Donnell, Michael Miley , Michael R. Smith, Michael S Allegro II, Michael S., Michael Shade, Michael Tice, Michael Wiese, Michal Dobrota, Micheal MacManus, Michelle Saeryn Kopp, Miguel Torija, Mika Köykkä, Mikael Alvarez, Mikal Aensland (he/him), Mike 'Tiger' Taylor, Mike "Console Cowboy" Browne, Mike "Krik" Tucker, Mike Ayling, Mike C, Mike Holyoak, Mike Kennedy, Mike M., Mike Montgomery, Mike Ramirez, Mike Westley, Mike Williams, MikeThompson, Mikko Kauppinen, Mildra The Monk, milo v3, Mindtroverted, Misroch, Mitch (Slade) Allen, Mitch O, Mitchacho, Miyagiyoda, MLC Langenberg, Mohgreen, Mohit Sadhu(he/him), Moneymaker Mike, Monika Cunningham, Monte "Cyphur" Young, Moose, Morgan, Morgan Bloodvane, Morgan L./Ximenna, Morgan Weeks, Morris McClelland, Moss (They/Them), Motherofdragonflies , Moya Hesson (ey/em), mrjinpengyou, MrVoids, Munchezuma, MutantRobo, Myles Williamson, N. Luna, N@ali3 (it/its, glitch/glitch), N1ewierny, N3v3rM0r3, Nadein Rex, Nader Hajjar - Tnatorlol, Nagaresu, Narthanan S., Nasenbaer23, Nat Green, Nate Knife (He/Him), Nate Twehues (he/him), Nathan 'Zend3r' Rolph, Nathan "TheNeonCaster" Blades, Nathan E. Doverspike, Nathan Gandy, Nathan GearsandKeys, Nathan Holt, Nathan Mitchell, Nathan Parker (he/him), Nathan Rucci, Nathan S Hoskins, Nathan Winter, Nathaniel H., Nathaniel Hamilton, Natsu51, Natxo Abal, neangis, Necrosack, Needle_Fingers, Nenatechae S. Mars, Neon, Neonparty, Nerdy (He/Him), Nesox Kalim, Nevalie, Nevym, Nichol Murray, Nicholas A. Francia, Nicholas Adam, Nicholas Macula, Nicholas Sawlidi, Nicholas Skoglund, Nick “GB” Gray-Bakker, Nick Bootsman, Nick Carruthers , Nick Cox, Nick Crans, Nick Gray, Nick Irvine, Nick Larocco, Nick Radcliffe, Nick Ryan, Nick Selkirk, Nick Vidakovic, Nico, Nico Rodriguez , Nicola Went, Nicolas Brian, Nicolas Heitz, Nicolas Milioni, Nicolas Taylor, Nicolas Wal, Niels-Martin Ström Josefsen, Nik "Wyrdrune" Pönisch, Niko Zeller, Nikolas Kieker, Nilnarunion, Nisha Hollis, Nitewolf, Nivey (He/him), NJ Glassford, No-Sleeves McGee, Noé Falzon, noj xyn, Nomyzs, Noranrik, NotDoc, NuffSaid13, OffensivelyCanadian, Oğuz Can Ayverdi, Olav Müller, Oliver C., Oliver Kastele, Oliver Kühn (in case the German umlaut is not displayed correctly in my reply, it‘s a u with two dots. If an umlaut cannot be printed, please use the alternative spelling instead: Oliver Kuehn, Oliver Morris, Oliver Vulliamy, Olivia D., Olivier 'Pyrod' Doutrellot, Olivier Fanton, Olivier R.L. (he/him), Ols Jonas Petter Olsson, Olufemi Sowemimo, Omari L. Brooks, Omer Raviv, Onaipid, Ondra Jahoda, Ontum OwOwl, OracleofGotham , Ordo Skirata, Orko the Cypher, Oscar Ortiz, Oskar Dankil, OverlandGamer, Ovion (Oliver East), Morningstar (Heather Girling), Oxytocin, P Bouchard, P.S. Goering, P1erx0R, P1llgr1mm, Pablo Guel, Pace Stoewer, PandaWarlock, Pangur Bán, PanicMolt, Panos Rigopoulos, Pantheris Malakim, Panu ”Possessed” Laukkanen, Paolo Ramello, Papp Zsombor, Papynaga, Paradogmatic, Paradox Leema, Paragon2012, Paris Conte, Patrick "ManualSearch" Gephart, Patrick Aldea, Patrick Camp, Patrick Farrell , Patrick Gid, Patrick Gleason, Patrick O'Melveny (he/him), Patrick OShea , Patrick Vega, Patrik Brinning, Patryk Adamski, Ruemere, Paul "DrPoxo" Allard, Paul Beck, Paul Buss, Paul DeMars, Paul Gibson , Paul Hartford, Paul Niziol, Paul Rivers, Paul Rummel, Paul Thompson , Paul Umbers, Pavel Bareš , Peachee, Pebble, Pedro "StatMonkey" Barrenechea, Pedro Arrochela Lobo, Pedro Salgado, Pedro(Te), Peiblit, Peivalke (he/him), Péricles Vianna Migliorini, Perverseness, PestArzt, Pete C, Pete Fagan, Pete Woodworth, Peter Gates, Peter Gillotte, Peter Lechuga, Peter Shiel (he/him), Peter TO Wallis, Peter Vertesi, Peter, The Man, The Myth, The Legend, Petr "Pegak" Glaser, Petra Crockett, Phelan Darach, Phil McGregor, Phil Montgomery , Phil Quinn (he/him), Philip W Rogers Jr, Philipp Ottensamer, Philipp Siering , Phillip Bailey, Phillip Burkholder, Phillip Sacramento, Phillip Sdao, Pierre-Olivier REGIN, Pietro Bergamaschi, Piotr "Virya" Młodożyniak, PithyPear, PixlFox, PJ Mendoza, Plato P., Player not found, Please call me "Nox", Political_Humour, Poshi, Posterboy, PrOtoCo1BraV0 , Preston Poland, Preston Richards, Preston Short, Priestwood, Prince “PROFANEKNOWLEDGE” Maxi, PrinzFeuer, Protos Games, PrussiAntique, Puros, Pviti, Quantharian, Quinn Grey (they/them), Quinn Levandoski, Qwenzer, Qworg, R Brian "Antlers" Scott, R. H. Baker, R. McManus, R.J., Rábel István, Rad, Radio Free Will, Rafael Cruz, Rain Schultz-Pruner, Rami Rautkorpi, Randall Bills, Rando, randomlyKhaotic, Randy Oest (Amazing Rando), ranttone, Raphaël BERTON, Raphael Bressel, rastlin majary, RaVenR00k, Ray Hodson , Raymond Jasinski, Reb, Rebecca Lawrence, Redjade, Redpaintedblack, redroom, Redshirt (They/Them) , Reed Logan Westgate, RelicLord , Rem Diaz, Rémi Gisclon, René D.C., Renzo Gambone (he/they), Reseru' Sansone, Reuben Israel Beattie, Rex Peralta, Rexford, Ricardo Matte, Riccardo Siligato, Rich “Bleujaune” Bailey, Rich Fowler, Rich Hiner, Rich Warren, Richard Baker, Richard Brownell, Richard C Plemons, Richard Dracconos “The Great Riki” Goulart, Richard Evans, Richard Frolkovič, Richard L. Skinner III, Richard Page, Richard Patterson , Richard Sands , Richelle (Inuseiko), Rick Neal, Rick Wilson, Rida Kaili, Riley "Dystopian Soul", Rion Urven , Risto Bubert, River Laveau, She/Her, River Monks-Audyn (She / Her), RJ 'Crispy' Tatge, Ro Mediavilla, Rob A., Rob Davies, Rob Donoghue, Rob Lally, Rob Nunley, Rob Wade, Robert "Ayslyn" Van Natter, Robert "Erolat" Black, Robert "Jefepato" Dall, Robert “Wallaby” Wilder, Robert Christiansen, Robert E. Spencer II, Robert Fisher , Robert Flowers, Robert G. Male, Robert Galonski, Robert Gardunia, Robert H. Mitchell Jr. , Robert Hartsell , Robert Hausch, Robert James, Robert Kirkpatrick, Robert Kosek, Robert Lewis, Robert Mania, Robert McIntosh, Robert McNeal, Robert McPherson, Robert Myers, Robert Perazzo, Robert Pfaff, Robert Sankar , Robert Schlephorst, Robert Sieminski, Robert Woford, Roberto Miguel "Niccolo" Estrella, Robin Lees, Robot_Hermit, Rodd Closson , Rodin, Roger Edge, Roger Haxton, Roguesmith, Roland Gera, Roman Kuzyk,

Property of City of Mist. Issued to Jolan Arnaud. Order #219586

ron beck, Ron Müller, Ron Reyes (He/Him), Ron Whitehead, Ron Z, Ronald Hicks Jr, Ronnie Kieklak, Rooma (She/Her), Rose Jaaved, Rosemary! (she/they), Ross Aitken, Ross Ramsay, Ross Smith, Rounak B, Rowan Nairn, Rowland G, Rrrrrrrnoodle (she/they/ze/hir), RTD, RubinRitter4, Ruby Severin Whitworth, Rufino Ayuso, Rupert Harwood, ruralmutant, Ruslans Andrejevs, Russ "argel1200" LeBar, Russell Ventimeglia, RYAN 'KAZ' KING, Ryan A. Campbell, Ryan Flynn, Ryan Gerlach, Ryan K Bruin, Ryan Kent, Ryan M. Vent, Ryan Miller, Ryan Percival, Rylie Barnett, Ryu Unknown, Ryuza, S L Puma, S.A. Young, SageTowerGames, Salty from Salty Games, Salvatore "The Big Cheese", Sam "BoxedLogics" Brewer, Sam B, Sam Bennett, Sam Fitch, Sam Hing, Sam Jackson (he/him), Sam Jones, Samuel noonan, Samuel Stephen, SamuraiNitta, Sandrine Aurore FOUNGUI ONGAGNA, Santi de Ledesma, Sara Bressan, Sarah-Jane Ravencroft, SauerCarey, Sava Glodić, Schrödinger's Neko, Sciros, Scot Larsen, Scot Reed, Scott "Lyshote" Banks, Scott Barnes, Scott Beattie, Scott Clark Patton, Scott D., Scott Gross, Scott Hoopl, Scott Kenny, Scott McDonald, Scott McElhinney He/They, Scott McIntosh, Scott Osburg, Scott Piper, Scott Raby, Scott Ryan, Scott Rychnowski, Scott Uhls, Scott Witte , Scottie Taylor, Scout Raven, SDC Stringer, Seamus Aster, Sean Demory, Sean Hook (He/They), Sean McG, Sean Merricks, Sean Plotts, Sean Werner, Sebastian Coulter, Sebastian de Beauchesne, Sefish, Seipke, Sekh, Selenio, Seneca, Seok Eui Hong/SlfDstrctJelly (he/him), Seraphina Garcia Ramirez, Serena "Intendant S" Nelson, Serena Tempest , Serf McSerfington, Sérgio Sousa, Seth Croston Barber, Seth Halb, Seth Hartley, Seth Rilea, Seth Ulysses, Shadowmacer66 (He/Him), ShadowWalkyr, Shane Holladay, Shaun D. Burton, Shaun Gilroy, Shawn Colacchio, Shawn P, Shawn Walters, Shen chih wei, Shen. Hung-Yang, ShinjiTakeyama, Shisyastawuman, Shogen Judo, Shrike, Sil, Sililsen, Silvaerin'a Tael, Silvio Sibilia , Simon Cotterill, Simon Fisher, Simon Harrich, Simon Stroud, Simon Woods, Simone Bruno, Simone Cooper, Sir Frank Radefekd, SirAston, Siriux, SirRageALot, Skye Sutton, Skyla Becker (She/Her), Sławek Uliasz, Sleepy Tiger, SlibberGloob, Snir Kolodni, Snow (Alex), Snow GT, Son of Rao, Sonny Larouche, Sophia Derugen-Toomey, SP Samedi, spacht, Spencer Loper, Spencer Pike (He/Him), Splattered Ink, Stacie Winters, Stands-In-The-Fire, StaticElf, Stef Lahr, Stefan "Sopbil" Johansson, Stefan Lundsby , Stefan Ohrmann, Stefan Sterzenbach, Stefan Strobl, Stefano InsomniaLibro, Stefano Tagliaferri, Stellagama Publishing, Steph Turner, Stephan, Stephan Schulz, Stephan Szabo, Stéphane Finkelstein LAMEUL, Stéphane Lorek, Stephanie Torta, Stephen, Stephen "SplitPersona" Kelly, Stephen Esdale, Stephen L McMorland, Stephen Rosia, Stephen Steger, Sterz Sebastian, Steve "Platinu_Kismet" Smith, Steve Atteberry, Steve Benton, Steve Jasper, Steve Locke, Steve Martin, Steve Snyder, Steven Biehler, Steven Byrd, Steven C. Brown, Steven Chan, Steven Daniel Kaplan, Steven DeVito, Steven Grey , Steven J. Pope, Steven Kou (he/him), Steven Moy, Steven Setzer, Stew Danger Wilson, Stirling Argent, Storm (She/They), Stormshot, Storyteller , Stray (he/him), Strucker Gee, Stryder, Stuart M, Sune Nødskou, Sunkma, SuperPaperWatt, Sure, surveygod, Susan Bischoff, Svend Andersen, Sylus Blackgear, Szabó Gábor, Szilágyi Gábor Kincses Dóra, Szopen, Szymon Ulenberg, T. A. Simpson, T.Ardoin, T.J. Tague, T.L. Barnes, Tad K, Tall Child :), talorien, Tamuz, Tanya Itkin, Tareen, Tavon Gatling (he/him), Taylor Howard, Taylor Leyhew, Taylor Pacholko , Taylor Repetti, tcheni, Teal, Ted (he/him), Tellsek, Templar Kale, tennisshoesfan, teoiny (he/him), Terrance Marpoe, Terry J Hughes, Terry Robinson , Tezkat, Thalis225, Thalji, Thane, Thassaloss, Thayne Blake, The 9mm Imperative, THE Donnie, The feral court, The Halfling, The Karch Tan, The Mad Catter, The Mighty Three, The prime Saul, The Raconteur, The Snomurai , The Updike's, The_Hyerophant, TheBearIsDriving, TheBenHatton, Thebestguyaround, TheCalebG @p5past (he/they), TheCthulhuKid, thehawk and beautiful wife, TheNickWestbrook, Théodore "Thoto" Migliori, TheRecognitionScene, Thomas Capacci, Thomas Ekholm, Thomas Fassnacht, Thomas G, Thomas Haakinen, Thomas Johnston, Thomas Maund, Thomas Mayer-Gall, Thomas Mitcham, Thomas Peterson, Thore Schmid, Thrawn21, Thrognar Thrognarson, PhDnD, Tiago Panaro, Tiernan Kelly, Tiffany Korta, Tiffany Valentine, Tillerz, Tim "Kemba" Jürgens , Tim Baker, Tim Barton, Tim Carter, Tim Cox, Tim D., Tim Ryan, Timewind, Timothée Aubry, Timothy Howell , Timothy J. Lanza, Timothy J. Watkins, Timothy Masamitsu, Timothy Miller, Timothy Yuen, Tipstaff, Tito, Tjark Müller, tjoern, Tobias N., Toby Ross, Todd Biggs, Todd Thomas, ToeNayDohGaming, Tom C, Tom Calver, Tom J. King, Tom Kraft, Tom Lackow, Tom Piekarski, Toma, Tomas Wynne, Tomi Sarkkinen, Tomislav, Tommy Brownell, Tommy Fix, Toni "WarrenGrahamFan" Kraja, Tony Peters, Topaz Rabinovitch, Torben Jones, Torbjörn "Major Darwin" Johnson, Tory Cristancho, Tory Republic, Tosny, Tracca, Traiss, Tralfamado, Travis "Droth" Spencer, Travis "TieGuyTravis" Northup, Travis Bowman, Travis Schachter, Trax (they/them), Treb Ruddahan, Trenten Foust, Trever "Kid Vorpal" Harwell, Trevor Boyd, Trevor Hannon, Trevor W Johnson , Trey Mercer, Tricia Houchin, Tricky, Trip Space-Parasite, Tristan Brown, Troy Ellis, True MT, TTIO, Tuesday, Twaanie; Toine, Ty Kendall, Ty Patterson, Tyler "Churcher" Denning (he/him), Tyler Ankenman, Tyler Brenman, Tyler Cross, Tyler Jackson, Tyler Melo, Tyler Sellers, Tyler U., Tyler Wike, Tzzwierzak, Ulises Gomez, Ultima Zooka, Umberbone, UnDeadstin, unMadeGaming, UnrealThor (Connor), unseenlibrarian, Uriah Blatherwick, Uryte, Vakarian, Valdir Possani, Valeria N Santiago , Valkyn, Variatas, Vaughan Cockell, Vera, Vicente Cartas Espinel, Victor Maric Alring, Victor Penon, Viktor Engholm (He/him, Viktormon), Villi (she/they), Vincent "Aphirae" Baillard, Vincent Bezic, Vincent Henrotte, Vincent Pellerin, Vinh, Viper of Kirkwall, Virus-P , Vitor Augusto Bastos Pinheiro (he/him), Vittorio DeParasis, Vögte, Vojtech Pribyl, W. Schaeffer Tolliver , Waco Glennon, Wacsmurf, Wade Gregory Tripp, Wade Jones, Wago Azambuja, Wagz, Waldemar, wanderingblade, WanderingChaos, Warcabbit, Wayan Mjöll Ingudóttir Williams, Wei Sun, WeirdDog18, Wep'tak, Werx, Wes Tucker, Whitt., Will Dunlop , Will Funderburke, Will Godar, Will P, William Alexander Frederick, William Briggs, William Brown, William Cuthbertson, William Hensley, William Howard, William Mullen, William Read, William Tan, Willie Davis, wink ;), winnie the cat, Winter Hollow (she/her), Woodley Scholz III, WoofQuean, WookieeGunner (he/him) , Wulf (They/Them), Xan Villanueva, Xander, Xander Gaines, Xander White, Xavier Aubuchon-Mendoza, Xavier Leia Miriam Aixendri Bermudez, Xavier Mulotte, Xipos, Yaal Hans Shapira, Yagrima, Yan Périard, Yoav Bartov, YodaS, Yonni and Michal Mendes, Yordash, You can use my nickname „TJE" for the credentials, Youri Boulianne, Youri SJS, Ysardo, Yu Tsai, Yuan Luyang, Yukio Yamazaki, yunfeng lin, Yuri Firmino, Yurii "Saodhar" Furtat, Zac Derenne, Zach Bertram, Zach Brown, Zach Norton, Zach P., Zach Sebring, Zach Yokell, Zachary "Pup GIR" Ledbetter, Zachary Antonio, Zachary Calderone, Zachary Knippel, Zachary P. Williams, Zack Bonin, Zak & Beth Prescott , Zakhary Hathaway, Ze Luis Porfirio, Zeb Berryman, Zeb Walker, Zeek20004, zeitiger, Zelgadis, Zen Woodmansee, Zennihilation, Zero Cool, Zero99, Zholvar, ZipTie Basilikum, zmef (he/him), ZRM

Property of City of Mist. Issued to Jolan Arnaud. Order #219586