SUITS
UNVEILED
FREE PREVIEW

AN INTRODUCTION TO GATEKEEPING

RECRUITMENT

Gatekeeper agents are, and always have been, awakened individuals who have forsaken their Mythos. Most Gatekeeper agents never transcend the awareness level of a Touched person: they awaken, take a peek at the world beyond, and then slam the door shut, fearing or disliking what they see in their Mythos. Others spend a brief time as Rifts, long enough to commit an atrocity or experience a trauma that sends them back to Sleep. Only very few Gatekeepers have lived as Rifts for an extended period of time before drifting apart from their Mythos; these often become the staunchest Rift-hunters or strange, distant, Gatekeepers whose reasons for wearing the Gray are their own.

Recruitment begins when the organization's agent spotters (who are tracking new Rifts regularly) identify such an individual who is **disillusioned with life as a Rift**. Before the onslaught of Mist around the former-Rift seals them shut, the Mist around them is suspended by the Gatekeepers. The Gatekeepers then let the candidate spend a few days in an existential limbo before approaching her; during this time, she is able to see Rifts but has no connection to her own Mythos. This serves to test how the candidate deals with the legendary and to build some animosity toward Rifts. The candidate is then approached by a Gatekeeper recruiter (officially titled a Case Officer, or CO).

As per Gatekeeper protocol with Sleepers, the recruiter introduces themself as a member of an unnamed government agency, most often in the business of national security. They reveal to the would-be-recruit that they too can see the legendary, that the recruit isn't going crazy, then continue to methodically profile the individual. If the individual displays the sort of emotional responses or rationale that could serve as a basis for becoming a Gatekeeper – such as fear of the legendary, hatred toward the legendary, risk-aversion, need for safety and regulation, or a survivalist mentality – they offer her a position, with an added warning that joining the ranks of the Gatekeepers will alter her life inexorably. She is free to refuse, in which case she is Shrouded so that she can never again remember what happened. If she accepts, she is formally invited to begin her training.

Within the old Gatekeeper guardia, the alleged descendents of the original Gatekeepers, some families destine their children for service as Gatekeepers. Upon reaching adulthood, and having trained for years in the mundane aspects of Gatekeeping, these individuals are ritually awakened to the world beyond the Mist without ever becoming aware of their own Mythos. This 'clean' brand of Gatekeepers, self-titled **Silver Souls**, often view themselves as superior to the Mythos-touched Gatekeepers recruited from the streets, leading an elitist movement within internal Gatekeeper politics.

Inquiring about a Gatekeeper's original Mythos is taboo within the organization, comparable to asking a comrade about war crimes they have committed. Discussing the topic is furthermore considered dangerous as it may drive a Gatekeeper to contemplate treason. For the most part, agents accept this part of their lives is behind them, they are now Gatekeepers, and that's all that matters. Despite the prohibition, an especially juicy story about an agent's life as a Rift may circulate as hushed rumors.

Most Gatekeepers have the memory of their Mythos surgically obliviated (see Shrouding, page 107), although some are allowed to keep it, if their experience with their Mythos can be of use in the research department or in their interactions with Rifts.

TRAINING

When the new recruit shows up for training, they find themself in a massive, nondescript government building, going through multiple layers of security or in an Industrial Zone safehouse, training one-on-one with their Case Officer. The format is chosen based on the type of assignment planned for the recruit. While the recruit may think she is still in the City, once she passes through the door into her training location she is in fact in a Gatekeeper facility somewhere in the Deep Mist.

Training begins with a series of physical and mental tests to evaluate the recruit's strengths, as well as basic training covering the Gatekeepers, Rifts, and the Mist. During this training, the Case Officer designates a tentative position for the recruit in the organization. Training then moves on to more specialized skills: field agents are trained in detective work and spycraft, liaisons are taught negotiation skills, Gatekeeper SWAT candidates go through rigorous physical and combat training, etc. Finally, the agent is trained in basic Shrouding (see Gatekeeper Mist-Powered Abilities, page 106).

Upon graduation, which is celebrated in a sullen ceremony with the CO and a handful of recruits (at best), the agent gets her standard issue gear, including her own Shrouding focus, and a Clearance Level of 8 (one above the lowest level, 9, which she previously held). Throughout her training, a Gatekeeper recruit might not meet more than a dozen other Gatekeepers, preventing recruits from accessing information about the organi-

zation at large. Training a rookie Gatekeeper agent may take up to a few months but in the City no more than a few days pass by. When the recruit reappears in the City, she is a fully-fledged, albeit rookie, Gatekeeper agent.

ON THE JOB

Gatekeeper work resembles a government job as it is depicted in popular fiction. As such, an agent's work life runs the gamut between repetitive-drab and exhilarating-risky.

Most days, Gatekeeper agents work their routine and follow protocol:

- Investigators track down wayward Rifts or decipher strange Mythoi activity
- Liaisons navigate the rocky terrain of Gatekeeper-Rift or Gatekeeper-Sleeper relations
- Gatekeeper Seals train in various combat scenarios
- Field agents run errand jobs or secure an uneventful operation
- Desk agents study the media and record daily activity in the City
- Veilers do redundant Shrouding on previously-exposed but now braindead Sleepers
- Mist technicians run routine check-ups and perform regular Mist maintenance jobs

Every now and then, however, an agent is called to do the real Gatekeeping work: keeping the Mist intact and the population asleep.

- An Investigator is captured by Rifts while unearthing a hive of unchecked Rift activity
- A Liaison's deal escalates into a Rift-Gatekeeper shootout or she is called to negotiate a truce in an existing conflict
- Gatekeeper Seals battle a powerful Rift, suffering trauma and casualties
- Field agents take part in an operation to snag and imprison a runaway Rift
- Desk agents have to contain a legendary incident that is blowing up on the news
- Veilers must distract an entire neighborhood around a newly-formed Enclave, while Mist technicians scramble to restore the Mist cover

PERSONAL LIFE

Once out of training, Gatekeeper agents continue their private lives normally. However, Gatekeepers are married first and foremost to their jobs, and may find it difficult to foster close relationships with Sleepers (relationships with Rifts are obviously forbidden). Their Sleeper loved ones – friends, lovers, family members – must know nothing about their vocation, for fear of

awakening, and must accept the Gatekeeper's secretive occupation as a package deal: the lies, the calls at 3 AM, the battle scars borne in silence, all of it.

As a result, some Gatekeepers lead lonely private lives, or none at all. Others seek companionship among other Gatekeepers, with whom they could share their secrets, but sharing the workplace with a romantic partner can prove complicated to say the least. The ability to share experiences with co-workers is further limited by differences in Clearance Levels and inter-unit compartmentalization.

Nevertheless, an agent may still lead a healthy private life, enjoying hobbies and pastimes, taking vacations, volunteering, etc. As a rule, the organization encourages agents to stay in touch with the Sleeper life they work so hard to protect.

JARGON AND SLANG

In their official jargon, Gatekeepers use the same terms used by the game to describe Mist- and Mythos-related phenomena. (This is in contrast to Rifts, who should never use game terms and instead use fuzzy descriptions.) They refer to themselves as 'Gatekeepers' and to the Mist as 'the Mist'; they refer to Rifts in general as 'Rifts' (or 'breaches'), and call object Rifts 'Relics', animal Rifts 'Familiars', and location-based Rifts 'Enclaves'. They refer to standalone manifestations of Mythos powers, created by Rifts, as 'Conjurations'. The legend of a particular Rift they call a 'Mythos', and so on. They also use the names of the unique abilities only they hold: Shrouding, Mending, Weaving, etc.

In their everyday conversations, Gatekeepers also have slang terms for more specific phenomena they deal with. Each unit and department develops its own vernacular. See the Gatekeeper Glossary (page 125) for some examples and ideas.

APPEARANCE

Gatekeepers usually dress as their mundane counterparts would: field agents and liaisons wear gray suits, maintenance crews wear construction gear such as helmets and fluorescent vests, and R&D wear lab coats. When undercover, Gatekeepers can appear as any kind of City resident, from a flashy playboy to a homeless person, opting for whatever appearance is most inconspicuous in the environment they operate in.

Thanks to special gear (see page 112), a Gatekeeper's face is hard to remember. Moreover, a Gatekeeper agent can easily Shroud herself to instantly change her appearance, so what others see is rarely what the agent is actually wearing.

AMBIENT MIST

With all the stretching, stitching, and weaving going on, and perhaps due to a natural drift, the thickness of the Mist varies from one location to another. Likewise, different districts in the City have varying degrees of Mist thickness, owing to past events or Gatekeeper resource management. Furthermore, the more Rifts use Mythos powers in a given area, the harder the Mist works and the thinner it wears.

Where the Mist wears thin, Rifts have greater access to their powers and Mythoi have greater access to the City. Sleepers have a higher chance of awakening, even temporarily, as do animals and objects. If the Mist is severely damaged in a specific spot, a thin place might be formed, causing strange phenomena and possibly birthing an Enclave.

Everyday fluctuations in the state of ambient Mist do not affect the abilities of Rifts and Gatekeepers. However, where ambient Mist is particularly strong or weak, you can use a *thin-Mist* or *thick-Mist* status to reflect its effects. *Mist-thickness* is a **swing spectrum**: any Mist-thinning effect reduces the tier of *thick-Mist* before it creates *thin-Mist* statuses, and vice versa.

As with all statuses, tier 1 represents a mild variation from the norm, tier 2, a minor variation; tier 3, a major variation; and so on. Only Gatekeeper strongholds in the Deep Mist can boast a *thick-Mist-5* status, while in most cases *thin-Mist-5* locations only exist out of town.

INDUCED FORGETFULNESS

Sleepers or completely depowered Rifts operating in a *thick-Mist* region take an obliviating status every time the tier of the *thick-Mist* status increases (including when it is first created). The tier of the status equals the new tier of the *thick-Mist* status. This represents Sleepers being more vulnerable to distraction and forgetfulness induced by a thicker layer of Mist.

EFFECTS ON RIFTS

Rifts operating in a *thick-Mist* region do not suffer from automatic obliviating statuses, but treat the status as an impeding status for any action involving Mythos powers. Conversely, the *thin-Mist* status can boost an action based on Mythos-powers, but only if no other Mythos is taking advantage of this thin place; while a specific Mythos "flows" through the gaps of the Mist, other Mythoi must wait in line, or attempt to overpower it.

EFFECTS ON GATEKEEPERS

Gatekeepers operating in a *thin-Mist* region treat the status as an impeding status for any action involving Gatekeeper Mist-powered abilities, including Shroud-ing, employing the Advanced Arts, or using Gatekeeper gear (except gear designed to increase the Mist cover, such as a Mist Beacon). However, all Gatekeepers carry a Shrouding focus for the purpose of negating such statuses (see Standard Issue Gatekeeper Gear, page 111). Mist-powered abilities are unaffected in a *thick-Mist* region as they are automatically limited by a Gatekeeper's Clearance Level. However, Gatekeepers naturally prefer to tackle Rifts in a *thick-Mist* environment to dampen their enemies' Mythos powers.

THINNING OR THICKENING THE MIST

Mist Technicians and other Gatekeepers can use Shrouding to pull more Mist to their area, Mending to fix holes in the ambient Mist, and Weaving to "create" more Mist. All of these can thicken the ambient Mist, creating *thick-Mist* statuses. Only Rupturers are taught how to thin the Mist, but smart Mist Technicians or R&D personnel can figure it out, inflicting *thin-Mist* statuses. The area affected by the status is determined normally. Rifts and Sleepers normally have no knowledge of manipulating the Mist, unless obtained by arcane methods or via interaction with the Gatekeepers. The Gatekeepers prioritize cleaning up such loose ends.

AMBIENT MIST ACROSS THE CITY

This table illustrates the potential difference in the intensity of the Mist in different parts of the City. You can use the values listed as the starting tier for statuses of *thick-mist* (listed as a positive number) or *thin-Mist* (listed as a negative number) in the region, especially in games involving teams of Gatekeepers trying to sustain the tearing Mist.

Remember that the Mist can be thinner or thicker on a specific street or block in relation to the district as a whole, and that thin places already "occupied" by a Mythos do not benefit other Rifts' powers. The MC should use this table as a guideline to enhance the cinematic flair of the game, painting some neighborhoods as "tougher" for Gatekeepers, rather than treat it as hard data.
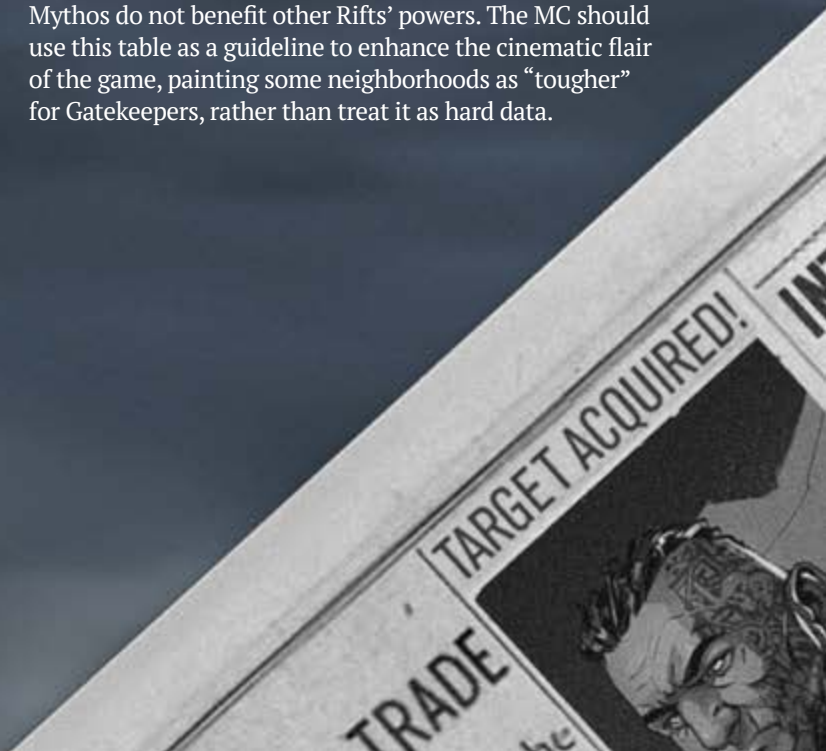
Downtown	+1
Blue-Collar Residential	0
• Miller's Square	0
• Ocean Heights	-1
• Whitecliff (during *Albion Awakens*)	-1
Old Quarter	0 or -1
Industrial Zone	-1
Suburbia	+1
• Happyville (during *Amnesia Town*)	+2
Chinatown	-1
Fortune Row	+1
Independence	+2
• Old Fort	-3
La Colonia de Sombras	0 or -1
The Sunken City	-3
Tourist Trap	+1
The Undertrash	-2
The Village	-2

STANDARD ISSUE GATEKEEPER GEAR

Gatekeeper agents often carry standard issue equipment infused with their strange Mist-tech. Like the Gatekeepers' outfits, Mist-tech gear always appears completely mundane, until it is activated.

THE "NEWSPAPER"

The "Newspaper" is an agent's personal communications and information terminal, akin to a detective's notepad or tablet device. It appears as a mundane copy of today's newspaper over which the agent is poring. However, it is, in fact, a sheaf of empty newspaper paper laced with Weaving technology. Responding to the agent's touch, words, or thoughts, the paper can display pertinent information such as the profile of a target, a map of the nearby streets, or an urgent transmission from Command. It is able to scan its immediate surroundings and provide an analysis of this data.

When viewed by anyone but the authorized user, the Newspaper appears just like the day's newspaper. To further avoid suspicion, the information presented to the agent is displayed within the newspaper's normal print layout of headlines, paragraph text, and images (which can also show a live stream). The Newspaper can also record the agent's speech or scribbles.

The Newspaper transmits its signal over the fibers of the Gray Veil and therefore mundane scanners do not detect its transmission. It cannot be tapped without Gatekeeper technology and the appropriate technical knowledge.

FEDORA ABSENTIA

All agents in the field wear a special Shrouding garment, usually a fedora hat, that indirectly hides their faces. When an onlooker that isn't authorized to remember the Gatekeeper looks at the Gatekeeper's face, they see it normally (the face is not obstruct- ed) but have trouble registering it; no memory of the Gatekeeper's face is formed in their mind. Sleepers don't find that strange at all, while alert Rifts can realize that something is out of whack. The hat has a similar effect on recording devices such as film cameras and CCTV, which may appear as a sun flare, dust on the lens, data corruption, or an accidental photobomb.

High-power Absentia garments can withstand as many as ten thousand simultaneous gazes, but the cheap kind worn by field agents fails and flickers when more than a hundred human eyes lay upon it. Luckily for field agents, the Fedora Absentia is only their first line of Shrouding defense.

Unless removed by force, a Fedora Absentia hat does not fall off a Gatekeeper's head, not even when the agent is hanging up-side down.

SHROUDING FOCUS

A Shrouding focus is an object to which the Mist is anchored. It allows the Gatekeeper to "pull" more Mist to her, thickening the Mist around her, fortifying her defenses and her Shrouding abilities (see page 107).

The Shrouding focus is the fundamental tool of a Gate- keeper. It appears as a mundane object, usually one that is handheld, carried on the Gatekeeper's person, and is concealable: a ring, a pen, or a pair of shades. It is etched with strange markings which burn bright when the focus is activated. Without the ability to per- form Shrouding or the arcane knowledge required to harness its Mist anchor, a Shrouding focus is useless; it does not pull the Mist toward itself unless activated by a skilled practitioner. A Shrouding focus' ability to shift the Mist is dependent on the Gatekeeper's Clear- ance Level, although a high-quality Shrouding focus is needed to handle higher-Clearance Level Shrouding. All Shrouding Foci include safety mechanisms to pre- vent accidental creation of Rifts by pulling too much Mist away from a given area.

Some Gatekeepers prefer to use special ink as their Shrouding focus and tattoo the mystical runes onto their skin. This form of focus is easy to conceal (to a point) and cannot be easily taken away, preventing the Gatekeeper from ever being disarmed. However, wounding the Gatekeeper's skin can interfere with the operation of the focus. Furthermore, over time the use of one's body as a Mist anchor may produce various side effects in the Gatekeeper's body, mind, and sur- rounding environment as their very animating force is subdued – such as rigidifying muscles, obsessive-com- pulsive behavior, or an aura of limitation – but agents who opt for Shrouding tattoos play down these risks.

INVESTIGATOR

Investigators are the agents who track down Rifts for the DRP using good ole' detective work, or in some cases, expose corrupt Gatekeepers for Internal Affairs using similar methods. With all due respect to Intel, even they can't track every individual Breach on the radar. Investigators are the Gatekeepers' eyes and ears on the streets of the City, following the trail of strange evidence that will lead them to a low-lying Rift operation.

As the quintessential field agents, Investigators undergo broad training that covers Rift combat engagement as well as basic public veiling, but their expertise lies in their detective skills. They talk to Sleeper witnesses to get an idea of what went down at the scene of a breach and how much veiling is needed, collect evidence and samples, rough up harmless Rifts until they snitch on their brethren, and often lead the bust operations on Rift nests.

While some of them gain an edge through Advanced Arts training, most investigators focus on honing their mundane soft skills and building up their Shrouding prowess so they can match up to their Rift suspects. Investigators have the real pulse of what is going on in the streets of the City; they know all too well that it only takes one wrong turn before you're eaten by the *Big Bad Wolf* (their slang for aggressive Rifts). If only the top management listened and gave them the manpower and resources they need, things could have been different for all those poor, oblivious Sleeper victims.

INVESTIGATIVE SHROUDING

Shrouding

DIRECTIVE
Bring in any aggressive Rifts you encounter.

POWER TAGS
investigative Shrouding, *piercing illusions*, *reveal a Rift's true form*, *roll back the Mist and see*, *cigar Shrouding focus*, *my "Newspaper"*, *Breach Detector ward*, *think like a Rift*, *"It's a necessary evil"*, *see past disturbances in the Mist*

WEAKNESS TAGS
need to work on my Mythos deflection, *fall for a beautiful Rift*, *loner*, *perp still on the scene*

THEME IMPROVEMENT
○ **Ahead of the Game:** Once per scene, you get one free Clue.

RIFT INVESTIGATOR

Routine

DIRECTIVE
Figure out who's behind the new Rift robbery wave, or you're out.

POWER TAGS
investigate Rift breaches, *government all-access pass*, *Breach Detector ward*, *piece together Sleeper testimony*, *watch my back*, *examine Mythos power residual evidence*, *use a Rift's Mythos against them*, *hard-boiled*, *usual Rift haunts*, *dedicated to my work*

WEAKNESS TAGS
bitter, *can't share information with civilians*, *orders from above*, *out of my turf*

THEME IMPROVEMENT
○ **Echoes from the Breach:** Once per scene, you get a free Clue about a Rift who has recently used their Mythos powers at your current location.

SHROUDING

CHANGE YOUR APPEARANCE · MAKE YOURSELF INCONSPICUOUS · ERASE SOMEONE'S MEMORIES · DISTRACT SOMEONE AT A CRITICAL MOMENT · DRAW MORE MIST TO YOUR SURROUNDINGS · GRAYWASH THE EFFECTS OF MYTHOS POWERS · BANISH A CONJURATION · AMPLIFY A RIFT'S PERSONAL ISSUES AND DRAMA · CHOKE OUT MYTHOS POWERS

Shrouding is the basic art of manipulating the Mist and the first art learned by any Gatekeeper agent. In its most fundamental form, it allows a Gatekeeper to direct the power of the Mist toward a specific target, thickening the Mist around it and thereby increasing the Mist's effect. Shrouding is used first and foremost for **DMO** (or "veiling"), abbreviation for **Distract, Mask, and Obliviate**: to distract Sleepers before they perceive a breach, to mask a breach as mundane, and to obliviate the memory of a breach from the minds of the City people.

Shrouding can also be used to counter the effects of Mythos powers, especially if they are detached from their Rifts like magical projectiles or Conjurations. (This is known as "graywashing".) Moreover, Shrouding can temporarily disrupt Mythos powers by increasing the pull of a Rift's mundane self and cutting her off from her Mythos. It can also effectively override the appearance of Rift powers by simply masking them as something else.

This theme represents your character's Shrouding abilities, and more importantly, her Shrouding specializations: the types of Shrouding she is particularly

trained at, depending on her role and designation as a Gatekeeper. Veilers, for example, excel at DMOing large groups of people at once, while Gatekeeper SWAT and Seals practice shutting down Mythos powers quickly or using the Mist to shield themselves from such powers. Investigators learn to momentarily pull back the Gray Veil and sneak a peek at what's beyond it while Mist Technicians use Shrouding to manipulate layers of Mist to fortify it. Like any theme, this theme doesn't encompass all your character knows about Shrouding, only the highlights you think would matter most for her story. For example, if your type of Shrouding doesn't apply to a specific action, it doesn't mean you can't perform it, only that things are more likely to get complicated.

Because the Shrouding theme is so fundamental to every Gatekeeper, it can also cover any standard issue Mist-powered gear you may be carrying as part of your basic training and position; any benefits gained from your basic training and first few assignments as a Gatekeeper; and your agent's general outlook.

CONCEPT

Think about your Gatekeeper position or how you first came to learn the secrets of the Mist. When you first started training for this job, what did your trainer teach you first? What situations did your trainer want to prepare you for? What did you learn about using the Mist in your first few weeks on the job?

Based on your background as a Gatekeeper, think about the answer to the question below:

? HOW DID YOU FIRST LEARN TO USE THE MIST?

- I received a broad training, touching on the most common applications.
- I was trained in a specific application of Mist manipulation: _____.
- I learned an esoteric, unorthodox, or experimental form of Shrouding.

Next, think of a few details about your Gatekeeping style to flesh out this concept. Use them to inspire your answers to the tag questions below.

POWER TAG QUESTIONS

Answer the first question; then choose two more questions to answer. Answer each question with a single description no more than a few words long. In your answer, you should describe something that will be useful to your character during the game. Each answer becomes a power tag. Write it on your theme card under POWER TAGS along with the letter of the question.

A WHAT TYPE OF SHROUDING DID YOU LEARN?

generalist Shrouding, street Shrouding, DMO-focused Shrouding, technical Shrouding, anti-Rift combat Shrouding, public Shrouding

B HOW WOULD YOU CHARACTERIZE YOUR STYLE OF SHROUDING?

aggressive, fine-tuned, wary of damaging the Mist, insidious and creeping, performative, defensive

C WHAT SPECIFIC SHROUDING TRICK DID YOU FIRST LEARN?

mask myself as another, make everyone ignore my presence, dispel a Mythos projectile, distract Sleepers, reveal a Rift's true form

D WHAT IS YOUR BEST SHROUDING SKILL?

obliviating (memory wipe), dispelling manifested Mythos powers, Veiling a legendary incident, building up ambient Mist, choking out a Rift's powers, erecting a Graywashing barrier

E WHAT IS YOUR SHROUDING FOCUS?

tattoos along my spine, a tattoo along my arm-shoulder-neck, my expensive pen, gold-rimmed glasses, a little black book, a dark gray umbrella

F WHICH STANDARD ISSUE ITEM DO YOU MOST OFTEN USE? (PAGE 111)

My "Newspaper", Fedora Absentia, Blanket Bomb, Mist Beacon, Shrouding revolver, Shrouding machine-pistol

G WHICH MIST TECH WARD DO YOU EMPLOY MOST? (PAGE 114)

Outfit Displacer, Exit Key, Breach Detector, Mist Seal, Graywashing Spray, Wiper

H WHAT DID EXPERIENCE ON THE JOB TEACH YOU?

obliviate a Rift to her own powers, amplify a Rift's inner conflict, wait for the Mist to do the job, doubt my senses, follow the trail of magic, think like a Rift

I WHAT IS YOUR ATTITUDE OR FEELINGS ABOUT USING THE MIST?

Mist integrity first!, I eat Rifts for breakfast, I better get something out of this, inquisitive, choose the lesser evil, secretly remorseful

J WHICH ADVANCED ART SKILL HAVE YOU BEEN DABBLING WITH?

Anchoring the Mist to a nickel, Weaving a small amount of Mist, Perching a combatant's next move, Mending a subdued Rift, Rupturing a gambling deity

THE SEAMSTRESS

Deep down inside her, Dagmar Kasparek simply wants things to be tidy and neat. Ideally, everything should be brand new and spotless, but unfortunately life isn't quite ideal. On the bright side, humanity was booned with the gift of craftsmanship exactly so that one may fix and mend that which was torn and ripped and make it brand new again. Thereby, order and pleasantness are restored.

Order and pleasantness, that's all that Dagmar wants: to sew and mend all the Rifts in the blanket of normality that is the Mist. This beautifully-simplistic and utterly-deranged agenda is exactly what makes the Seamstress one of the most successful and least deadly Rift sealers employed by Command. Unlike her flamboyant comrades, Dagmar carries out her duty quietly, efficiently, and most importantly pleasantly, out of sheer unhinged love for her work. Dressed in a pleated gray skirt and a tailored white blouse and armed with her needle-shaped Shrouding Focus, she employs her own self-made brand of tactical Weaving and Mending, stitching her victim out of their powers before they even know it. To protect herself, the Seamstress Mends a Stitch around her at all times, creating a field of compulsive normality that absorbs all disruptions.

THE SEAMSTRESS ★★★★

HURT OR SUBDUE 3 / FRAY 6 / THREATEN OR TURN – / DRIVE MAD WITH CHAOS 6

- **What a Lovely Day:** When the Seamstress enters the scene, remove all alertness and preparedness statuses, remove all banked Juice, and burn three Mythos tags for every Rift present.
- **Backstitch:** Until *fray* is maxed out, disruptive statuses (such as harm, restraint, induced emotional state, etc.) are counted on *fray* instead of affecting The Seamstress as they normally would. Mythos disruptions deal a status with a tier smaller by one.
- **Superb Needlework:** When you attack the Seamstress or when you attempt to escape, she first Weaves you into a mundade object typical of the current environment (*melded-into-object-4*).

- Fix the stitch around her with a loving smile (remove all statuses from *fray*).
- Hum to herself peacefully as she Mends a Rift shut (*sealed-5*)
- Politely chide someone for disturbing the order as she Weaves them into a mundane object (*melded-into-object-4*).
- Tidy up the place and restore it to its calm state with Weaving (*thick-Mist-3* or remove all disruptive statuses from her surroundings).

- Get off a taxi or a bus just across the street, wearing an inane smile
- Reassure a Rift it's all going to be much nicer once the Seamstress tidies up the mess!

GRAYWASHER (VEHICLE) ★★★

Graywashers are liquid-carrying vehicles such as street cleaning trucks, small tankers, or crop dusting aircraft that deploy Shrouding substances, usually in jet or aerosol form (also known as "chemtrail"). They provide heavy-duty Graywashing support and help to keep breaches under wraps, suppress Conjurations, and clean up residual devastation caused by Rift powers.

DECOMMISSION 4

- **Mist-Shielded:** When the Graywasher takes a status of mythical nature, reduce its tier by 1.
- **Graywash, Graywash It All:** While the Graywasher is spraying an area, increase the effects of Shrouding moves by one when targeting Conjurations or any ongoing Mythos power detached from its Rift.

- Spray a jet into the air to form a wall of mist (Create a new Danger: **Graywashing Barrier** with a size factor of 2; it can be further increased with the move **Need More Power**).
- Cover an area with Shrouding substance (give the ambient Mist *thick-Mist-1* and *suppressed-Conjuring-2*)
- Wash away Conjurations and Mythos manifestations detached from their Rift (burn up to four relevant tags)
- Wash away residual magical side effects in the area (remove up to two tiers)
- Deploy its security detail (Create a new Danger: **Security Detail** with a size factor of 1).

- Pull up, raise its nozzles, and start spraying

WHAT'S NEXT?

Suits Unveiled lets you delve deeper into the Mist and discover more about the inner workings of the Gatekeeper organization.

Life of an Agent introduces you to the hidden world of Gatekeeping, from their recruitment, their everyday life, their Mist-related "Arts", the equipment they use, and their political outlooks.

Playing a Gatekeeper Character provides the rules for playing lead characters who are Gatekeepers, including new themebooks, new moves, and new character development rules.

The Gatekeeper Organization reveals the inner workings of the City's best kept secret service: its hierarchy, its departments, its factions, and its physical assets in the City and in the "Deep Mist".

The Gatekeepers as Adversaries contains all the information you as the MC need to use the Gatekeepers in your series, from story hooks, to Gatekeeper Mist moves, to a directory of Danger profiles full of agents and units, high-profile veterans, vehicles, and security measures.

Secrets of the Mist offers different answers to the greatest question in City of Mist – What is the Mist? – along with guidance on how to introduce this ultimate mystery into your game.

Find *Suits Unveiled* and other City of Mist products on our website at

www.cityofmist.co

and on **DriveThruRPG**.