

ACTION ROLL FLOWCHART

1. Player(s) state their goal and choose the action.

How dangerous is the action? GM decides.

DESPERATE	RISKY	CONTROLLED
You're in serious trouble...	Most actions.	You have an advantage or a safety net
Mark XP, hooray!		

You may sacrifice your Position for increased Effect or vice-versa.

How effective will the action be? GM decides.

LIMITED	STANDARD	GREAT
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2. Negotiate the position/effect and come to a consensus

Consider Potency, Quality and Scale

3. **Push Self** for 2 stress or 2 essence, or take a **Mask Bargain** to gain **+1d** or **+effect**, or take a **ban** to **succeed without rolling**.
4. Roll dice, GM interprets result, states any consequences
5. Resist? Roll attribute -> 6: 1 stress; 4/5: 2 stress 1-3: 3 stress
 - a. Spend *armor* to cancel harm.
 - b. Protect an ally.
 - c. Spend *essence* instead of *stress*.
 - d. Take a *ban* to flip to a success.

TEAMWORK ACTIONS

ASSIST: One other player suffers 1 Stress to give +1 die.
LEAD: Everyone rolls, take best roll, Leader takes stress per failure.
SET UP: If success, follow-ups gain better **Position** or **Effect**.
PROTECT: Suffer consequences for someone else. Resist roll.

ESSENCE

Spend 1 essence whenever you use a **mask ability**
Spend 2 essence for **+1d** or **+effect**

ACTIONS

Attune to your Mask, perceive and understand magic, or interact with workings.

Command obedience with your force of personality; intimidate or threaten; lead an action with one of the crew's gangs.

Consort with friends or connections to gain access to resources, information, people, or places.

Finesse an item from someone's pocket, employ subtle misdirection or sleight-of-hand, handle a vehicle

Hunt a target; gather information about its location and movements; precision shooting from a distance.

Prowl about unseen and traverse obstacles; climb, swim, run, jump, and tumble. Ambush with close violence.

Skirmish with an opponent in close combat; assault or hold a position; brawl and wrestle.

Study a person, thing, or tech system with close scrutiny to gather information and apply knowledge

Survey a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.

Sway someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.

Tinker with mechanisms to create, modify, disable, or repair; disable a trap, pick a lock, or crack a safe. Use analog technology or systems to your advantage.

Wreck a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.

GAINING ESSENCE

- If you swear an **oath**, roll dice equal to your **current oaths** and gain Essence accordingly. 1-3: 2, 4/5: 4, 6: 5, Crit: 6
- When you fulfill an **pact**, gain an **oath**. If you fail to fulfill an **oath** you have pledged, **lose** an **oath**.

GAIN +EFFECT

- | | |
|-----------------------------|----------------------------|
| • Use a mask ability | • Fight with <i>Steel</i> |
| • Use contraband | • Do a <i>Setup</i> action |
| • Take a Mask Bargain | • Push yourself |
- If a brigand has an action rating on their sheet that overlaps with a **Mask Action**, the brigand can choose to roll the **lower** of the two action ratings to gain +Effect

PLANNING

Players determine goal, opportunity, select an approach, provide the detail

DRAMATIC	<i>Sow chaos and reap the rewards of confusion</i> How will you command attention?
SUBTLE	<i>Remain unnoticed, slip past suspicion.</i> How will you remain unnoticed?
TACTICAL	<i>Gain and hold an advantage, ambush cleverly.</i> How will you gain an advantage?
RAPID	<i>Move quickly, before your opportunity passes.</i> How will you strike quickly?
CAUTIOUS	<i>Plan in meticulous detail, be ready for anything.</i> How will you prepare?
CHARISMATIC	<i>Win allies or demoralize your foes.</i> How will you rally others to your cause?

DOWNTIME FLOWCHART

- Payoff for the recent job. Resources, Sedition, Strength
- Band takes **Heat** based on how Loud they were
- Each PC gets 2 Downtime actions. May spend Supplies for Extra Downtime actions.

LONG-TERM PROJECT

Spend your downtime working on a long-term project.
1-3: one, 4/5: two, 6: three,
critical: five

REDUCE HEAT

Say what your character does to reduce the heat level and make an action roll.
1-3: one, 4/5: two, 6: three,
critical: five

RECONNECT

Unmark all personal Associates or one Expert.

RECOVER

Spend an **oath** and recover your highest ban slot

REST

Rest, relax, reconnect with others, and/or practice at your hobby to remove an amount of stress equal to the band's current position on the **rep track**.

ROLL20 REFERENCE

- Players should have a maximum of 7 stress and 7 essence to start. Mark off 2 Stress boxes on your character sheet.
- “Devils Bargains” have been replaced with “Mask Bargains” but have the same effect.
- The “Plans” listed on the sheet have been replaced with the “Approaches” to the left.
- The Mask Action descriptions are inaccurate. Check the Notes section for each mask.

FAERIE PACTS

Your character's Faerie Pact is their guiding ideology and outlook, an oath they swore to themselves and the Fae.

- You swear a pact of **Vengeance**, to humble the proud, to punish the wicked, to succor the weak, and exact retribution.
- You swear on a pact of **Justice**, to balance the scales, to free the chained, to cast down the oppressor, to let the blood of the wicked flow in the streets and the cries of the powerless to be heard.
- You forswear yourself in **Solidarity**, to stand with the weak, to shoulder their burdens, to meet their pain as your own.
- You take up the pact of **Freedom**, to liberate, to destroy, to burn down every corrupt institution that comes before you, and to let free the raucous joy within your very soul.
- You swear a pact of **Wisdom**, to lay your plans carefully and precisely. To follow through on your promises, while remembering your failures. To wait for the right moment, and then strike, decisively and entirely.
- You swear a pact of **Industry**, to create, to forge, to build friendships and alliances. To stoke the flames of passion, to cool and temper fury, and hone yourself and your comrades into the finest blade ever to plunge into the heart of evil.
- You swear your heart to **Beauty**, to write, to paint, to inspire and sing and celebrate. To demand bread as well as roses, to feed hearts and minds as well as stomachs. To find love, to share hope, and to build a world as marvelous as any yet imagined.

RESOURCES

Resources can be spent to grant special bonuses on Forays.

Supplies can be spent to provide additional downtime activities.

Blood Sterling is the dire currency of the Bloody Isles, and while you may find it distasteful, it does have its uses.

- Blood Sterling may be spent to gain **+1d** on an engagement roll, usually by paying some sort of bribe.
- Blood Sterling may be exchanged for supplies during Payoff.

Black Powder is a combustible substance used to fire pistols and rifles with great force and to detonate large explosions. If you choose to spend a unit of powder during a Foray, each member of your band ticks off the *Powder* equipment box. The three powder charges next to the Powder equipment box may be spent on the following:

- Upgrading the **effect** of a weapon that uses powder, such as a pistol or a rifle.
- Upgrading the **effect** of a detonation or explosion.
- 1 unit of black powder may be spent to gain **+1d** on an engagement roll, usually by blowing something up.

Ashwood is gathered from the fallen branches of **Ashen** trees, a special tree that grows only in forests home to the Fae. The garlicky smell of ashwood confounds a vampire's senses, and piercing a vampire's flesh with ashwood causes them dire harm. Spending

- Upgrading the **effect** of a weapon or attack that uses ashwood against a vampire, such as shooting a bow or staking a vampire.
- Upgrading the **effect** of any effort to avoid the detection of a vampire, by burning ashwood in a censer.

MASKS

During each Foray, you will choose one of the following Masks.

The Mask of **TERROR** was born of fear and pain. The fear of the lash, the bludgeon, the rent, and starvation. But fear can become strength as easily as it become hate. Terror can be righteous, stilled into the hearts of oppressors like a shock, a jolt of sudden animal empathy. It can be a shield to guard the oppressed, to give the masters pause, to force the boss, the foreman, the lord to consider the dangers of pushing a populace too far.

Intended Roles: *Defensive, Assault and Social*

Potential Looks: *Sharp, twisting vines; fierce, circling horns; wide maws, grinning with razor-sharp teeth*

Violence was the last of its brothers and sisters to be forged. A blunt instrument, cruel, keen, and vicious. It has no mercy for the oppressor. No compassion for those that would grind the humanity of others beneath the heel. It does not negotiate. It does not waver. It acts, it protects, it directs, and when the last vampire is slain, it rests.

Intended Roles: *Aggressive and Defensive, Assault and Stealth*

Potential Looks: *Red tears, gashes. Spikes and twisting tattoos, ram horns, sharp antlers, crimson flowers*

LIES is the oldest mask, the teacher and instructor of its brethren. It was made when the world was young, worn by the first shamans to speak of things that were not, to teach things that could be, to explain the darkness of the world and add tinder to the thin flames of hope and progress. It has lived so very long, it knows when a lie will heal, when the truth will cut. But it's work is never done, there is always another story, another performance. Another moral to be learned, another lesson to teach. Won't you help it at it's work?

Intended Role: *Defensive, Deception, Social and Stealth*

Potential Looks: *Grinning, laughing mouth; a crown of branches or antlers, jeweled, emerald eyes, twisting golden filigree over amber-colored wood*

RIOT is multitudes. Forged of many trees, many branches, many magics. They speak in echoing voices, a cacophony of riotous sound. They are the voice of the unheard, the agitator of action, the spark that lights the flame. They urge, they

cajole, they sway and persuade and never, it seems, shut up. They are perpetual action, almost exhausting in their thirst for justice, for the end of villainy, for the blood of the wicked. They have such things to tell you, to tell the world. Wear Riot, and let your voice, and the voice of the multitude ring out for all to hear.

Intended Role: *Aggressive, Social and Assault*

Potential Looks: *Fiery reds and oranges; orbs of flame for eyes; branching horns, tipped with smoldering embers*

TORMENT is agony and relief, suffering and mending. It is the necessary pain: the sharp knife that cuts out the caustic tumor, the pin-prick of the suture that closes the wound, but also the aloe that soothes and the bandage that protects. It was made to help it's brethren, to keep them safe, to protect and heal where it can. It loves all, cares for all, enough to urge the end of those that are past all hope of redemption. A quick blade is it's mercy, it does not kill with joy, but with sorrow. The greatest torment is it's own, but only slightly less will be the suffering of the oppressor.

Intended Role: *Defensive, Stealth, Assault and Social*

Potential Looks: *Tears of azure lapis lazuli; a face twisted in permanent grief; sharp thorns and knotted branches*

Without **JUDGEMENT**, there can be no true peace. Judgement was born from a desire for truth and reconciliation. It was made to execute the guilty, to spare the penitent, to strike down the wicked and strengthen the oppressed. It is placid, almost gentle in it's stoicism. It speaks simply, directly, without embellishment or theatrics, stating only the facts of the matter as it discerns them. It does what must be done, nothing more, nothing less, a cold executor of the will of the collective whole.

Intended Role: *Aggressive, Stealth and Assault*

Potential Looks: *Placid ivory overlay, subtly featured, imperceptible, dark, concealed ebony wood, expressionless*

Ruin is the slow death, the crawling chaos, the inexorable drumbeat and the march of time. It is the end that comes for all things, but it is only by its consumption that rebirth becomes possible. Ruin was forged at the waning days of war, when defeat seemed inevitable, it was made to be a glowing coal, a slow simmer, that it might one day reignite.

Intended Role: *Defensive, Assault and Social*

Possible Looks: *Cracked, aging wood. Dry rot, spreading mushrooms, crumbling bits of stone, unfinished, half-made.*

RECOVERY AND SCARS

- A brigand may **recover** a *ban* slot by spending one **downtime action** and one **oath**, then playing out a short scene where they negotiate with the mask or fae, take action to feel more human, or receive aid from another brigand.
- A brigand will then erase the **highest level ban** they have taken, and remove its mechanical effects.

If a brigand still wishes to succeed at a cost, but does not have the appropriate **ban** available to them, they may *scar* the current ban and take another. *Scars* are more permanent, though they may fade with time. A *scarred* ban stays on the character sheet until it **fades**, usually due to a long-term project. Once a ban *scars*, it is immediately removed from the ban slot, though its mechanical effects remain.

When a brigand's stress track fills, they may choose to be **taken out** of the scene, and their *highest level* ban becomes a scar. If the character is **taken out** in this way, all other *bans* are erased.

If the brigand chooses to remain in the scene, the **mask takes hold**. The highest level ban becomes a *scar*. For the duration of the foray or scene, the brigand **may not refuse a mask bargain** in-character, though safety rules always apply, and the player retains final say over their character.

BANS AND HARM

- When a brigand wishes to succeed at a cost without rolling, they may take a *ban*.
- A *ban* bars the brigand from using a mechanic and, narratively, something important, while it is on their sheet. Think bans against silver, cold iron, wood, etc.
- The Mask and brigand should negotiate the mechanical and narrative nature of the ban, and the ban should be recorded in its relevant slot on the background sheet.

Level 1 - Light Ban: The brigand succeeds with limited effect and takes a minor ban. Usually an object / class of object

Level 2 - Normal Ban: The brigand succeeds with standard effect and takes a normal ban. Either a class of object, a mechanic, or an action.

Level 3 - Desperate Ban: The brigand succeeds with great effect and takes a dangerous ban. Several actions, a major mechanic, or entire masks are banned.

Level 4 - Final Ban: The brigand succeeds with extreme effect and, when narratively appropriate, their character dies, transitions into a Fae NPC, becomes part of their Mask, or a Changeling player-character.

*Note, a ban's effect supersedes all other adjustments to effect.

Bans can be invoked post-roll to flip a failure to success by taking a ban equal to the current position, such that:
Desperate -Level 3, Risky - Level 2, Controlled - Level 1.

- **Harm** is now transitioned to **stress**, which may be divided across the stress and essence track. Typically, a minor consequence deals 1 stress, a major consequence 3 stress, with some extreme consequences or deadly enemies dealing up to 4 stress as a consequence.
- **Harm** may be "soaked" into a **ban**, so long as the stress soaked does not exceed the level of the ban.

Example Bans

	Light	Normal	Desperate
1	Silver - all blood sterling	Diligence - Tinker or Finesse	Esprit - Assistance or Teamwork
2	Iron - all blades	Tears - Sway or Attune	Worries - Any stress/essence expenditure
3	Wood - all bows	Bravado- Command or Consort	Burdens - Any item costing Load
4	Powder - all firearms	Quiet - Prowl or Study	Patience- Hunt, Finesse, Study
5	Leather - all armor	Writing - Study or Sway	Associations - Survey, Consort, Sway
6	Parchment - documents, papers, etc	Laughter- Consort or Finesse	Strife- Command, Skirmish, Prowl

COHORTS

Cohorts can be:

- Once during planning, dispatched by themselves or led by a brigand on actions to raise sedition, gather supplies, thwart vampiric interference, defend settlements, raise your reputation, attack enemies, or anything else relevant to their type.
- Kept on stand-by for a foray, providing assistance to the brigands.

RECRUITMENT

Recruit as part of a Foray:

- GM decides which Tier, edges, and flaws cohort has.

Fill a 4-clock "Recruit" project:

- Tier 0, choose their type, assign the "green" flaw.

TRAINING

To **Raise Tier**, create a clock with ticks equal to:

- 2 x the next Tier (ie 2 for Tier 1, 4 for Tier 2) +4 ticks

To **remove a Flaw** or **add an Edge**, fill a 6-tick Project. This may only occur once per Cohort. You may not remove an **inherent flaw** from a cohort.

ARMING

- You may arm one Cohort with Steel, giving them the *Steel* edge, whenever you fill the the Steel clock.

COSTS

- Supply equal to their Tier for each "extra" action per downtime.
- Space equal to the Cohort's Tier in the Refuge.

EDGES AND FLAWS

Edges: Hardened, Armored, Veterans, Archers, Fusiliers, Skirmishers, Melee, Stealthy, Careful, Defensive, Entrenching, Persuasive, Popular, Resourceful, Diplomatic

Flaws: Green, Shaken, Haunted, Unpopular, Loud, Slow, Reckless

MECHANICS

Determine the cohort's **strength** at the current task: Start with their **Tier** if action is relevant to their **Type**, otherwise, use 0.

+1 for each relevant Edge

-1 for each relevant Flaw

When **leading** a cohort, roll a **teamwork action**, with the cohort rolling dice equal to their strength.

When **dispatching** a cohort, roll fortune with dice equal to their strength.

Outcomes:

Crit: Great effect, 6: Standard effect; 4,5: Standard effect with consequences; 1-3: limited effect w/ consequences

TYPES

Fighters: Capable warriors and guerilla fighters, able to take the fight to the enemy, ambush forces, and defend the populace.

Rogues: Thieves, brigands, assassins and spies, able to assassinate key figures, thwart vampiric schemes, steal resources, and investigate plots.

Envoys: Diplomats, advisors, and revolutionaries, able to bolster morale, boost your reputation, aid allies, and spread sedition.

EXPERTS

If at the **Refuge**, an Expert can grant **+1d** to any action relevant to their skills taking place in the refuge, **including downtime actions**.

An Expert in the Refuge takes up 1 Size worth of space.

If deployed to a location, an Expert grants a wide range of benefits related to that location, such as **+1d** to any **engagement roll**, additional **payoff** to scores, **+1d** to any gather information, **+1d** to any long-term projects, and anything else that seems relevant to their talents.

RECRUITMENT

Recruit as part of a Foray, or:
Create a 8(+2 for every current Expert of the same type) project

DOWNTIME PAYOFF

Faction Strength:

- **1 tick:** A minor objective, set-up for a future operation.
- **2 ticks:** A small objective accomplished, reconnaissance, gaining information, gathering resources.
- **3 ticks:** An objective accomplished, a minor raid, an attack on a shared enemy, acquiring something valuable.
- **4 ticks:** A major objective accomplished, a devastating raid, ending a threat to the ally, acquiring the last piece needed to finish the goal.

Sedition:

- **1 tick:** Mildly seditious activities such as making contacts.
- **2 ticks:** Easily seditious activities, such as ambushing a guard or two, or setting up a cache of supplies.
- **4 ticks:** Moderately seditious activities, such as creating a cell of agents, stockpiling weapons, assassinating a collaborator, ambushing a patrol.
- **6 ticks:** Majorly seditious activities, such as destroying a guard post, assassinating an official, attacking the vampire lord's servants, or staking a vampire.
- **+1** each if you aided a community by filling a need, learning something new about them, or making a sacrifice for them.

Note: Remember to tick any temporary reputation penalties or bonuses back towards equilibrium.

Blood Sterling:

- 2 - A minor foray not focused on theft; several purses.
- 4 - A small attack with opportunity for theft; a strongbox.
- 6 - A standard foray devoted towards theft; decent loot.
- 8 - A major foray targeting the rich; serious loot.

Bartering:

You may **trade** and/or **redistribute** up to a total amount of Blood Sterling equal to a community's **Sedition + Sedition Level**.

For each blood sterling you **trade**, gain 1 **supply**.

For each blood sterling you **redistribute**, gain 1 **sedition**. This does not raise the cap on the sterling you can use during this barter phase.

Note, any Blood Sterling you are not able to add to your stockpile is lost only *after* this bartering phase is concluded. Give to the poor.

Contraband:

- 2 - An opportunity to acquire contraband was seized.
- 4 - The operation was devoted (in part) to seizing contraband.
- 6 - Contraband: The operation was devoted entirely to seizing contraband.

Heat:

- 0 heat: Smooth & quiet; low exposure.
- 2 heat: Contained; standard exposure.
- 4 heat: Loud & chaotic; high exposure.
- Add +1 heat for a high-profile or well-connected target. Add +1 heat if the foray or conflict took place in a high-security location.

DOWNTIME ACTIONS

- Each PC gets 2 Downtime actions. May spend Supplies for Extra Downtime actions.

LONG-TERM PROJECT

Spend your downtime working on a **long-term project**.

1-3: one segment, **4/5:** two segments, **6:** three segments, **critical:** five segments

REDUCE HEAT

Say what your character does to **reduce the heat level** of the crew and make an action roll. Reduce heat according to the result of the roll: **1-3:** one, **4/5:** two, **6:** three, **critical:** five

RECONNECT

Spend time aiding others. **Unmark your associates.**

RECOVER

Spend 1 supplies and **receive aid**. Remove highest ban.

REST

Spend time **Resting** to relieve stress. Remove stress indicated by Rep.

DISENGAGEMENT ROLL

A disengagement roll can be made when running short on time for a Foray or when the group wants to abstract their exit strategy.

Once the brigands have accomplished their **goal** for a foray, if nothing is standing between them leaving, it is often best for the GM to narratively wrap things up and get the fiction to **downtime**.

If something stands between the brigands and escape, they have yet to accomplish their goal but time is running short, or they wish to cut and run on a foray before accomplishing their goal, use this mechanic.

Start with **1d** for pure luck.

Add **+1d** for each element that you have established to aid your escape. This is a good chance for flashbacks or flash-forwards to set up escape routes, find secret exits, or sabotage pursuers.

Add **+1d** for each ally, associate, cohort, or expert that can aid your escape. **Mark** any associate you invoke for this.

Add **+1d** if you are in seditious territory, subtract **-1d** if the vampire presence is strong here.

Subtract **-1d** if you have not yet accomplished your main goal.

Subtract **-1d** for each “side objective” you would like to *still try to get on* your way out. This covers quickly grabbing things you don’t already have, not “getting away with the loot.” We assume you brought enough bags.

Subtract **-1d** for each brigand that has been **taken out** by their stress bar.

Roll fortune dice and adjudicate the result:

Crit: A clean get-away, with everything tried for, and a bit extra. Maybe you snag a bit of extra reputation or lose some heat.

6: A good get-away. You get everything you tried for and everyone gets home safe.

4,5: A messy escape: You get away, but there are consequences. Maybe you take additional heat as you are chased across Cardenfell. Maybe a brigand or two takes **harm** holding back enemies while retreating. Maybe something important is left behind, or a side goal left unaccomplished.

1-3: The skin of your teeth: You escape, but only barely. Everyone takes harm, you move up a “level” of heat, or you leave behind something of vital importance.

Remember: Any consequences gained from this roll can be **resisted**, harm can be **canceled by armor**, and brigands can **protect** others.

IMPORTANT: A brigand *cannot* die or suffer permanent harm (unless they choose to do so) during an escape. Do not threaten permanent consequences, and do not *subvert the foray* by canceling out / rendering moot their main goal with a consequence.
