### 'he eldest, the deceiver, the bringer of light

# Lies

SPECIAL ABILITIES

- MANY FACES: If you are able to get a single drop of blood from someone, you may expend 2 *essence* to change your face to match theirs.
- SIMPLE TRUTHS: Gain +EFFECT when countering propaganda or exposing some commonly accepted lie.
- O HONEYED WORDS: When using lies or flattery to influence your enemies, gain +1d or +EFFECT.
- O UNSEEN, UNHEARD: You may expend *Special Armor* to cancel any consequence that would lead to your discovery.
- TASTE TRUTHS: If you are able to drink a dram of blood from a person, you may gather information about their past, seeing some of their life through their eyes.
- O TWIST THE LIE: When you catch an enemy in a lie, you immediately harm them for 2 Ticks on a relevant clock or with a -1 to their total threat.
- CLOAK OF RUMORS: Spend 2 essence and use the Deceive action to whisper a "rumor" in someone's ear. They will believe that rumor and most likely act on it for the next hour.
- O DRINK DEEP: Gain an additional essence slot.
- $\bigcirc \bigcirc$  MULTIFACETED: Gain an ability from a different Mask.

When a MASK ACTION overlaps with a BACKGROUND ACTION, they are in coherence. Roll the lower of the two action ratings to gain +EFFECT

- DECEIVE When you DECEIVE, you use lies and trickery to coerce others.
- When you Reveal, you discover what was hidden.
  - EDUCATE When you EDUCATE, you teach, elucidate, or hold forth a topic.

### Essence

Mask

- SPECIAL ARMOR
  - Spend at least 1 *essence* to use a Special Ability.
  - Spend 2 essence to gain +1d or +EFFECT
  - Spend essence to gain stress at a 1:1 ratio

### TEAMWORK

- ASSIST a teammate.
- Lead a GROUP ACTION.
- PROTECT a teammate.
- SET UP a teammate.

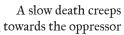
- - MASK XP At the end of each session, for

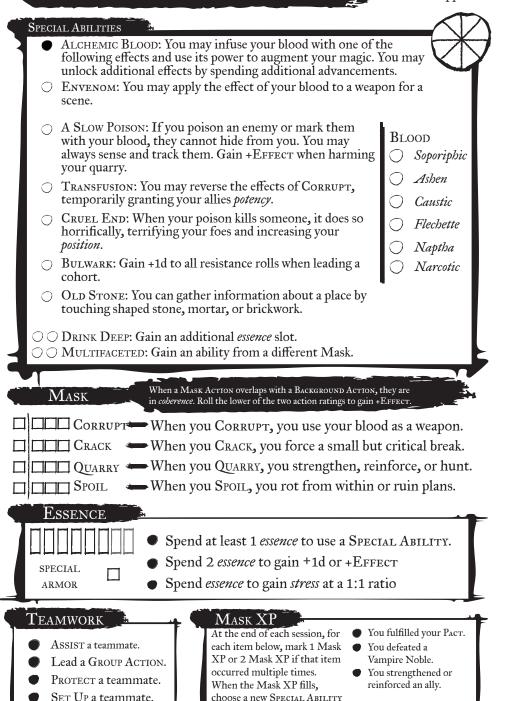
occurred multiple times.

or add a new Mask Dot.

- You fulfilled your PACT.
- each item below, mark 1 Mask You defeated a XP or 2 Mask XP if that item Vampire Noble.
- You taught someone else When the Mask XP clock fills, something or learned choose a new Special Ability something important.

Ruin





or add a new MASK DOT.

### Terror

A terryfing visage to haunt the vampire

### SPECIAL ABILITIES

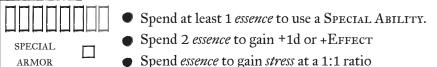
- No Lords, No Masters: Gain +Effect when either soothing the souls of the oppressed or inspiring them to action.
- FEAR YOUR SLAVES: Gain +1d whenever you try to turn servants or followers against their master.
- Sow DISCORD: Gain +1d when you take a SET-UP action to terrify an enemy force, reducing their scale as combatants flee in terror.
- No Excuses FOR THE TERROR: Gain +1d when you Awe a friendly group. You may grant them *potency* on a success.
- SHOCK AND AWE: If you perform a *Desperate* action, gain +EFFECT, as all are shocked and awed by your sheer audacity.
- PRIMAL TERROR: You may spend 2 essence to summon a small cohort of ravens, spiders, or rats that you can COMMAND.
- SILENCED FEARS: You may expend *special armor* to cancel a consequence that increases your heat.
- O DRINK DEEP: Gain an additional essence slot.
- $\bigcirc \bigcirc$  MULTIFACETED: Gain an ability from a different Mask.

When a MASK ACTION overlaps with a BACKGROUND ACTION, they are in coherence. Roll the lower of the two action ratings to gain +EFFECT.

- FRIGHTEN When you FRIGHTEN, you instill fear into others.
- When you Awe, you create a spectacle of wonder.
- DISARM When you DISARM, you remove an enemy's ability to do harm.
- EXPLODE When you EXPLODE, you make things go "boom."

### Essence

MASK



MASK XP

occurred multiple times.

### TEAMWORK

- ASSIST a teammate.
- Lead a GROUP ACTION.
- **PROTECT** a teammate.
- SET UP a teammate.
  - choose a new Special Ability or add a new Mask Dot.

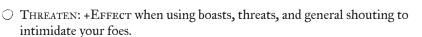
- At the end of each session, for • You fulfilled your PACT.
- each item below, mark 1 Mask • You defeated a
- XP or 2 Mask XP if that item Vampire Noble.
- You instilled terror into When the Mask XP clock fills, the heart of an oppressor

## Violence

No mercy for the vampire. Only death.

#### SPECIAL ABILITIES

 $\bigcirc$  TAUNT: Gain +1d when taunting an enemy into focusing its attention on you.



- WHOLESALE CARNAGE: + EFFECT when using CARNAGE to fight a group that is at a larger *scale* than your own.
- FLESHMEND: You may use Special Armor to cancel a consequence of physical *barm*.
- LEAD FROM THE FRONT: Add +2 ticks to any morale clock of a cohort or allied group you personally lead.
- O BLOODTAKER: Gain +1 essence whenever you draw blood from a vampire.
- SEE RED: Spend 2 *essence* to "see" the blood of everyone at your current location, even through walls, until the end of the scene.
- ∩ ∩ DRINK DEEP: Gain an additional essence slot.
- $\bigcirc \bigcirc$  MULTIFACETED: Gain an ability from a different Mask.

### MASK

When a MASK ACTION overlaps with a BACKGROUND ACTION, they are in coherence. Roll the lower of the two action ratings to gain +EFFECT.

SLAUGHTER When you SLAUGHTER, you use close, personal violence.

- When you sow CARNAGE, you fight at a distance.
- DIRECT When you DIRECT, you command others in the heat of battle.
  - When you Cover, you use violence to protect your comrades.

Essence

- Spend at least 1 *essence* to use a Special Ability.
- Spend 2 essence to gain +1d or +EFFECT
- Spend essence to gain stress at a 1:1 ratio

XP or 2 Mask XP if that item

When the Mask XP clock fills.

choose a new Special Ability

occurred multiple times.

or add a new Mask Dot.

MASK XP

### TEAMWORK

SPECIAL.

ARMOR

COVER

- ASSIST a teammate.
- Lead a GROUP ACTION. PROTECT a teammate.
- SET UP a teammate.

#### At the end of each session, for • You fulfilled your PACT. each item below, mark 1 Mask You defeated a

- Vampire Noble.
- If you used violence to protect a comrade or ally

# Riot

Speak in the language of the unheard

### SPECIAL ABILITIES

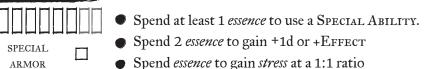
- LAUNGAGE OF THE UNHEARD: Gain +Effect when you invoke a known cause or common struggle to stir others to action.
- $\bigcirc\$  Common Struggle: Gain +1d when gathering information by talking with a commoner.
- FRIENDS, COMRADES, COUNTRYMEN: Gain +Effect or +1d when addressing a crowd.
- FIERY RHETORIC: Whenever you deliver a speech, you may spend 2 *essence* to spontaneously cause something to catch on fire.
- TORCHES AND PITCHFORKS: Any crowds or cohorts you lead gain +Effect.
- $\bigcirc~A$  SINGLE SPARK: Gain +1d or +Effect to any arsons or explosions you help engineer.
- RIGHTER OF WRONGS: You may invoke some crime, tragedy, or other horrible deed committed by the vampires to gain +1d or +EFFECT.
- ○ DRINK DEEP: Gain an additional essence slot.
- $\bigcirc \bigcirc M$ ultifaceted: Gain an ability from a different Mask.

When a MASK ACTION overlaps with a BACKGROUND ACTION, they are in *coherence*. Roll the lower of the two action ratings to gain +EFFECT.

- When you Rouse, you inspire people to take action.
- When you Burn, you set fire.
- Inspire When you Inspire, you fill hearts with passion or purpose
- П РROVOKE When you PROVOKE, your enemies do things they shouldn't.

### Essence

Mask



MASK XP

At the end of each session, for

each item below, mark 1 Mask

XP or 2 Mask XP if that item

When the Mask XP clock fills,

occurred multiple times.

• You fulfilled your PACT.

• You led others or spoke

Vampire Noble.

truth to power.

You defeated a

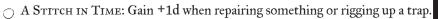
### TEAMWORK

- ASSIST a teammate.
- Lead a GROUP ACTION.
- PROTECT a teammate.
- SET UP a teammate.
  - teammate. choose a new Special Ability or add a new Mask Dot.

### LURE: Gain +1d when attempting to lure someone away or set up a future ambush.

SPECIAL ABILITIES

Torment



- TORMENTING LAUGHTER: You may expend 2 essence to make a target hear mocking laughter coming at them in all directions.
- $\bigcirc~$  Suffer in Silence: You may expend special armor to avoid being detected while doing violence.
- EXPERT VIVISECTION: Gain +1d when performing an autopsy to determine how someone died or when using blades to rend someone limb from limb.
- C THOUSAND NEEDLES: You bid wounds stitch themselves closed. You may use Suture or Tend on a nearby group.
- SHARED PAIN: You gain +1d or +EFFECT when trying to understand the pain of others or by invoking shared hardships.
- $\bigcirc \bigcirc \mathsf{D}_{\mathsf{RINK}}$  DEEP: Gain an additional essence slot.
- $\bigcirc \bigcirc M$ ULTIFACETED: Gain an ability from a different Mask.

### MASK

VIVISECT

SUTURE

TEND

SPECIAL.

ARMOR

When a Mask Actton overlaps with a Background Actton, they are in *coherence*. Roll the lower of the two action ratings to gain +EFFECT.

- When you DRAIN, you draw blood or strength from another.
- When you SUTURE, you use stitches to repair people or things.
- When you VIVISECT, you use quick, precise blade strikes.
- When you TEND, you care for your comrade's needs.

### ESSENCE



- Spend at least 1 *essence* to use a Special Ability.
- Spend 2 essence to gain +1d or +EFFECT
- Spend essence to gain stress at a 1:1 ratio

XP or 2 Mask XP if that item

occurred multiple times.

MASK XP

### TEAMWORK \_\_\_\_

- ASSIST a teammate.
- Lead a GROUP ACTION.
   PROTECT a teammate.
- SET UP a teammate.
- e. When the Mask XP clock fills, choose a new Special Ability or add a new Mask Dot.

### At the end of each session, for • You fulfilled your PACT. each item below, mark 1 Mask • You defeated a

- You defeated a Vampire Noble.
- You cared for an ally either physically, emotionally or mentally.

The agony of action. The pains of freedom.

## Judgment

Pass judgment and carry out the will of the many.

### SPECIAL ABILITIES

- $\bigcirc~$  EXECUTIONER: Gain +Effect or +1d when attacking a target that is badly wounded.
- $\bigcirc$  REVIEW THE EVIDENCE: Gain +1d when gathering information related to a specific target.
- THE PEOPLE'S RAZOR: Gain +Effect when using bladed weapons.
- CAREFUL AIM: Gain +1d when shooting a target from a *controlled* position.
- PRONOUNCE SENTENCE: Your words carry the weight of democratic authority. Gain +1d when giving information to others or commanding them to action.
- SWIFT JUSTICE: When there is a question as to who acts first, you do.
- READ THE ROOM: You can always tell when danger is coming your way. The GM will warn you of upcoming danger, or provide you with a free flashback to prepare for it.

O O DRINK DEEP: Gain an additional essence slot.

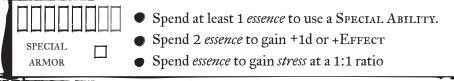
 $\bigcirc \bigcirc M$ ULTIFACETED: Gain an ability from a different Mask.

When a MASK ACTION OVERLAPS with a BACKGROUND ACTION, they are in *coberence*. Roll the lower of the two action ratings to gain +EFFECT.

- When you SNIPE, you shoot at targets from long range.
- SCOUT When you Scout, you move ahead to gather intelligence.
- READ When you READ, you read and interpret writing or situations.
- When you SLIP, you quietly fade away.

### Essence

Mask



### TEAMWORK

Assist a teammate.
Lead a GROUP ACTION.
PROTECT a teammate.
SET UP a teammate.

MASK XPAt the end of each session, for<br/>each item below, mark 1 Mask<br/>XP or 2 Mask XP if that item<br/>occurred multiple times.<br/>When the Mask XP clock fills,<br/>choose a new SPECIAL ABILITY<br/>or add a new MASK Dor.You fulfilled your PAct.<br/>You defeated a<br/>Vampire Noble.<br/>You pronounced your<br/>judgement on a situation<br/>or character.