

Lies

The eldest, the deceiver,
the bringer of light

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.
- **HONEYED WORDS:** When using lies or flattery to influence your enemies, gain +1d or +EFFECT.
- **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.
- **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.
- ○ **DRINK DEEP:** Gain an additional *essence* slot.
- ○ **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.

- DECEIVE** ➔ When you DECEIVE, you use lies and trickery to coerce others.
- HIDE** ➔ When you HIDE, you veil people, intentions, or plots.
- REVEAL** ➔ When you REVEAL, you discover what was hidden.
- EDUCATE** ➔ When you EDUCATE, you teach, elucidate, or hold forth a topic.

ESSENCE



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 each item below, mark 1 Mask XP or 2 Mask XP if that item occurred multiple times. When the Mask XP clock fills, choose a new SPECIAL ABILITY or add a new MASK DOT.

- You fulfilled your PACT.
- You defeated a Vampire Noble.
- You taught someone else something or learned something important.

Ruin

A slow death creeps
towards the oppressor

SPECIAL ABILITIES



- **ALCHEMIC BLOOD:** You may infuse your blood with one of the following effects and use its power to augment your magic. You may unlock additional effects by spending additional advancements.
- **ENVENOM:** You may apply the effect of your blood to a weapon for a scene.
- **A SLOW POISON:** If you poison an enemy or mark them with your blood, they cannot hide from you. You may always sense and track them. Gain +EFFECT when harming your quarry.
- **TRANSFUSION:** You may reverse the effects of CORRUPT, temporarily granting your allies *potency*.
- **CRUEL END:** When your poison kills someone, it does so horrifically, terrifying your foes and increasing your *position*.
- **BULWARK:** Gain +1d to all resistance rolls when leading a cohort.
- **OLD STONE:** You can gather information about a place by touching shaped stone, mortar, or brickwork.
- ○ **DRINK DEEP:** Gain an additional *essence* slot.
- ○ **MULTIFACETED:** Gain an ability from a different Mask.

BLOOD

- *Soporific*
- *Asben*
- *Caustic*
- *Flechette*
- *Naptha*
- *Narcotic*

MASK

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- CORRUPT** ➔ When you CORRUPT, you use your blood as a weapon.
- CRACK** ➔ When you CRACK, you force a small but critical break.
- QUARRY** ➔ When you QUARRY, you strengthen, reinforce, or hunt.
- SPOIL** ➔ When you SPOIL, you rot from within or ruin plans.

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- You defeated a Vampire Noble.
- You strengthened or reinforced an ally.

Terror

A terrifying 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.
- DRINK DEEP: Gain an additional *essence* slot.
- MULTIFACETED: Gain an ability from a different Mask.

MASK

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- FRIGHTEN — When you FRIGHTEN, you instill fear into others.
- AWE — 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



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- You fulfilled your PACT.
- You defeated a Vampire Noble.
- You instilled terror into the heart of an oppressor

Violence

No mercy for the vampire. Only death.

SPECIAL ABILITIES



- TAUNT: Gain +1d when taunting an enemy into focusing its attention on you.
- THREATEN: +EFFECT when using boasts, threats, and general shouting to intimidate your foes.
- 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 *harm*.
- LEAD FROM THE FRONT: Add +2 ticks to any morale clock of a cohort or allied group you personally lead.
- 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.
- MULTIFACETED: Gain an ability from a different Mask.

MASK

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

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- You fulfilled your PACT.
- 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.
- 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.
- 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.
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MASK

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- ROUSE — When you ROUSE, you inspire people to take action.
- BURN — When you BURN, you set fire.
- INSPIRE — When you INSPIRE, you fill hearts with passion or purpose
- PROVOKE — When you PROVOKE, your enemies do things they shouldn't.

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- You defeated a Vampire Noble.
- You led others or spoke truth to power.

Torment

The agony of action. The pains of freedom.

SPECIAL ABILITIES

- LURE: Gain +1d when attempting to lure someone away or *set up* a future ambush.
- A STITCH IN TIME: Gain +1d when repairing something or rigging up a trap.
- TORMENTING LAUGHTER: You may expend 2 *essence* to make a target hear mocking laughter coming at them in all directions.
- 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.
- 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.
- DRINK DEEP: Gain an additional *essence* slot.
- MULTIFACETED: Gain an ability from a different Mask.



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

ESSENCE



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

Judgment

Pass judgment and carry out the will of the many.

SPECIAL ABILITIES



- EXECUTIONER: Gain +EFFECT or +1d when attacking a target that is badly wounded.
- 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.
- DRINK DEEP: Gain an additional *essence* slot.
- MULTIFACETED: Gain an ability from a different Mask.

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- SNIPE — 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.
- SLIP — When you SLIP, you quietly fade away.

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- You fulfilled your Pact.
- You defeated a Vampire Noble.
- You pronounced your judgement on a situation or character.