'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.

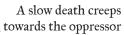
- - MASK XP At the end of each session, for

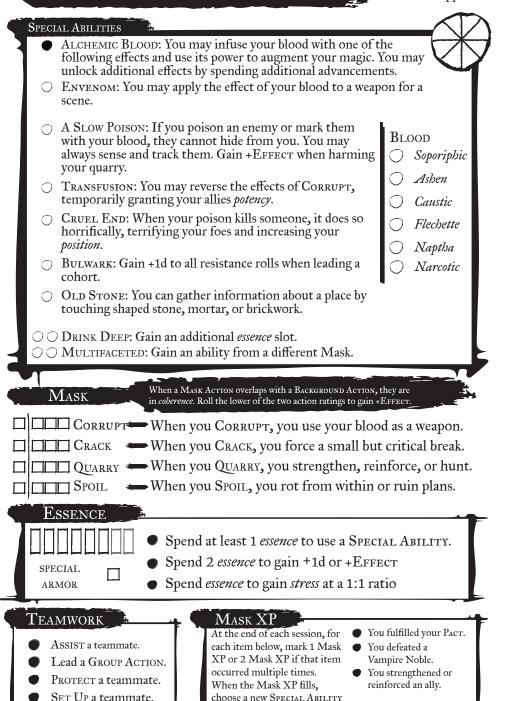
occurred multiple times.

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

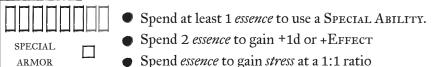
- No Lords, No Masters: Gain +Effect when either soothing the souls of the oppressed or inspiring them to action.
- FEAR YOUR SLAVES: Gain +1d whenever you try to turn servants or followers against their master.
- Sow DISCORD: Gain +1d when you take a SET-UP action to terrify an enemy force, reducing 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.

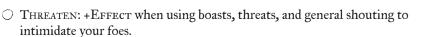
- At the end of each session, for • You fulfilled your PACT.
- each item below, mark 1 Mask • You defeated a
- XP or 2 Mask XP if that item Vampire Noble.
- You instilled terror into When the Mask XP clock fills, the heart of an oppressor

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

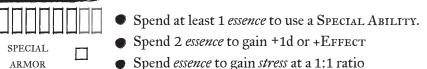
- LAUNGAGE OF THE UNHEARD: Gain +Effect when you invoke a known cause or common struggle to stir others to action.
- $\bigcirc\$ Common Struggle: Gain +1d when gathering information by talking with a commoner.
- FRIENDS, COMRADES, COUNTRYMEN: Gain +Effect or +1d when addressing a crowd.
- FIERY RHETORIC: 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

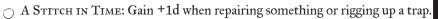
TEAMWORK

- 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.

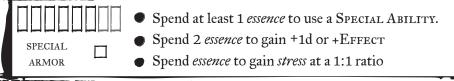
 $\bigcirc \bigcirc M$ ULTIFACETED: Gain an ability from a different Mask.

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
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 Dor.You fulfilled your PAct.
You defeated a
Vampire Noble.
You pronounced your
judgement on a situation
or character.