

THE ETERNAL MASQUERADE



REACH



GRASP



SLEIGHT



MOOD



DATA



TECH



Art is so much more than just beauty. Refined or shocking, it captures and distills the soul of an age. And when the world came crashing down, it fell upon you to preserve and interpret the wounded soul of the Before. To live it, to become it!

NAME: _____

STATS

Choose one:

Reach -1 Grasp +1 Sleight +1 if the art from Before reflected all the pain and rage from the tumultuous times leading to the Fall.

Reach 0 Grasp -1 Sleight +2 if the art from Before was stagnant and used ancient creations recycled in mysterious ways.

Reach +2 Grasp -1 Sleight 0 if the art from Before had attained an apex of harmony and elegance in a mature society.

DOCTRINE

Choose one:

Masters of Obligation: When your Family *Calls in a Debt* the opposing Family must spend an extra point of Treaty on you to counter it, or get disadvantage on their Hold Together roll.

Masked Sybarites: When your Family gets a hit on *Subterfuge*, they can erase 1-Treaty on their target to choose an extra option.

Vogue Danseurs: If you dance ecstatically and/or in a heavily stylized manner those around you must give you their full attention and take heed of what you say next.

LIFESTYLE

Choose one:

Nomadic: if you bring extravagance or entertainment, you're welcome in any settlement.

Dispersed: your Family is always aware when someone uses *Uncover Secrets* and may make an immediate move towards the Faction or Family who uncovered it.

Settled: the rebels and sybarites of the Homeland flock to your domains. If another Family becomes *Flush with Resources* or *Falls into Crisis* you gain 1 Treaty on them.

INHERITANCE

Your characters get +1 to Lore or Sway. Quick characters pick one:

When Everyone Forgets: If you keep your head down and don't make waves for whatever amount of time the GM says is necessary, you are ignored by those around you.

Porcelain Black: If you remove your mask or another piece of clothing all those around you flinch and hesitate for a critical moment.

TRADITIONS

Choose one of each, or create something else:

Populace: ephemeral beings who cling to fleshy husks; degenerates hidden behind gorgeous finery; a carnival of freaks and oddities.

Style: death masks carved from corpses; extreme body modifications; silks and alabaster masks.

Governance: an elaborate and punishing caste system; a matriarchal lineage where the first born daughters get all; seers that interpret portents hidden in lyrics and videos from Before.

LANDMARKS

Draw a sign of one from each, or invent your own:

Before: A field of mirrors, song and interactive ghosts; stone and metal warped into haunting beauty; a vault built to preserve art for eternity.

The Fall: Screens that still replay the world's last moments; the remains of those who revelled as the world ended; their greatest museum, ransacked and vandalized by the hopeless.

A Threat: A lingering malaise only abated by distraction or spectacle; mutants that refuse to live by any law or rule; the peddlers of a new drug that removes the desire for beauty.

HISTORY

Then, ask the other Families:

Which one of you uses our art in one of your most important rites? They tell the table about the ceremony and give you 2-Treaty.

Which one of you sees our lifestyle as decadent? Give them 1-Treaty on you.

Whose youth is enthralled by our lifestyle? They say what draws their kids to you like moths to the flame, and give you 2-Treaty.

RESOURCES

Pick two as Surpluses and take the rest as Needs. *Barter Goods, Culture, Prestige, Luxury, Artisans.*

Dance of Blades: when you have the room to move freely your melee weapon gains the *Area* tag.

Starving Artist: As long as you have enough drugs you no longer need to eat or sleep.

Gooble Gobble: you and those in your favor share a secret code embedded in an art of your choice: graffitiing, singing, landscaping, etc.

REACH

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SLEIGHT

TREATY

ALLIANCE MOVE: When you perform a display of beauty or wonder gain 1-Treaty on the Faction or Family you performed for.

FACTION

YOURS ON THEM THEIRS ON YOU

SURPLUSES

NEEDS

MOOD

DATA

TECH

MOVES Take two:

THE MIDNIGHT CARNIVAL

Whenever someone falls to excesses they come to you for their needs. If another Family becomes *Flush with Resources* or *Falls into Crisis* you get 1-Data and they share one of their Surpluses with you. Describe what performance you put on for this boon.

ONE OF US

The majesty of their way of life draws people like moths to flame. When your Family gain Treaty on another Faction or Family you gain fleeting Advantage on a Family move roll targeting them.

MY MASK IS MY FACE

Whenever another Family or Faction gets a 6- on a roll against your Family, gain Advantage in any Sleight rolls against them until you spring your vengeance or until the Age turns, whichever comes first.

DEATH MASKS

When you take a Surplus from another family, you can spend an extra point of Treaty to give them *Need: Art, Culture or Luxury*.

THE NEW ZERO

You didn't turn your body into your canvas because you wanted to be different, but because you wanted to become and express who you truly are: a monster, inhuman, otherworldly. Your Characters can always substitute Sway for Force moves, but have Disadvantage on attempts to use *Familiar Face* or *Find Common Ground* on anyone outside of artists, rebel and outcasts.

Your character may always have a mask that hides their true nature. In addition, pick 3:

HOW DO YOU FIGHT?

Knives and sharpened nails (Melee, Hidden)
Cutting words (Ranged, Aberrant)

Hordes of groupies (Melee, Many)

HOW ARE YOU DEFENDED?

Insane body modifications (Utility, Tough)
Silks stiched with psionic art (Regal, Mantle)

Shifting tattoos (Camo, Implanted)

HOW DO YOU TRAVEL?

In ships of air and steam (Air, Transport)
Palanquins drawn by giants (Land, Mighty)

On automated animal golems (Land, Mount)

WHAT USEFUL EXPERTISE CAN YOU DRAW ON?

Agents (Quality 1, Seeding Interest)
Poets (Quality 1, Elegant Flattery)

Sages (Quality 1, Worldly Advice)