## Lies

Long Bow

Crossbow

The eldest, the deceiver, the bringer of light

something or learned something important.

#### SPECIAL ABILITIES OATH PLEDGED MANY FACES: If you are able to get a single drop of blood from someone, you HONORED may expend this ability to change your face to match theirs. CSSENCE SIMPLE TRUTHS: +1 Quality when countering propaganda or exposing some commonly accepted lie. HONEYED WORDS: When using lies or flattery to influence your enemy, gain +Id. UNSEEN, UNHEARD: You may invoke this ability as Armor against any consequence that Armor would lead to your discovery. NORMAL 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. HEAVY SPECIAL 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 minor injury. ${f M}$ ask CLOAK OF RUMORS: Spend I 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. DECEIVE DRINK DEEP: Gain an additional Essence slot. HIDE MULTIFACETED: Gain an ability from a different Mask. REVEAL EDUCATE TEAMWORK -Assist a teammate. Spend I Essence to roll a Mask Action, or spend I Mask Action Dot to Lead a GROUP ACTION. increase the effect of a related Action Roll. PROTECT a teammate. Set Up a teammate. ▶ When you Deceive, you use lies and trickery to coerce others. ► When you HIDE, you veil yourself, your intentions and your allies. Mask XP ▶ When you Reveal, you discover what was hidden. ■ When you Educate, you teach, elucidate, or hold forth a topic. At the end of each session, for each item below, mark I Mask 3 LIGHT 6+ HEAVY 7 NORMAL Equipment XP or 2 Mask XP if that item occurred multiple times. When the Mask XP fills, A Blade or two Rifle choose a new Special Ability Shield **Demolition Tools** or add a new Mask Dot. Subterfuge Tools Armor +Heavy You fulfilled your Oath Lantern **Tinkering Tools** You defeated a Vampire Ashwood 000 **Burglary Gear** of a higher Threat than your Tier. Short Bow Climbing Gear You taught someone else

Black Powder

Pistol 2

Pistol 1

## Terror

Armor

Lantern

Short Bow

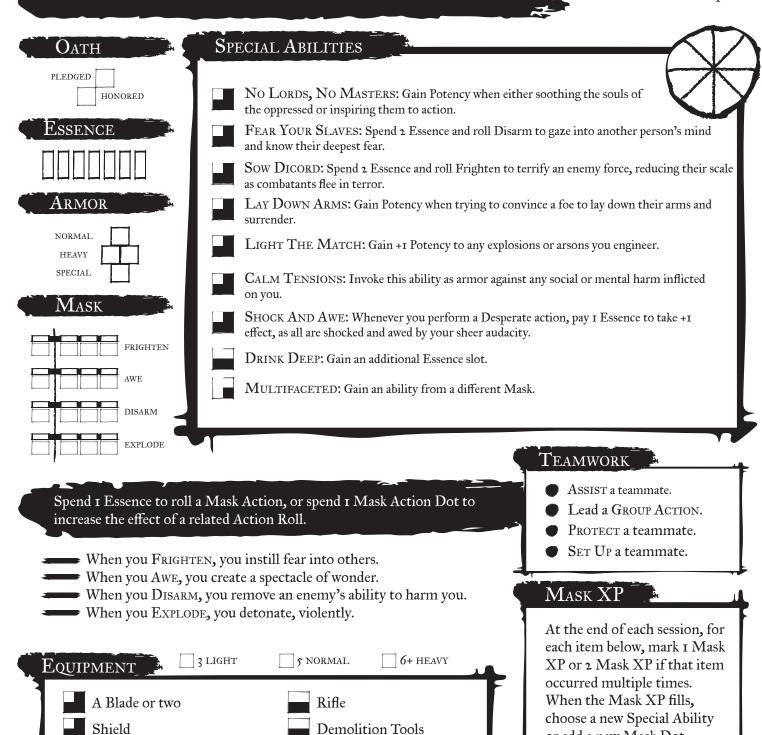
Long Bow

Crossbow

Ashwood 🔾 🔿 🔿

+Heavy

A terryfing visage to haunt the vampire



Subterfuge Tools

**Tinkering Tools** 

**Burglary Gear** 

Climbing Gear

Black Powder

Pistol 2

Pistol 1

You fulfilled your Oath

or add a new Mask Dot.

You defeated a Vampire of a higher Threat than your Tier.

You taught someone else something or learned something important.

## Violence

A Blade or two

Ashwood 🔾 🔿 🔿

+Heavy

Shield

Armor

Lantern

Short Bow

Long Bow

Crossbow

No mercy for the vampire. Only death.



Rifle

**Demolition Tools** 

Subterfuge Tools

**Tinkering Tools** 

**Burglary Gear** 

Climbing Gear

Black Powder

Pistol 2

Pistol 1

You fulfilled your Oath

choose a new Special Ability

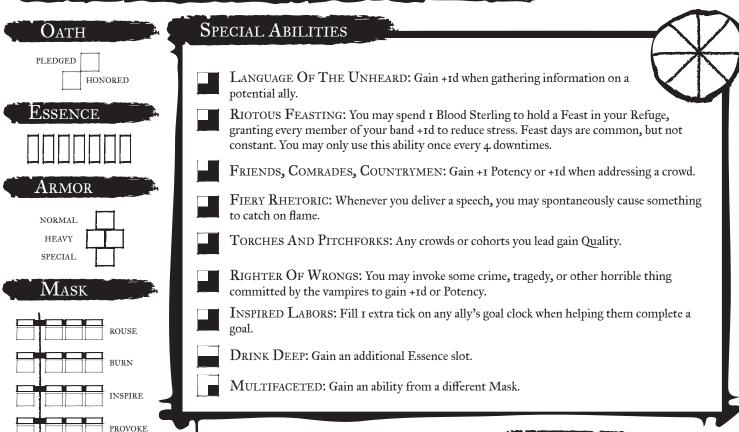
occurred multiple times. When the Mask XP fills,

or add a new Mask Dot.

 You defeated a Vampire of a higher Threat than your Tier.

 You taught someone else something or learned something important.

Speak in the language of the unheard.



Pistol 2

■ When you BURN, you set fire. ► When you Inspire, you fill the hearts of your allies with passion. ■ When you Provoke, your enemies do things they shouldn't. 3 LIGHT 6+ HEAVY 7 NORMAL Equipment A Blade or two Rifle Shield **Demolition Tools** Subterfuge Tools Armor +Heavy Lantern **Tinkering Tools** Ashwood 🔾 🔿 🔿 **Burglary Gear** Short Bow Climbing Gear Black Powder Long Bow Crossbow Pistol 1

Spend I Essence to roll a Mask Action, or spend I Mask Action Dot to

▶ When you Rouse, you gather people to take action.

increase the effect of a related Action Roll.

#### TEAMWORK

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

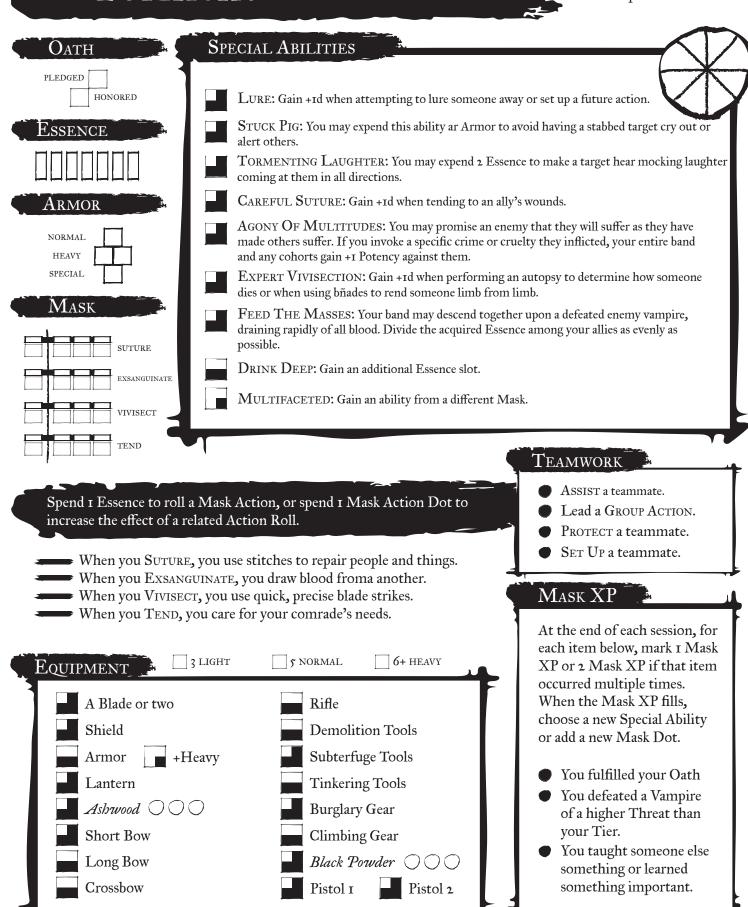
### Mask XP

At the end of each session, for each item below, mark I Mask XP or 2 Mask XP if that item occurred multiple times. When the Mask XP fills, choose a new Special Ability or add a new Mask Dot.

- You fulfilled your Oath
- You defeated a Vampire of a higher Threat than your Tier.
- You taught someone else something or learned something important.

## Torment

The agony of action. The pains of freedom.



# Judgement



Pass judgement and carry out the will of the many.

OATH S	PECIAL ABILITIES			
PLEDGED HONORED  ESSENCE  ARMOR  NORMAL  HEAVY	EXECUTIONER: Gain +1 Potency or +1d when attacheen ordered by a Conclave.  SCOUT UNSEEN: Gain +1d when gathering inform  INHUMAN SPEED: When there is a question as to we  DISTRACTING SHOT: You may protect an ally from discovered, even from far away.  CAREFUL AIM: Gain +1d when shooting a target far	nation about a specific target. who acts first, you do. n a consequence involving them being		
SPECIAL	PRONOUNCE SENTENCE: Your words carry the weight of democratic authority. Gain +1d when giving information to others or commending them to action.  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.			
SNIPE SCOUT READ	DRINK DEEP: Gain an additional Essence slot.  MULTIFACETED: Gain an ability from a different I	Mask.		
increase the effect of a related When you SNIPE, you si	ask Action, or spend I Mask Action Dot to d Action Roll.  thoot at targets from long range. move ahead to gather intelligence.	TEAMWORK  ASSIST a teammate.  Lead a GROUP ACTION.  PROTECT a teammate.  SET UP a teammate.		
	ead and interpret writing or situations. ietly fade away.	MASK XP  At the end of each session, for each item below, mark 1 Mask XP or 2 Mask XP if that item		
A Blade or two Shield Armor +Heavy	Rifle  Demolition Tools  Subterfuge Tools	occurred multiple times. When the Mask XP fills, choose a new Special Ability or add a new Mask Dot.		
Lantern  Ashwood OOO  Short Bow  Long Bow	Tinkering Tools  Burglary Gear  Climbing Gear  Black Powder	<ul> <li>You fulfilled your Oath</li> <li>You defeated a Vampire of a higher Threat than your Tier.</li> <li>You taught someone else something or learned</li> </ul>		
Crossbow	Pistol 1 Pistol 2	something important.		

DRINKWOOD		V
THE BLOOD OF TYRANTS	NAME	PRONOUNS
	ALIAS	НОВВҮ
	PACT (VENGEANCE, JUSTICE, SOLIDARITY, FREEDOM	M, WISDOM, INDUSTRY, BEAUTY)
LOOK		TRAGEDY
		STRESS
HARM 3	Need Help	SCARS
2	-ID	
	Less Effect	HEALING
		INSIGHT
		HUNT
BACKGROUND		STUDY
		SURVEY
		TINKER
		Prowess
		FINESSE
		PROWL
		SKIRMISH
TRAITS		WRECK
ASSOCIATES	PECIAL ITEMS	•
		RESOLVE
		ATTUNE ATTUNE
		COMMAND
		CONSORT
1		SWAY

## Ruin

A slow death creeps towards the oppressor

