

ACTION ROLL FLOWCHART

1. Player(s) state their goal and choose the action.

HOW DANGEROUS IS THE ACTION? GM DECIDES.

DESPERATE	RISKY	CONTROLLED
You're in serious trouble...	Most actions.	You have an advantage or a safety net
Mark XP, hooray!		

You may sacrifice your Position for increased Effect or vice versa.

HOW EFFECTIVE WILL THE ACTION BE? GM DECIDES.

LIMITED	STANDARD	GREAT
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2. Negotiate the position/effect and come to a consensus

Consider Potency, Quality and Scale

3. **Push Self** for 2 stress or 2 essence, or take a **Mask Bargain** to gain **+1d or +Effect**, or take a **ban** to **succeed without rolling**.
4. Roll dice; GM interprets result, states any consequences
5. Resist? Roll attribute -> 6: 1 stress; 4/5: 2 stress 1-3: 3 stress
 - a. Spend *armor* to cancel harm.
 - b. Protect an ally.
 - c. Spend *essence* instead of *stress*.
 - d. Take a *ban* to flip to a success.

TEAMWORK ACTIONS

ASSIST: One other player suffers 1 Stress to give +1 die
LEAD: Everyone rolls; take best roll; leader takes stress per failure
SET UP: If success, follow-ups gain better **Position** or **Effect**
PROTECT: Suffer consequences for someone else; resist roll

USING ESSENCE

- Roll **oaths** and gain Essence: 1-3: 2, 4/5: 4, 6: 5, **Crit:** 6
- Spend 1 essence whenever you use a **mask ability**
- Spend 2 essence for **+1d or +Effect**

ACTIONS

Attune to your mask, perceive and understand magic, or interact with workings.

Command obedience with your force of personality; intimidate or threaten; lead an action with one of the crew's gangs.

Consort with friends or connections to gain access to resources, information, people, or places.

Finesse an item from someone's pocket, employ subtle misdirection or sleight of hand, handle a vehicle

Hunt a target; gather information about its location and movements; precision shooting from a distance.

Prowl about unseen and traverse obstacles; climb, swim, run, jump, and tumble. Ambush with close violence.

Skirmish with an opponent in close combat; assault or hold a position; brawl and wrestle.

Study a person, thing, or tech system with close scrutiny to gather information and apply knowledge

Survey a location or situation to understand what's going on; sense trouble before it happens; gather information about opportunities or exploits.

Sway someone with charm, logic, deception, disguise, or bluff; change attitudes or behavior with manipulation or seduction.

Tinker with mechanisms to create, modify, disable, or repair; disable a trap, pick a lock, or crack a safe. Use analog technology or systems to your advantage.

Wreck a place, item, or obstacle with savage force or carefully applied sabotage; breach defenses with force; create distractions and chaos.

GAIN +EFFECT

<ul style="list-style-type: none"> Use a mask ability Spend 2 stress / essence Take a Mask Bargain 	<ul style="list-style-type: none"> Spend Force to upgrade a weapon to <i>Fine</i>. Do a setup action Use Mask Coherence
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GAIN +1 DIE

<ul style="list-style-type: none"> Use a mask ability Spend 2 stress / essence 	<ul style="list-style-type: none"> Take a Mask Bargain Use an assist action
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PLANNING FORAYS

Players determine goal & opportunity, select an approach, provide the detail

DRAMATIC	<i>Sow chaos and reap the rewards of confusion</i> How will you command attention ?
SUBTLE	<i>Remain unnoticed, slip past suspicion.</i> How will you remain unnoticed ?
TACTICAL	<i>Gain and hold an advantage, ambush cleverly.</i> How will you gain an advantage ?
RAPID	<i>Move quickly, before your opportunity passes.</i> How will you strike quickly ?
CAUTIOUS	<i>Plan in meticulous detail, be ready for anything.</i> How will you prepare ?
CHARISMATIC	<i>Win allies or demoralize your foes.</i> How will you rally others to your cause ?

BANS AND HARM

Harm may be divided across the stress and essence tracks, reduced by armor, or shunted into a *ban*.

CONSEQUENCE - HARM

Minor - 1 Harm Severe - 3 Harm
Normal - 2 Harm Dire - 4 Harm

- When a brigand wishes to succeed at a cost *without* rolling, they may take a *ban*.
- A *ban* bars the brigand from using a mechanic and, narratively, something important, while it is on their sheet. Think bans against silver, cold iron, wood, etc.
- The GM and brigand should negotiate the mechanical and narrative nature of the ban, and the ban should be recorded in its relevant slot on the background sheet.

Level 1 - Light Ban, 2 harm: The brigand succeeds with limited effect and takes a minor ban. Usually bans equipment or type of equipment.

Level 2 - Normal Ban, 3 harm: The brigand succeeds with standard effect and takes a normal ban.

Level 3 - Desperate Ban, 4 harm: The brigand succeeds with great effect and takes a dangerous ban. Several actions, a major mechanic, or entire masks are banned.

Level 4 - Final Ban: The brigand succeeds with extreme effect and, when narratively appropriate, their character *fades*.

*Note, a ban's **effect** supersedes all other adjustments to effect.

After rolling, you can flip a failure to success by taking a ban equal to the current position, such that: Desperate -Level 3, Risky - Level 2, Controlled - Level 1.

SCARS

If a brigand still wishes to succeed at a cost, but does not have an appropriate **ban** available to them, they may *scar* a current ban and take another. Once a ban *scars*, it is immediately removed from the ban slot, though it's mechanical effects remain.

When a brigand's stress track fills, they may choose to be **taken out** of the scene and gain a *scar*, though not from a ban. If the character is **taken out** in this way, all *bans* are erased.

If the brigand chooses to remain in the scene, the **mask takes hold**. The highest level ban becomes a *scar* and the player loses all **stress**.

DISENGAGEMENT ROLL

A disengagement roll can be made when running short on time for a Foray or when the group wants to abstract their exit strategy.

Once the brigands have accomplished their **goal** for a foray, if nothing is standing between them leaving, it is often best for the GM to narratively wrap things up and get the fiction to **downtime**.

If something stands between the brigands and escape—they have yet to accomplish their goal but time is running short, or they wish to cut and run on a foray before accomplishing their goal— use this mechanic.

Start with **1d** for pure luck.

Add **+1d** for each ally or associate that can aid your escape. **Mark** any associate you invoke for this.

Add **+1d** if you are in seditious territory, subtract **-1d** if the vampire presence is strong here.

Subtract **-1d** if you have not yet accomplished your main goal.

Subtract **-1d** for each “side objective” you would like to *still try to get* on your way out. This covers quickly grabbing things you don't already have, not “getting away with the loot.” We assume you brought enough bags.

Subtract **-1d** for each brigand that has been **taken out** by their stress bar.

Add **+1d** for each advantage you establish to aid your escape. This is a good chance for flashbacks or flash-forwards to set up escape routes, find secret exits, or sabotage pursuers.

Roll fortune dice and adjudicate the result:

Crit: A clean get away, with everything you tried for, and a bit extra. Maybe you snag a bit of sedition or lose some heat.

6: A good get away. You get everything you tried for and everyone gets home safe.

4,5: A messy escape: You get away but there are consequences. Maybe you take additional heat as you are chased across Cardenfell. Maybe a brigand or two takes **harm** holding back enemies while retreating. Maybe something important is left behind or a side goal left unaccomplished.

1-3: The skin of your teeth: You escape, but just barely. Everyone takes harm, you max out your heat, or you leave behind something of vital importance.

Remember: Any consequences gained from this roll can be **resisted**, harm can be **reduced by armor**, and brigands can **protect** others.

IMPORTANT: A brigand *cannot* die or suffer permanent harm (unless they choose to do so) during an escape. Do not threaten permanent consequences, and do not *subvert the foray* by canceling out/rendering moot their main goal with a consequence.

FORAY PAYOFF

Sedition:

- **1 tick:** Mildly seditious activities such as making contacts.
- **2 ticks:** Moderately seditious activities such as setting up a cache of supplies or negotiating with locals.
- **4 ticks:** Majorly seditious activities, such as creating a cell of agents, recruiting a spy, or establishing a safehouse.
- **+1** each if you aided a community by filling a need, learning something new about them, or making a sacrifice for them.

Progress:

- **1 tick:** A minor success or set up for a future foray.
- **2 ticks:** A modest win or helpful action.
- **3 ticks:** A major victory or a crushing blow to your foes.
- **+1 tick:** Accomplished an objective or fulfilled a need after discussing with an ally or community.

Heat:

- **0 heat:** Smooth & quiet; low exposure.
- **2 heat:** Contained; standard exposure.
- **4 heat:** Loud & chaotic; high exposure.
- Add **+1** heat for a high profile or well connected target. Add **+1** heat if the foray or conflict took place in a high security location. Subtract **-1** heat for each action taken to reduce exposure.

DOWNTIME ACTIONS

Each brigand starts with 1 free downtime action and may spend **Influence**, **Organization**, and **Force** for additional actions.

INFLUENCE	ORGANIZATION
LONG-TERM PROJECT Spend your downtime working on a long-term project . 1-3: one segment, 4/5: two segments, 6: three segments, critical: five segments	REDUCE HEAT Spend your downtime reducing your exposure, risk, or the vampire’s focus. 1-3: one, 4/5: two, 6: three, critical: five
SCOUT Gather information with +Effect .	RECOVER Receive aid from another, be it fae, brigand, or ally. Remove highest ban.
SPREAD SEDITION Spend your downtime working to spread sedition . 1-3: no effect, 4/5: 1 tick, 6: 2 ticks, critical: 3 ticks	RECONNECT Spend time reconnecting with your bonds. Roll dice equal to your lowest attribute . Recover stress equal to the highest die rolled.
FORCE	
HONE EQUIPMENT Add the <i>fine</i> tag to one piece of equipment. This tag is removed at the end of a foray in which the equipment was used.	COMMAND COHORT Gain the assistance of a cohort of allies for a single mission. Cohort is dismissed after mission is accomplished
REQUISITION ASSET Gain the use of of a unique item or asset for one foray	

MASKS

During each Foray, you will choose one of the following **Masks**.

The Mask of **Terror** was born of fear and pain. The fear of the lash, the bludgeon, the rent, and starvation. But fear can become strength as easily as it becomes hate. Terror can be righteous, instilled into the hearts of oppressors like a shock, a jolt of sudden animal empathy. It can be a shield to guard the oppressed, to give the masters pause, or to force the boss, the foreman, the lord to consider the dangers of pushing a populace too far.

Suggested Roles: Defensive, Assault and Social

Potential Looks: Sharp, twisting vines; fierce, circling horns; wide maws, grinning with razor-sharp teeth

Torment is agony and relief, suffering and mending. It is the necessary pain: the sharp knife that cuts out the caustic tumor, the pinprick of the suture that closes the wound, but also the aloe that soothes and the bandage that protects. It was made to help its brethren, to keep them safe, to protect and heal where it can. It loves all and cares for all, enough to urge the end of those that are past all hope of redemption. A quick blade is its mercy; it does not kill with joy, but with sorrow. The greatest torment is its own, but only slightly less will be the suffering of the oppressor.

Suggested Roles: Defensive, Stealth, Assault and Social

Potential Looks: Tears of azure lapis lazuli; a face twisted in permanent grief; sharp thorns and knotted branches

Lies is the oldest mask, the teacher and instructor of its brethren. It was made when the world was young, worn by the first shamans to speak of things that were not; to teach things that could be; to explain the darkness of the world and add tinder to the thin flames of hope and progress. It has lived so very long, and it knows when a lie will heal, when the truth will cut. But its work is never done; there is always another story, another performance, another moral to be learned, another lesson to teach. Won't you help it at its work?

Suggested Roles: Defensive, Deception, Social and Stealth

Potential Looks: Grinning, laughing mouth; a crown of branches or antlers; jeweled, emerald eyes; twisting golden filigree over amber-colored wood

Riot is multitudes. Forged of many trees, many branches, many magics. They speak in echoing voices, a cacophony of riotous sound. They are the voice of the unheard, the agitator of action, the spark that lights the flame. They urge, they cajole, they sway and persuade and never, it seems, shut up. They are perpetual action, almost exhausting in their thirst for justice, for the end of villainy, for the blood of the wicked. They have such things to tell you, to tell the world. Wear Riot, and let your voice, and the voice of multitudes, ring out for all to hear.

Suggested Roles: Aggressive, Social and Assault

Potential Looks: Fiery reds and oranges; orbs of flame for eyes; branching horns, tipped with smoldering embers

Without **Judgement**, there can be no true peace. Judgement was born from a desire for truth and reconciliation. It was made to execute the guilty, to spare the penitent, to strike down the wicked and strengthen the oppressed. It is placid, almost gentle in its stoicism. It speaks simply, directly, without embellishment or theatrics, stating only the facts of the matter as it discerns them. It does what must be done—nothing more, nothing less—a cold executor of the will of the collective whole.

Suggested Roles: Aggressive, Stealth and Assault

Potential Looks: Placid ivory overlay, subtly featured, imperceptible, dark, concealed ebony wood, expressionless

Ruin is the slow death, the crawling chaos, the inexorable drumbeat and the march of time. It is the end that comes for all things, but it is only by its consumption that rebirth becomes possible. Ruin was forged in the waning days of war when defeat seemed inevitable. It was made to be a glowing coal, a slow simmer, that it might one day reignite.

Suggested Roles: Defensive, Assault and Social

Possible Looks: Cracked, aging wood, dry rot spreading; mushrooms, crumbling bits of stone, unfinished, half-made

Violence was the last of its brothers and sisters to be forged. A blunt instrument, cruel, keen, and vicious. It has no mercy for the oppressor, no compassion for those that would grind the humanity of others beneath their heel. It does not negotiate. It does not waver. It acts, it protects, it directs, and when the last vampire is slain, it rests.

Suggested Roles: Assault and Stealth

Potential Looks: Red tears, gashes. Spikes and twisting tattoos, ram horns, sharp antlers, crimson flowers

FAE PACTS

Your character's Fae Pact is their guiding ideology and outlook, an oath they swore to themselves and the Fae.

- You swear a pact of **Vengeance**, to humble the proud, to punish the wicked, to succor the weak, and exact retribution.
- You swear on a pact of **Justice**, to balance the scales, to free the chained, to cast down the oppressor, to let the blood of the wicked flow in the streets and the cries of the powerless to be heard.
- You forswear yourself in **Solidarity**, to stand with the weak, to shoulder their burdens, to meet their pain as your own.
- You take up the pact of **Freedom**, to liberate, to destroy, to burn down every corrupt institution that comes before you, and to let free the raucous joy within your very soul.
- You swear a pact of **Wisdom**, to lay your plans carefully and precisely. To follow through on your promises, while remembering your failures. To wait for the right moment, and then strike, decisively and entirely.
- You swear a pact of **Industry**, to create, to forge, to build friendships and alliances. To stoke the flames of passion, to cool and temper fury, and hone yourself and your comrades into the finest blade ever to plunge into the heart of evil.
- You swear your heart to **Beauty**, to write, to paint, to inspire and sing and celebrate. To demand bread as well as roses, to feed hearts and minds as well as stomachs. To find love, to share hope, and to build a world as marvelous as any have yet imagined.

EQUIPMENT

WEAPONS

BLADES AND MELEE

A Blade or Two: Small daggers, knives, and shortswords [1 Load]

Blackjack: A dull, hefty bludgeoning weapon [2 Load]

Longsword: A deadly weapon hearkening back to the Old Kingdom [2 Load]

Spear: Cheap, disposable, highly illegal piercing weapons. [3 Load]

FIREARMS

Flintlock Pistol: A very short ranged weapon capable of penetrating most types of armor [1 Load]

Flintlock Rifle: Likely the most accurate and deadly weapon in the world, also the slowest to reload [3 Load]

Bows

Crossbow: Accurate, slow, and simple [3 Load]

Hunting Bow: Homemade, risky, and short-range [3 Load]

Shortbow: *Requires Hunt.* Finely made, short-range, and deadly [3 Load]

Longbow: *Requires Hunt.* Cumbersome, long-range, and powerful [3 Load]

SHIELDS AND ARMOR

Buckler: +1d resist. *Requires Finesse.* A small shield, easily carried on a belt [1 Load]

Heavy Round Shield: +1d resist. Cumbersome, unbalanced, simple to use [2 Load]

Knight Shield: +2d resist. *Requires Skirmish.* Unique, illegal, well-made [3 Load]

Leather Armor: Soaks 1 harm. Treated leather absorbs impact but is easily pierced [2 Load]

Chainmail: Soaks 1 harm. +1d to resist. Linked chain allows for maneuverability while remaining protected [3 Load]

Plated Jacket: Soaks 2 harm. A jacket with metal plates sown into the lining. Somewhat cumbersome to wear, but provides good protection [3 Load]

TOOLS

Lantern: Lights up dark corners of the night [1 Load]

Censer: A vessel for burning wood attached to a sturdy chain [1 Load]

Manna Wood: Provides limited protection from vampiric senses [1 Load]

Burglary Kit: All the necessary tools for breaking and entering [1 Load]

Tinkering Tools: Metal instruments for both detail work and heavy maintenance [2 Load]

Demolition Tools: Packets of saltpeter, timing mechanisms, and vials of various alchemicals [2 Load]

Subterfuge Supplies: Capes and cloaks with a bit of coal paint [1 Load]

Climbing Gear: Rope, rigging, pitons, and a hammer [2 Load]

CONTRABAND

Ash Wood: *Resupply.* The wood of ash trees can cause grievous harm to vampires, and its smoke can hide one's presence from

their supernatural senses. Ashwood is highly controlled, and carrying arrows made of it is a crime punishable by death. [1 Load]

Blackpowder: *Resupply*. The ideal substance for making bombs and ammunition for firearms, as the much more common saltpeter creates more smoke than it does explosive force and tends to foul a firearm's mechanisms quickly. [1 Load]

CRAFTING

Crafting involves completing long-term projects. Default starting clock size is 4-segment. Segment amount varies based on:

- +2 item is complex
- +2 no blueprint exists, relies on oral tradition
- +2 no drawbacks to item
- +2 item requires illegal components or is illegal, such as *black powder* or *ashwood*
- -2 all resources are easily accessible
- -2 if you tick the **Resupply** clock
- -2 Conclave can assist

Note: Crafting segments can be reduced to zero, requiring only a “Long-Term Project” downtime action.

Inventions can be created using the following steps.

- *Player answers:* What type of creation is it and what does it do?
- *GM answers:* What magnitude does this item's effect have?
- *Player answers:* What rare, strange, or adverse aspect of this formula or design has kept it in obscurity, out of common usage?
- *GM answers:* What drawbacks does this item have, if any?

The GM then calculates a research long-term project based on the item's magnitude. Clock length = segments x 2

Once the research project is complete, the player can produce a ***prototype*** based on the Crafting rules, with an additional segment for each point of magnitude (rounded down to nearest even number).

Once a ***prototype*** is produced, any player with access to the blueprints can craft the item without the “no blueprint” penalty so long as the item's craft does not rely on oral tradition.