

# **BASE RAIDERS**

**NEW SUPERPOWERS:**



**MASKS OF CHAOS**

# The Masks Of Chaos

Desperate criminals have found a new way to empower themselves, although they may not realize its true nature. A secretive network called MISCHIEF connects thieves and killers with fixers who provide jobs, gear, and intelligence. The gear always includes masks so the crooks can't be recognized, of course. Thanks to the skill of the fixer and the brutality of the crooks, these heists tend to work flawlessly, although many innocent civilians have died in the crossfire. A few mystically inclined base raiders have encountered the masked criminals of MISCHIEF and have realized what they are: powerful magical artifacts that grant superhuman abilities to the wearer. Who is behind MISCHIEF and what are they really after?

In ancient times, gods, demigods, and other divine and infernal beings roamed the earth freely. They saw humanity as toys to be used for their own amusement and little else. Eventually, some humans mastered the art of magic so they could fight back. Most gods were truly immortal so killing them was impossible. A secret society of warriors, prophets, and sorcerers was formed to find a way to stop immortal magical beings. They realized that the gods could be imprisoned within magical artifacts and their power could be harnessed by anyone wielding those artifacts. Over the next century, the secret society waged a campaign to imprison as many magical beings as they could. Starting with relatively weak spirits, the society imprisoned them in masks that could be worn by loyal human warriors. The masks channeled a fraction of the being's power. The warriors could capture even stronger beings with these new powers. By the end of the campaign, the secret society had forged thousands of masks, each a potent supernatural power source. Even the most powerful supernatural being could not stand alone against an army of masked warriors. The old gods and demons went into hiding, realizing the earth was no longer theirs.

Without an enemy to unite them, the society turned on itself and fell into infighting with a decade of its final victory. Some masks were destroyed, releasing their prisoners. Most of the masks were taken from their owners and hidden in secret vaults or burial sites. The remaining leaders of the secret society believed

that the masks were too powerful to leave in the hands of humanity. It was better to lock them away and forget about them. The society disbanded after that, although many of its members passed on their knowledge to future generations. Some wrote down their secrets in scrolls or tomes while others told their children.

A small number of masks resurfaced in later eras, worn by both heroes and villains. Sorcerers and occult scholars knew of their general existence but the Ideal hunted down anyone who tried to find the masks. The superhero group wanted to prevent superpowers from falling into anyone's hands. The masks were better left untouched.

## MISCHIEF

Soon after Ragnarök, a new criminal syndicate formed called MISCHIEF. It recruited skilled thieves, mercenaries, and assassins promising them superhuman powers in exchange for their loyalty. No one knew who led MISCHIEF because all communication was done through encrypted messaging over the Internet. Whoever was behind MISCHIEF had impeccable computer skills because no one has been able to trace its source. Many criminals were wary of gaining superpowers because of the side effects and increased heat from law enforcement. MISCHIEF had a solution for that. Simply put a mask on, gain superpowers, and then take it off to avoid detection from the cops. No painful side effects, no shortening of lifespan or mutation. A small group of crooks signed up and went on a bank-robbing spree, stealing millions of dollars. Even federal agents armed with advanced energy weapons could not stop them. Word spread that MISCHIEF was behind the heists and recruitment shot up.

Federal authorities believe that MISCHIEF has a core group of two or three dozen skilled operatives and a wide circle of hundreds or even thousands of potential members, wannabes, contacts, and associates. Only a handful of members have been identified. Most are known by the distinctive masks they wear. It seems that each member has a unique mask and will always wear that mask during a job. Many have displayed superpower usage but not all. MISCHIEF has deployed decoy crews of normal criminals wearing normal masks to distract police away from another



heist. These decoys are pawns that know little about the syndicate.

The goals of MISCHIEF appear to be primarily financial, as they have expanded into drug and weapons trafficking, counterfeiting, art theft, and contract killing. They specialize in jobs where violence is possible or expected, especially against rival criminal organizations. They leave the Underground alone for the most part, but they have fought heroic base raiders before. Few outside the syndicate know that MISCHIEF is doing everything in its power to control as many of the Masks of Chaos as possible. Its agent scour the world for leads on hidden Masks and the syndicate has stolen several Masks from base raiders who were using them.

## The Masks Now

Most of the Masks of Chaos remain hidden in secret and well-guarded locations. Most of the masks are buried in an ancient tomb or temple, protected by mystical wards and traps. Some are still in Ideal built vaults, though some of them have been looted by MISCHIEF and other base raiders. A few governments have a mask or two, but they are mostly kept in top secret labs so scientists can study them. Only a few dozen have fallen into the hands of MISCHIEF and another dozen or so in the hands of independent base raiders.

Whenever a mask turns up on the black market, an agent of MISCHIEF immediately tries to buy it. If someone else beats the agent to the punch, then MISCHIEF will attempt to hunt down the buyer and buy it from them or steal it, if necessary. MISCHIEF wants to control every Mask of Chaos in the world and will stop at nothing to achieve that goal. However, they are not the only ones looking for the Masks.

The Underground is led by non-humans, including many magical beings. Some of these leaders want to find and destroy the Masks of Chaos or at least some of them. The Masks are viewed as cruel prisons and using them is akin to enslaving the being trapped within it. The leaders realize that not every being should be freed, especially the evil and violent spirits and demons. But others are loved ones, friends and family separated for countless years. To that end, a faction with the Underground has formed to find and destroy



as many Masks as possible. They have only succeeded a few times but that is enough to spur them on. They are aware of MISCHIEF but have not yet targeted them as they fear that would draw the Underground into a war with the syndicate. Sooner or later, they will have to face the masked criminals, but for now, they are content to look for hidden masks and wait for MISCHIEF to make a mistake.

## MASKS AS A POWER SOURCE

All masks grant the following powers to anyone who wears them. All powers granted by the mask are instantly gained and the character intuitively knows how to use them. The character loses these powers the instant the mask is removed.

**Rugged 3 [Health]:** Increases Health stress by 3 while the mask is worn. This stacks with the Stress Capacity [Health] trapping. If the character has less than 3 health stress when they remove the mask, their health stress becomes 1. A character can never be taken out of action just by removing the mask.

**Aspect:** Mask of Chaos - This can be invoked for free once per game session to aid a violent or chaotic action. Certain powers can compel this aspect to negate the powers of the mask.

**Language + Unusual:** The character can always communicate with anyone who is also wearing a Mask of Chaos, no matter what languages the characters actually speak. This only applies to verbal communication and sign language. In addition, all wearers of Masks of Chaos recognize a Mask for its true nature on sight. It is impossible to disguise a Mask from another Mask.

## RITUALS OF OBEDIENCE

All Masks of Chaos have a weakness built into them, called the Rituals of Obedience. They are safeguards created by the ancient secret society to ensure that the wearers of the Masks would not become too powerful. Each ritual can be performed by a normal human and only a normal human. Magical beings and other non-humans cannot perform a ritual.



If a character knows a ritual of obedience, they can perform it by spending five minutes drawing a mystical circle in chalk and reciting the words of power. This requires a +4 Arcana skill check at the Mundane tier to perform correctly. All rituals require the character to know the Mask wearer's exact location, although they do not need line of sight. A live video of the target works. The rituals are:

### Ritual of Negation

This ritual shuts the Mask of Chaos off for a day and a night. The character loses all benefits of the Mask for 24 hours, but the Mask itself is unharmed.

### Ritual of Summoning

When performed, the ritual summons the Mask wearer to the chalk circle drawn by the caster. The caster must be in the same room as the circle, but can otherwise prepare the room as they see fit.

### Ritual of Exile

The last person who wore the Mask cannot put the Mask on for 24 hours. Anyone else may wear the Mask. It only works on a Mask that is not currently being worn.

Note that only MISCHIEF knows the Ritual of Negation. No one else in the universe currently knows any other ritual. The secrets to the rituals are kept in ancient burial sites and temples, far from any of the burial sites of the Masks of Chaos. Few even know of their existence, but discovering a ritual would be worth a tremendous amount of wealth. It would also make the discoverer a target of MISCHIEF.

## Choosing Powers with Masks

Each Mask is fueled by an immortal supernatural being. Anyone who wears the Mask can channel the being's power, but how that manifests varies from wearer to wearer. Over time, a wearer can learn how to channel the power more effectively.

In game mechanics, each Mask has a budget of Refresh that can be spent to raise the tiers of Skills, rang-

ing from 3 to 10 Refresh. It also has a Power Aspect, based on the type of being trapped inside. Describe the being in a phrase to come up with the Power Aspect. Examples include:

- A vampire's Power Aspect could be Dark Hunger
- A minor war god's Power Aspect could be Roar of Battle
- An Amazon River Spirit's Power Aspect could be The Flow of Life

The Power Aspect is a normal aspect except that it determines what skills the Mask can be used to upgrade for the character. Dark Hunger could not be used for a skill about manipulating high technology, but it could be used for Stealth or Alertness. The GM has final discretion over what skills can be upgraded.

When a character puts a Mask on for the first time, they must spend all of the Refresh on raising the power tiers of their existing skills or creating new Strange or Unique Skills, if they have unspent Skill Points. Characters must have at least one unspent Skill Point to create a new Unique or Strange Skill. Otherwise, they can only raise the power tier of their existing skills. The character must spend the entire Refresh of the mask on raising the power tiers of skills. The character can choose to spend their own Refresh in order to balance the cost of this upgrade as well. If a character can pay off the entire Refresh cost of the mask, they have total control over it and suffer no adverse effects. A character regains their Refresh when they remove the mask but regaining their base Fate points takes 24 hours after the mask was last removed.

Any character that cannot pay off the entire refresh cost of a Mask of Chaos with their own personal refresh gains two new Aspects: Addicted to Power and Corrupted by Chaos. This replaces the Burn rules in Base Raiders and only applies to Masks of Chaos.

### **Addicted to Power**

The character craves the power granted by the mask. This aspect is automatically compelled to stop the character from giving up the mask voluntarily. The character must spend a Fate point and then make a Resolve/Willpower test against a +4 Ascendant difficulty to give up the mask - note that the character cannot use any skill upgraded by the mask to make this skill check. If the check fails, then the character cannot try again for at least 24 hours. The character can put the mask

on and remove it at will, but they must keep the mask on hand at all times.

### **Corrupted by Chaos**

The character is subconsciously controlled by the mask. Every scene when the character wears or puts on the mask this aspect must be compelled to force them to act in a chaotic manner. At least one of the conditions must be fulfilled:

- The character inflicts or suffers 3 health stress on themselves or other characters.
- The character destroys enough property to change the environmental aspect of the immediate area.
- The character initiates a social conflict that causes at least 6 points of reputation stress or takes a character out (0 reputation left).
- The character kills a sapient being.
- The character puts their own life in extreme danger.
- The character inflicts a moderate or severe consequence on another character.
- The character inflicts 3 or more composure stress on another character.
- The character creates or changes a campaign aspect through their own actions.

This compel can be resisted by spending a Fate point. If the character does not spend a Fate point and does not fulfill one of the conditions, then they gain the aspect Possessed by the Mask.

### **Possessed by the Mask**

The character must act in the most self-destructive manner possible. The character's goal becomes destruction of the mask while the character is wearing it. The GM can override the player's decisions when they contradict this goal. The character will only defend attacks with Endurance or Resist Damage, even that skill is at +0. The character no longer dodges or parries attacks. The mask wearer will immediately seek out the most dangerous foe in the area and attack it, regardless of consequence. All attacks inflicted by the mask wearer gain Weapon 2 or increase their weapon bonus by 2.

## EXAMPLE MASKS

### Bloodstained Mask

A vampire was captured within this mask. It reflects her savage and bestial nature. It is spattered with blood that never dries or fades. Its design emphasizes the fangs and jaws of the vampire.

**Power Aspect:** Dark Hunger - can be invoked any time the mask wearer stalks prey or uses stealth to gain an advantage against a foe.

**Mask Refresh:** 3

**Upgradeable Skills:** Alertness, Athletics, Burglary, Intimidation, Might, Stealth, Unarmed

**Loot value:** 60 loot

### Flayed Skin Mask

A nameless warrior spirit sworn to Xipe Totec, an Aztec god of war. The mask appears as a partially flayed human head with Aztec symbols etched into it.

**Power Aspect:** Roar of Battle - can be invoked any time during a fight or to intimidate possible opponents.

**Mask Refresh:** 5

**Upgradeable Skills:** Athletics, Endurance, Intimidation, Melee Weapons, Might, Shooting, Unarmed

**Loot value:** 100 loot

### Angelic Knight Mask

A holy spirit named Vairya once granted humanity knowledge of metalwork and philosophy but in exchange he demanded total obedience. He was caged in a knight's helmet and has become bitter and angry over the ages.

**Power Aspect:** Wisdom of the Forge - can be invoked to build, repair, or dismantle any tool or weapon.

**Mask Refresh:** 7

**Upgradeable skills:** Academics, Arcana, Art, Investigation, Melee Weapons, Shooting, Technology.

**Loot value:** 140 loot

### Piranha Mask

A totemic wooden mask depicting a piranha. It contains an Amazon river god that once managed the cycle of life for the region until it was captured. Beads of water drip from the mask on occasion.

**Power Aspect:** The Flow of Life - used on any check to heal an ally or harm a foe.

**Mask Refresh:** 9

**Upgradeable Skills:** Athletics, Contacting, Endurance, Empathy, Might, Presence, Science, Survival, Unarmed.

**Loot value:** 180 loot

## DESTROYING A MASK OF CHAOS

A mask can be physically destroyed when the Possessed by the Mask aspect is active. To destroy the mask, the mask wearer must first be taken out of action through health or composure stress. This causes the mask to visibly glow with energy and crack. After the character is taken out, any character in the scene can spend an action to destroy the mask with any physical attack. This releases the trapped being inside the mask. The mask wearer is usually (but not always) slain when this happens.

Alternately, a Mask of Chaos can be destroyed by a lengthy arcane ritual. This requires a +4 Superhuman Arcana/appropriate magical-themed skill check and 24 hours to perform the ritual. Multiple characters can aid the primary ritualist if they have a +2 or more skill bonus in Arcana by spending a Fate point to grant the ritualist a +2 bonus to their skill check. The ritualist must have the mask but no one can wear the mask during this ritual. If the Arcana skill check succeeds the mask will be broken and the prisoner released.

## HUNTED BY MISCHIEF

Any character that wears a Mask of Chaos will eventually gain the attention of MISCHIEF. An agent of MISCHIEF will contact the character and ask to purchase the mask at its full loot value. If this offer is refused, the character will become a target and gain the Hunted by MISCHIEF aspect.

Every game session, the character must pay a Fate point or MISCHIEF will try to steal the mask by any means necessary. The GM may compel this aspect in other ways as well. Perhaps black market dealers refuse to trade with the character, fearing MISCHIEF reprisal. Maybe an enemy of the character receives new weapons or allies, funded by MISCHIEF. The syndicate will not stop until the character's mask is in their control. This aspect lasts until the character loses the mask or MISCHIEF is destroyed.



# Who is behind MISCHIEF?

No one knows the identity of the mastermind behind MISCHIEF. Some middle men and key operatives have been identified but even they only contact the mastermind through an encrypted private network called Theft.System. Some MISCHIEF agents have reported talking to a man who calls himself "Shade" who has acted as a coordinator and mission leader. Shade apparently is an amazing hacker who monitors and advises MISCHIEF agents during important heists, warning them of threats and troubleshooting problems for the team. No one has met or seen Shade. Little else is known of MISCHIEF's organizational structure, agenda, assets, or history. It appeared after Ragnarök and has not been linked to any other criminal organization.

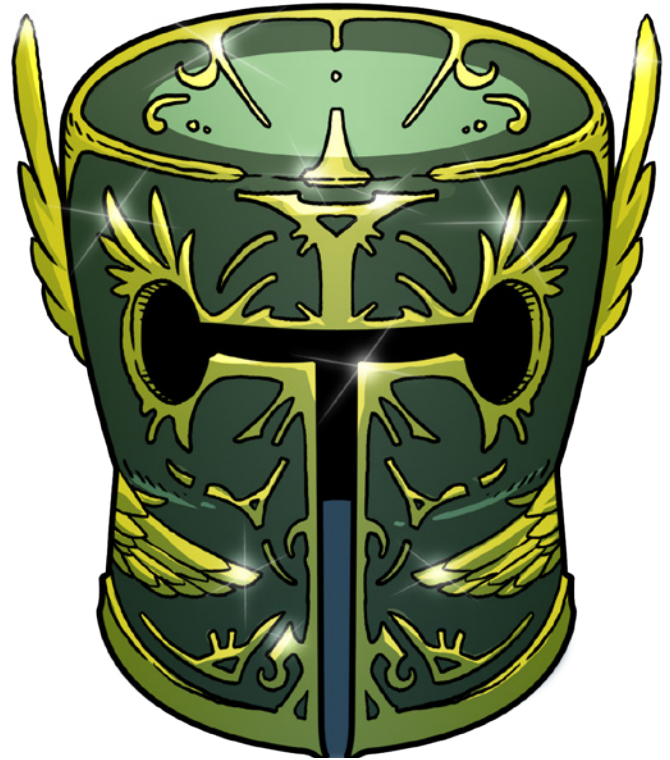
The truth behind MISCHIEF is up to the GM. Several theories are presented below but feel free to use your own:

## A Base Raider

Shade is a super-genius base raider and is entirely behind MISCHIEF. He maximized his intelligence thanks to black market enhancement drugs and realized that base raiding was becoming too competitive and dangerous. After he found a Mask of Chaos, Shade learned all he could about them and discovered their weakness: the rituals of obedience. After learning one ritual, he gathered several masks and handed them out to criminals he knew he could manipulate. With their powers, he has built a vast criminal empire and sees the masks as just another tool to become rich.

## Artificial Intelligence

Shade is an Ideal-built artificial intelligence in a remote bunker. Designed to protect the world in extreme emergencies, Shade decided that superheroes are inefficient mechanisms to protect humanity from existential threats. It used its knowledge of the Ideal to find and extract several Masks of Chaos to give to expendable human pawns. MISCHIEF is actually conducting operations to protect the world from threats that only Shade can recognize. Corporations that steal dangerous alien technology are hit by MISCHIEF until



they go bankrupt. Drug cartels that acquire weapons of mass destruction are decimated by contract killings from MISCHIEF operatives. Shade has access to a billion dollar slush fund so money is no object. It also has no regard for individual human life. If it has to kill a few thousand civilians and police officers to stop a threat, so be it.

## A Dragon

Shade is actually a young dragon that hatched after Ragnarök. Her parents disappeared along with all the heroes and villains, leaving Shade with a treasure trove of gold and jewels and an arcane library of tomes. Shade wants her parents back and believes that one of the Masks of Chaos contains an Oracle Spirit capable of divining the truth behind her parents' disappearance. She built MISCHIEF to help her find the Oracle's Mask, regardless of the cost. Being a dragon, she has innate powers to manipulate humans, so finding criminals to do her bidding was easy.

## MISCHIEF Gear

Each piece of gear counts as a gift. Each is worth 20 loot on the black market. All of the equipment is made with a mix of military and Ideal technology, but is otherwise conventional.

### Light Body Armor

This is an armored vest several generations more advanced than any legal body armor. It is designed for quiet operations.

**Protective 1:** Armor 1 [Health]

**Well-Made:** Adds a +1 bonus to the stealth skill

### Heavy Body Armor

A full armored suit for loud jobs.

**Protective 2:** Armor 2 [Health]

**Essential:** Allows the owner to take an additional minor physical consequence.

### Tactical Firearms Kit

An assortment of accessories and tools to upgrade an operative's weapon. Includes scopes, laser sights, grips, and quadstacked magazines.

**Well-Made:** Adds a +1 bonus to the shooting skill.

**Aspect:** Gun-Fondler - can be invoked for bonuses to shooting skill checks or to grant access to specialty ammo types such as incendiary or armor-piercing.

### ECM Jammers

Gadgets that block all radio signals in a large radius. The character can also shut down various security and surveillance systems with them. Requires the technology skill to use.

**Aspect:** ECM Jamming - the character must use a Fate point to activate a jammer.

**Alternate Use:** The character may use the technology skill to make burglary skill checks when dealing with advanced security systems.

**Alternate Use:** The character may use the technology skill to make stealth skill checks when dealing with high tech sensors and cameras.

### Thermal Drilling Kit

A powerful drill that can breach a bank vault door in minutes. Requires technology skill to use.

**Aspect:** Thermal Drill - the character must use a Fate point to activate the drill.

**Aspect:** Experimental Drill Technology - the character may spend a Fate point to boost a skill roll to use the drill.

**Snag [Major]:** Unstable technology - the drill often breaks down and requires some time to fix.

**Alternate Use:** The character may use the technology skill to open armored doors or vaults.

**Numerous:** the character has two drills in the kit.

### Anti-Material Rifle

A stolen military prototype rifle designed to take out the engine blocks of armored vehicles. Very scary weapon.

**Deadly 3:** Adds Weapon 3 [Health] to any attack made with the shooting skill.

**Snag [Minor]:** Unconcealable - the character is extremely obvious when carrying this weapon.

**Alternate Use:** The character can use shooting to make intimidation skill checks.

## MISCHIEF Agents

### MISCHIEF Crook – Good Minion

**Aspects:** Ambitious but Unpowered, Criminal Red Shirt, Gun Fondler

**Scopes:** Physical +3, Social +2, Mental +1

**Equipment:** Tactical Firearm kit (see MISCHIEF gear)

**Fate point cost:** 2

**Description:** The foot soldier of the MISCHIEF network, these goons do not yet have Masks of Chaos. They wear normal masks that look like real Masks of Chaos. They do the grunt work in any operation and also serve as distractions for empowered MISCHIEF agents. They tend to solve problems through excessive firepower and many have used super soldier drugs to give them an edge. The GM may raise their power from extraordinary to superhuman to represent crooks that have used super soldier drugs.

### Experienced MISCHIEF Agent - Adversary

**Aspects:** Chaotic Crook, Mask of Chaos

**Conviction:** Get paid or get dead

**Skills:** Alertness +2, Athletics (Superhuman power tier) +4, Burglary +3, Endurance +2, Resolve +2,



Shoot (Superhuman power tier) +4, Stealth (Superhuman power tier) +3

**Gift:** Heavy Body Armor (See MISCHIEF gear)

Health ○○○ ○○○ ○○

Composure ○○○ ○○

**Tier Benefits:** Armor 2

Can take an additional minor physical consequence.

**Description:** Equipped with an actual Mask of Chaos, this agent focuses on fast and loud jobs. Bank heists, drug house raids, and assassination contracts - anything involving gun play and speed. She's a soldier though, not a thinker or negotiator. Don't expect her to solve problems with anything other than bullets.

## HAWK

### Villain

Hawk is one of the inner circle of MISCHIEF. He commonly leads a team in the field on important jobs. He has used his Mask of Chaos (a shamanic interpretation of a Hawk) long enough to channel a new superpower with it. He focuses on supporting his team so they can complete the objective as quickly as possible and get out. Little is known of his background. Judging from his accent, he is probably an American who grew up in New York City. He favors high powered sniper rifles.

## ASPECTS

**Adventurer:** I was a nobody until I put a Mask on.

**Villainous Past:** Bagman with Blood on his Hands

**Conviction:** No Dead Civilians

Mask of Chaos

## STRANGE SKILLS

**Rallying Cry:** 13 skill points

**Power Tier:** Ascendant

*Initiative [Physical], Inspire, Menace, Treatment [Composure] + Unusual (Instant) + Range, Treatment [Health] + Unusual (Instant) + Range, Willpower*

**Snag [Minor]:** Must be able to speak and be heard by the target to heal health or composure.

**Snag [Minor]:** Can only heal health or composure on any given character once per scene

**Description:** Hawk has learned how to channel his Mask's power into his voice. He can inspire a crew, granting them a bonus aspect with a free invoke by making a successful skill roll. He can also yell a wounded teammate back into health, magically closing up gunshot wounds and other injuries, or restore their composure. He is also superhumanly quick on the draw.

## SKILLS

**Fantastic:** Shoot (Ascendant power tier) +5

**Great:** Rallying Cry +4

**Good:** Athletics (Superhuman power tier) +3, Presence +3

**Fair:** Alertness +2, Endurance +2, Stealth +2

**Average:** Contacting +1, Deceit +1, Empathy +1

## GIFTS:

**Skilled** x2

**Anti-Material Rifle:** See MISCHIEF gear

## TIER BENEFITS

Weapon 3 on all attacks made with shooting skill

**Alternate Use:** The character can use shooting to make intimidation skill checks.

## STRESS TRACKS

Health ○○○ ○○○ ○○

Composure ○○○

Reputation ○○○ ○○

**Refresh** 2 (14 base -10 skills -2 gifts)

