Action Roll Flowchart

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

2. **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

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

3. **How effective will the action be? GM decides.**

LIMITED	STANDARD	GREAT

Consider **Threat** or **Potency, Quality/Tier and Scale**

4. **Push Self** for 2 stress or 2 essence, or take a **Mask Bargain** to gain **+1d or +effect**

5. Roll dice, GM interprets result, states any consequences

1. Resist? Roll attribute -> 6: 1 stress; 4/5: 2 stress 1-3: 3 stress

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.

Essence

Spend 1 essence whenever you use a **mask ability**
Spend 2 essence for **+1d or +effect**

Action Result

Controlled

6: You do it.   **Crit**: You do it with +Effect

4/5: You hesitate. Withdraw and try a different approach, or else do it with a minor consequence: a **minor complication** occurs, you have **reduced effect**, you suffer **lesser harm**, you end up in a **risky position**.

1-3: You falter. Press on by seizing a **risky opportunity,** or by having a **complication occur**, or **withdraw and try a different approach**

Risky

6: You do it.   **Crit**: You do it with +Effect

4/5: You do it, but there's a consequence: you **suffer harm**, a **complication occurs**, you have **reduced effect**, you end up in a **desperate position**.

1-3: Things go badly. You take one or two consequences: **suffer harm**, a **complication occurs**, you end up in a **desperate position**, you **lose this opportunity**.

Desperate

6: You do it.   **Crit**: You do it with +Effect

4/5: You do it, but there's a consequence: you **suffer severe harm**, a **serious complication** occurs, you have **reduced effect**.

1-3: It's the worst outcome. You take up to three consequences: **severe harm**, a **serious complication** occurs, you **lose this opportunity** for action.

Mask Bargains

Bargains tie narratively to the **goals** and **emotions** of the mask: what does the mask want the brigand to do right now?
- Offer a **minor complication**, **tick a clock**, **add heat**, **reduce effect**, **spend load**, or **reduce the brigand's position**.

Gather Information Results

Great (Crit): You get exceptional details. The information is complete and follow-up questions may expand into related areas or reveal more than you hoped for.

Standard (4-6): You get good details. Clarifying and follow-up questions are possible.

Limited (1-3): You get incomplete or partial information. More information gathering will be needed to get all the answers.

Gain +Effect

- Use a **mask ability**
- Spend 2 stress / essence
- Take a Mask Bargain
- Use a *fine* item
- Do a *Setup* action
- Use Mask Coherence

Gain +1 Die

- Use a **mask ability**
- Spend 2 stress / essence
- Take a Mask Bargain
- Use an **assist** action

Gaining Essence

- If you swear an **oath**, roll dice equal to your **current oaths** and gain Essence accordingly. **1-3:** 2, **4/5:** 4, **6:** 5, **Crit:** 6

- When you fulfill a **pact**, gain an **oath.** If you fail to fulfill an **oath** you have pledged, **lose** an **oath.** Gain essence accordingly. **1-3:** 2, **4/5:** 4, **6:** 5, **Crit:** 6

Planning

Players determine goal, select an approach, provide the detail

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

Vampire Maneuvers

- **Remind** the brigands what's at stake with either threats or taunts in the voice of their enemies or with questions or requests posed by their friends and allies.
- **Sneer**, look down on, or abuse the less-powerful.
- **Flee** from power, reposition to strength, throw underlings at a problem.
- **Haunt** the brigands, use weak vampiric magic, temporarily confound their senses.
- Make unreasonable **demands**, abuse power.
- Cryptically **hint** at grand schemes, terrible works, or ancient plots and vendettas.
- **Toy** with prey, make idle threats, soliloquize.

Engagement Rolls

At the start of a Foray, roll for engagement.

➢ Start with **1d** for each Sedition Level at the foray's location.

➢ Remove 1d for each level of Tyranny. This cannot drop the number of dice below zero.

➢ Is your **approach** something your enemies are particularly weak against? **Take +1d**. Are your enemies strong against your chosen approach? **Lose −1d**.

➢ Are any of your **relationships** able to help you with your approach? Gain +1d and mark that relationship.

➢ Can any member of the Conclave provide specialized assistance? Gain +1d and mark that ally.

➢ Does your fae patron's court specialize in this action? If so, gain +1d.

➢ Does your average **load** affect your **approach**? Are you trying to sneak in somewhere with a **heavy load**? If so, **take −1d**. Are you at an average of a **light** load while trying to infiltrate a location? **Take +1d**.

➢ Are you spending any downtime actions to gain an advantage on your engagement roll? If so, **take +1d**.

Bans and Harm

Harm may be divided across the stress and essence track.

Consequence - Harm

Minor – 1 Harm   Severe – 3 Harm
Normal – 2 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: The brigand succeeds with limited effect and takes a minor ban. Usually an object/class of object

Level 2 – Normal Ban: The brigand succeeds with standard effect and takes a normal ban.

Level 3 – Desperate Ban: 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*.

Bans can be invoked post-roll to 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, associate, cohort, or expert that can aid your escape. You owe a favor to any associate you invoke for this.

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.

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.

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 extra reputation 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 move up a "level" of heat, or you leave behind something of vital importance.

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

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.

Resupply

When brigands use resources that may be in short supply, such as *ashwood* or *black powder*, the GM may choose to tick the "Resupply" clock. If the Resupply clock is filled, it means the rebellion is dangerously low on supplies, and the brigands should take immediate action to remedy this.

The Resupply clock starts at **4 segments**, but increases in size depending on the **Organization** of the rebellion, adding +2 segments for each level of organization.

The Resupply clock may be **emptied** through Long Term Projects or by appropriating resources during forays.

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	**Prepare** Spend your downtime preparing for an upcoming foray. Gain **+1d** on your next **engagement roll**
Reconnaissance **Gather information** with **+Effect**.	**Recover** Receive aid from another, be it fae, brigand, or ally. **Remove highest ban**.
Reduce heat Spend your downtime reducing your exposure, risk, or the vampire's focus. **1-3:** one, **4/5:** two, **6:** three, **critical:** five	**Reconnect** Spend time **reconnecting** with what matters most. Roll dice equal to your **lowest attribute**. Recover **stress** equal to the highest die rolled.

Force	
Hone Equipment Add the *fine* 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	

Equipment

Weapons

Blades and Melee

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

Blackjack: A dull, hefty bludgeoning weapon [1 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: Home-made, 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 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:

- +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.

Entanglements

Roll the number of dice corresponding to the current level of **heat** on the following chart.

- 0: 2d take lowest.
- 1-3: 1d
- 4-6: 2d
- 7-9: 3d
- 10+: 3d, apply two highest rolls.

During the foray, apply the consequences of the highest rolled **entanglement**.

	Tyranny 0	Tyranny 1	Tyranny 2	Tyranny 3	Open Rebellion
1	Do Nothing	Do Nothing	Do Nothing	Investigate	Investigate
2	Do Nothing	Investigate	Investigate	Investigate	Extort
3	Do Nothing	Investigate	Extort	Terrorize	Extort
4	Investigate	Extort	Extort	Terrorize	Assault
5	Extort	Extort	Terrorize	Assault	Assault
6	Terrorize	Terrorize	Assault	Ambush	Ambush

Investigate: The vampires hunt out sedition, treachery, and rebellion. They round up innocents, interrogate captives, and generally try to discover more about the Rebellion and its plans. A vampiric investigator may have been dispatched to the current foray's location, or it might be crawling with spies. If ignored, add +2 heat at the end of the foray.

Extort: The vampires squeeze the populace for blood, silver, and labor. Bailiffs seize property, terrified peasants line up to pay the blood tax, and chests bursting with blood sterling make for a tempting target. A vampiric bureaucrat or functionary likely leads this effort.

Terrorize: The vampires attempt to terrorize the citizenry into submission. Random executions and beatings are dolled out. Curfews are imposed. Violence, fear, and blood pour through the streets. It is likely that a vampiric enforcer has been dispatched. If ignored, remove 1d6 sedition at this location.

Assault: The vampires bolster their forces, increasing patrols, stationing more guards, or perhaps preparing to assault a friendly safe house or allied encampment. A vampiric lieutenant or commander likely leads these forces. If ignored, -1d to the next engagement roll.

Ambush: The vampires lay a clever trap for the brigands. Once it is sprung, the brigands are placed in a desperate position and will likely need to fight their way out or run for their lives. It is likely that a powerful vampire, a high-ranking lieutenant, or a talented mercenary leads the vampires.