

NAME

Names: Byron, Vincent, Masque, Loki, Artemis, Toryn, Doopliss, Stiltskin,
Raven, Arbor, Silvia, Hata, Delna, Scorpia, Ori, Melinna, Toropek

SPECIES

LOOK

Perfect Hair, Flawless Hair, or Immaculate Hair
Official Suit, Noble's Clothing, or Illusory Robes
Flawless Skin, Covered Skin, or No Skin
Arrogant Face, Emotionless Face, or No Face

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE

ARMOR

HP

YOUR MAX HP IS 4 + CONSTITUTION

DRIVE

What drives you to hide your real self? Choose one:

- ☐ **AMBITION AND POWER**
Endanger others for your own gain
- ☐ **INEVITABLE BETRAYAL**
Take advantage of another's trust
- ☐ **THE EASY WAY OUT**
Settle a confrontation without violence

STARTING MOVES

SMOKE AND MIRRORS (CHA)

When you craft an illusion to fool the senses, describe it and roll +CHA. On a 10+, choose up to 3. On a 7-9, choose 2:

- The illusion makes them believe something specific
- The illusion points them where you want them to go
- The illusion lasts longer than a few crucial moments
- The illusion is not out of place or hard to believe

PULL BACK THE CURTAIN

When you reveal a secret, discover something hidden, or see through a lie, tell us one extra detail about it. That detail is now true.

NOTHING IS CERTAIN

When you tell a lie or a half-truth, it will be accepted as fact by anyone who does not have a history with you. As long as no one reveals hard evidence to the contrary, anything you say will be accepted as open honesty.

MANY MASKS

Choose any race, and then choose two masks you hide behind:

- ☐ **THE MASK OF DECEIT**
You hide behind what people want to see, what people think is real, and keep the truth firmly at bay. When you Defy Danger to hide, escape notice, or avoid attention, roll +CHA instead of whatever the GM tells you to roll.
- ☐ **THE MASK OF FLESH**
You are a changeling, a doppelganger, a creature of a thousand faces, none of them your own. When you touch someone, skin to skin, you remember their form. When you take a minute to change your face, you can become a physical copy of anyone whose form you remember. Your clothes do not change with you.
- ☐ **THE MASK OF GOLD**
You drape yourself in great finery, and hide behind a mask of riches. When you present something that someone wants to them, they believe it to be of great value, no matter what it is actually worth.
- ☐ **THE MASK OF MYTH**
You wear fame as a face and legend as a cloak. Wherever you go, the locals will mistake you for a great hero. When you arrive in a populated area for the first time, tell us about the hero you are mistaken for - what great deed do the people here believe you are responsible for?
- ☐ **THE MASK OF TRUTH**
The truth is your lantern, holding the lies at bay when you do not need them. When you tell someone the absolute truth and leave nothing out, they are no longer considered to have a history with you for the purposes of Nothing is Certain.

NEW ITEM: DISGUISE KIT

3 uses, slow, 2 weight, 50 coin

A disguise kit can be used to produce clothing, makeup, wigs, and anything else you might need for an impromptu disguise.

When you take a few minutes to put on a disguise, spend 1-use of this kit and tell us what role you are impersonating (such as chef, doctor, guard, etc). You look like a generic member of that role and will be mistaken as one by anyone who doesn't know better, unless you give them evidence to doubt your disguise.

BONDS

Fill in the name of one of your companions in at least one:

_____ has seen my true face.

_____ thinks they've seen my true face.

I have seen what lies in _____'s heart.

_____ doesn't trust anything I say, for some reason.

_____ trusts me absolutely, for some reason.

THE MASKED MAGE

LEVEL
XP

Your Load is 7 + STR. You start with dungeon rations (5 uses, 1 weight) and a disguise kit (3 uses, slow, 2 weight).

Choose three:

- ☐ 40 coin and a membership card to an organization of your choice
- ☐ Adventuring gear (5 uses, 1 weight) and a fine silver mask
- ☐ A bag of books (5 uses, 2 weight) and a pair of reading glasses
- ☐ A fine sword (close, precise, 1 weight) and an intricate iron mask
- ☐ A loyal homunculus (+2 Loyalty and +2 in a skill of your choice) who has no face (Cost: Get them a new one)
- ☐ A mansion (complete with servants) and a priceless golden mask

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

☐ A WHISPER IN THE EAR

When dealing with someone who trusts you, you can always use "Telling them what they want to hear" as leverage for Parley.

☐ AN OUTFIT FOR EVERY OCCASION

When you Make Camp, restock 1-use of your Disguise Kit.

☐ ANOTHER FACE

Gain another option from the Many Masks list.

☐ CONCEAL, DON'T FEEL

When you Aid or Interfere with another player, you may destroy a bond you have with that player to automatically get a result of 10+.

☐ DEAD RINGER

When you would take damage from an attack, you may reveal to them that they were attacking a decoy - tell us where you really are. If you do, mark one of your Many Masks and lose its associated move. When you Make Camp, unmark all of your Masks.

☐ I NEVER REALLY WAS ON YOUR SIDE

When you gain an NPC's trust, gain the bond "_____ trusts me." When you inevitably betray them, remove this bond and take +2 forward against them.

☐ INFILTRATION

When you spend at least a couple minutes exchanging information with a member of an organization, you gain everything you need to know to pretend to be a member. You can magically produce any documents you need, and members of that organization will aid you if you help them first.

☐ MASK OF SHADOWS

When you step into a dark and shadowy place while no one is looking, you become completely invisible until you leave the shadows or draw attention to yourself. This move counts as one of your Many Masks.

☐ SPARE WIGS

When you disguise yourself, you can disguise any number of other willing people as well. Those you disguise this way wear the same disguise you do.

☐ SUBVERSIVE DABBLER

Gain a non-multiclass move from any playbook. You cannot take a move that causes damage to someone or increases the damage you deal.

☐ TELLING TALL TALES (CHA)

When you tell a lie and absolutely no one believes you, roll +CHA. On a 10+, tell us who here believes you anyway. On a 6-, the GM will tell you who here is sick of your lies, and what they do about it. On a 7-9, both.

DEATH MOVE: FOOL ME ONCE

Even your life is just another mask, hiding the truth. When you die and Death comes for you, Death takes a fake you, a you that was never real. Lose one of your Many Masks, permanently - cross that Mask option off of your sheet entirely, and tell us the name of an NPC you met sometime today - you gave them your face, and they die in your place. However, Death is not happy with being tricked, and is now hunting you down. Each night after you died, repeat this move until you are all out of masks to hide behind, and then Death will take you.

CURRENT LOAD

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

☐ CHANGE FACES

When you put your hands on both sides of someone's head and press your forehead against theirs, you steal their face. They now look exactly like you used to, and you look exactly like they used to.

☐ EXPERIENCE REQUIEM

When you or an ally deal the killing blow to an enemy, you may choose to have that attack exist only as an illusion. The enemy feels all the pain of the blow and experiences their own death, but it was not real, and they are physically fine. The experience, instead, breaks their mind - they are left alive, but in complete terror of their executioner, willing to do anything to get away from them.

☐ FAKE DEATH

Requires: Dead Ringer

When you make a decoy using Dead Ringer, you may mark a second mask. If you do, you convince your attacker that it was not a decoy, and that they have just killed you.

☐ MYSTERIOUS MASKED FIGURE

While you wear a mask, you are considered to be a different person. People will not associate anything your masked self does with your normal self, and vice versa. Your masked self has either no name or a name of your devising. If asked to describe your masked self, the only description anyone can recall is "they wear a mask."

☐ OPEN MEMBERSHIP

Requires: Infiltration

You are a member of every organization you happen to come across, legitimately or otherwise. If you ask in a way appropriate to the organization, any organization will aid you at a moment's notice, in the way that suits them best. If aiding you would be dangerous or resource-intensive, you will owe a serious favor for it.

☐ OTHERWORLDLY

Gain a move from a playbook none of the other players are currently using.

☐ TRAITOR IN OUR MIDST

Requires: I Never Really Was On Your Side

When you deal damage to someone you have a bond with, you can remove that bond to deal +1d10 damage to them. When you remove the bond gained from I Never Really Was On Your Side for this move, you take +2 forward against them as well.

☐ WHERE THERE'S SMOKE...

Add the following option to the Smoke and Mirrors list:

- The illusion is more real than it should be - it will toss someone aside and/or deal your damage to them

☐ YET ANOTHER FACE

Gain another option from the Many Masks list.