

CONDITION

AFRAID

Take -2 to **directly engage a threat**.

Discard this card at the end of a scene if you **run from something difficult**.



MASKS

A NEW GENERATION



CONDITION

ANGRY

Take -2 to **comfort** or **support** someone or **pierce** the mask.

Discard this card at the end of a scene if you **hurt** someone or **break** something important.



MASKS

A NEW GENERATION

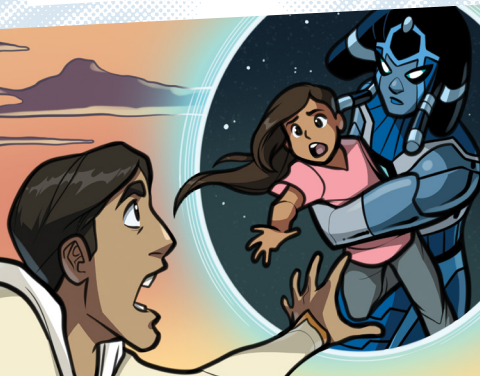


CONDITION

GUILTY

Take -2 to **provoke someone** or **assess the situation**.

Discard this card at the end of a scene if you **make a sacrifice to absolve your guilt**.



MASKS

A NEW GENERATION



CONDITION

HOPELESS

Take -2 to **unleash your powers**.

Discard this card at the end of a scene if you **fling yourself into easy relief**.



MASKS

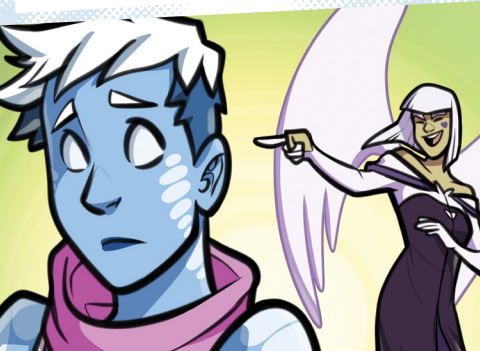
A NEW GENERATION



INSECURE

Take -2 to **defend someone from an immediate threat** or **reject others' Influence**.

Discard this card at the end of a scene if you **take foolhardy action without talking to your team**.



MASKS

A NEW GENERATION

