Names: Helena, Valentine, Lucille, Campbell, Diego, Bruce, Percy, Marguerite, Basil

Clay Masks, Wooden Masks, or Paper Masks
Turban, Hooded Mantle, or Feathered Hat
Garish Clothing, Voluminous Robes, or Mismatched Clothing

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
D6

ARMOR

HP
CURRENT / MAX
Your max hp is 7+ constitution

ALIGNMENT

☐ **GOOD**
Help someone else while protecting your anonymity.

☐ **NEUTRAL**
Earn recognition for your skills.

☐ **CHAOTIC**
Upset the status quo.

BACKGROUND

Yeah, right! Like you'd ever let anyone know about the real you. Who you were and where you're from doesn't matter now, it's all about the masks for you.

Instead, privately tell the GM one thing about yourself that you must keep a secret. When **that secret is revealed to everyone**, you must retire this playbook and choose a new one, starting over again from level 1. You keep your gear but nothing else.

BONDS

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

I tried being like _____ once, but I got into a lot of trouble.

I wish I was as brave as _____.

_____'s power makes me a little envious, so I mimic them whenever I can.

If I help _____ accomplish their goal, maybe I'll find out the truth about myself too.

My acting skills can fool anyone… except _____.

STARTING MOVES

MASKS FOR ALL OCCASIONS

You possess several masks that grant you—and only you—special abilities while you wear them. Each mask in your possession has 1 weight. Donning a mask takes several seconds of uninterrupted concentration, and you may only wear one mask at a time. Choose three masks from the list:

- ☐ **Iron Mask**: You have 3 armor, but you also get -1 to all WIS and CHA rolls.
- ☐ **Death Mask**: Undead creatures ignore you unless you draw attention to yourself, and you may cast the Wizard spell Speak With Dead by spending 1 HP.
- ☐ **War Mask**: Your damage die is d10.
- ☐ **Mystic Mask**: You can see and interact with spirits of any kind. They can sense this, and will be more inclined to appear before you.
- ☐ **Demon Mask**: When you **make eye contact with someone**, they feel fear and will react accordingly as long as you keep staring at them, as per the spell Cause Fear with you as the subject.
- ☐ **Plague Mask**: When you **use an item that restores HP**, either on yourself or someone else, the item heals additional HP equal to your level.
- ☐ **Blank Mask**: When you **hide amongst a crowd or act inconspicuous**, no one will notice you unless you draw attention to yourself.
- ☐ **Dashing Mask**: When you would Defy Danger, you may roll with CHA instead of what the GM tells you.

While you are not wearing a mask or anything covering your face, your confidence is shattered; take -1 ongoing to all moves until you put on a mask again.

MIMIC

When you Make Camp, choose a person you have at least one Bond with and gain hold equal to the number of Bonds you have with them. When you **witness that person perform a move**, you may spend 1 hold to immediately perform that move as well, even if they are using a move that you don't have. If you mimic a move that would require you to spend some other kind of hold, you spend HP instead of hold, 1-for-1.

INSCRUTABLE

The masks you wear have their own identity. Any actions you take while wearing a certain mask will be attributed to that mask, and only that mask. No one will recognize your true identity if you wear a different mask.

Additionally, you never make the Outstanding Warrants move, and any attempts to read your mind or scry on your location automatically fail.

THE MASK MASTER

LEVEL
XP

GEAR

Your Load is 10+STR. You start with dungeon rations (5 uses, 1 weight) and your masks (1 weight each). Choose your armament:
- ☐ Mace (close, 1 weight) and wooden shield (+1 armor, 1 weight)
- ☐ Staff (close, two-handed, 1 weight) and enchanted robes (1 armor, 1 weight)
- ☐ Ragged bow (near, 2 weight) and bundle of arrows (3 ammo, 1 weight)

Choose one:
- ☐ Halfling pipeleaf (6 uses, 0 weight)
- ☐ Adventuring gear (5 uses, 1 weight)
- ☐ Two bandages (3 uses each, 0 weight)

ADVANCED MOVES

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

☐ Behind the Mask
When you **engage someone in conversation**, you can ask their player a question from the list below. They must answer it truthfully, then they may ask you a question from the list. If you lie, you cannot use this move on them ever again. If you tell the truth, you can.
- What are your present intentions?
- What do you most desire?
- What do you not want me to know?
- What do you want from me?

☐ Doppelgänger
When you **craft and wear a mask in the guise of another specific person whom you have studied closely**, you create a disguise of that person. When you **put your disguise to the test**, roll+CHA. *On a 10+, only that person's most intimate associates can tell it's you. *On a 7-9, only those who do not know the person are fooled.

☐ Grand Debut
When you **make a spectacular entrance while wearing a mask**, roll+CHA. *On a 10+, choose three options from the list below. *On a 7-9, choose two. *On a 6-, choose one, in addition to whatever the GM tells you.
- Someone desires to meet you later, the GM will tell you who
- Someone becomes infatuated with you, the GM will tell you who
- Someone will give you a gift, the GM will tell you who

☐ Identity Crisis
Donning a mask takes only a moment for you now.

☐ Impresario
You never have to spend money to Carouse, and you roll with CHA instead of coins spent. If there is already a gathering happening, you may Carouse without having returned triumphant.

☐ Improv
When you use Mimic, you get +1 hold.

☐ Masquerade
Gain an additional mask from the list.

☐ Method Actor
When you don a mask, choose a stat: you take +1 ongoing to rolls using that stat until you remove the mask. The GM will also choose a stat: you take -1 ongoing to rolls using that stat until you remove the mask.

☐ Supporting Actor
When you Aid Another, on a 10+ you upstage them; choose an extra effect:
- Your Aid gives +2 instead of +1
- Any consequences from their move affect you instead of them

☐ Understudy
Gain a non-multiclass move from a playbook no one else is currently using.

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

☐ Beyond the Mask
Requires: Behind the Mask
When you use Behind the Mask, you may also ask "How are you vulnerable to me?" Your subject may not ask this question of you.

☐ Clone
Replaces: Doppelgänger
When you **craft and wear a mask in the guise of another specific person whom you have studied closely**, you look just like them. Your actions may give you away, but anyone who does not know the person intimately will be fooled by your appearance. When you **meet someone who is intimately associated with the person you are impersonating**, roll+CHA. *On a 10+, they are fooled, even by strange behavior, until you give yourself away for certain. *On a 7-9, they are suspicious of you.

☐ Curtain Call
Requires: Grand Debut
Instead of choosing one of the options from the list, you may choose a member of the audience. The GM will choose how they react from the list.

☐ Encore
When you Mimic a move, you can use that move again by spending another hold, until the next time you Make Camp.

☐ Mirrormask
When an **enemy's move makes you Defy Danger**, on a 12+ not only do you defy the danger, you may also immediately use that move against your enemy, without rolling or spending hold from Mimic.

☐ Performance Artist
When you Mimic a move and need to roll for it, you roll with CHA instead of the usual stat.

☐ Poker Face
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.

☐ Super Swing
Gain a non-multiclass move from a playbook no one else is currently using.

☐ Theater Games
Requires: Supporting Actor
Add the following option to the Supporting Actor list:
- You immediately Mimic their move without spending hold

☐ Two-Faced
You may wear two masks at once, gaining the benefit of both at the same time.