

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

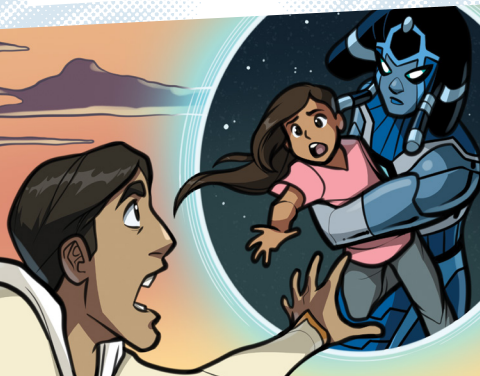


CONDITION

## 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

