

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

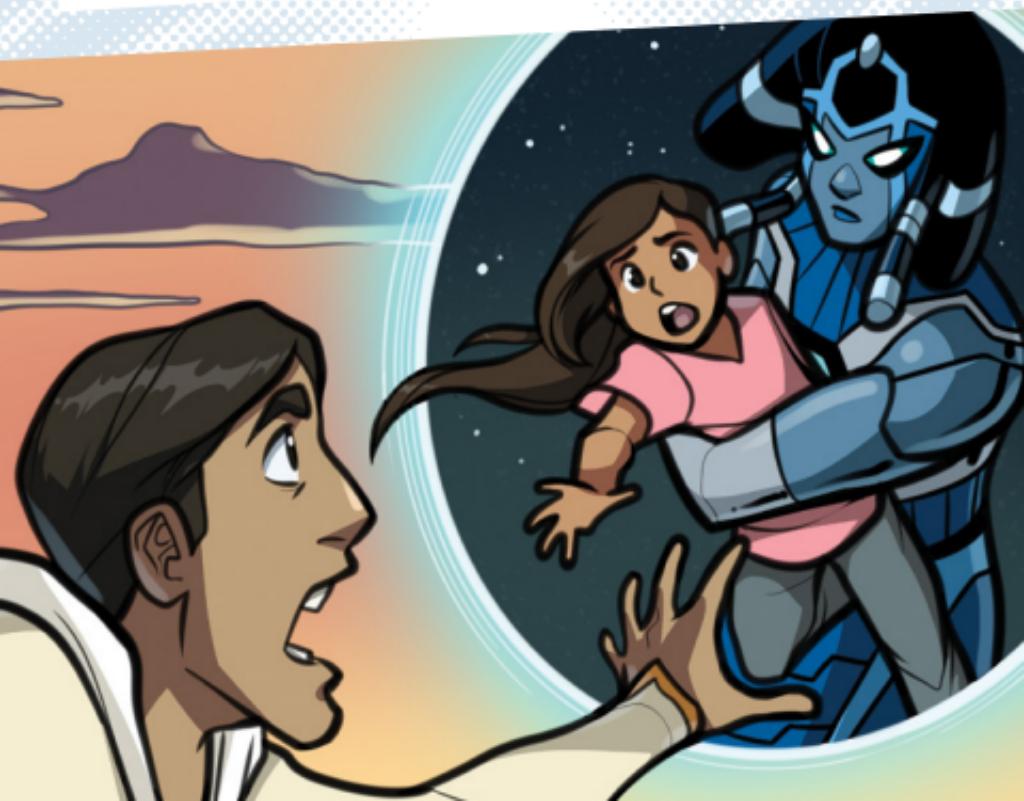


CONDITION

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



CONDITION

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

