

The Mask Maker



Actions



Life



Will



Command



Size



Ducats



MOVE

4

DEXTERITY

4

ATTACK

3

PROTECTION

4

MIND

2

Weapon

Pliers

Range

0"

Evasion

-

Damage

-

Penetration

-

Abilities

-

Keywords

Faction (Gifted), Hero, Human, Unique

Character Abilities

- Concealment (+1)

Command Ability: *A Face For Every Occasion*

This character adds 2 to either Movement, Attack, Dexterity, Mind, or Protection until the start of its next activation.

Split Personalities

At the start of this character's activation, pick one of the following for it to gain until the start of its next activation: Fear (3), Slippery (3), Vampiric Attack (3), or Water Creature. This character may only use its Command Points on its own Command Ability.