

## CHAP Masks 0 – Character Building

### Content Warnings

- Mentions of: food & exercise

[Show Theme - Intro]

### THE ETERNAL TAVERN KEEPER

Rusty Quill presents Chapter and Multiverse.

**MADDY**

Hello and welcome to Chapter and Multiverse, the actual play podcast where we explore the same city, across multiple parallel universes. I am your game master, Maddy Searle, pronouns she/her and today we will be meeting the characters in our first ever campaign of Masks, a New Generation. And before we go any further, I would like to introduce our fabulous players, who are going to be taking us through this campaign, starting off with Pip Gladwin.

**PIP**

Hi, I'm Pip Gladwin, pronouns he/him and I am super excited to be here.

**MADDY**

Yeah... and Lowri...

**LOWRI**

Hello, I'm Lowri Ann Davies, she/her and I am also super excited to be here! You might be able to tell from the little tremble in my voice - very excited!  
[Laughter].

**MADDY**

And Ahmed...

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**AHMED**

Hi, I'm Ahmed Aljabry and I am super stoked to be here.

**[Group laughter]**

**MADDY**

And Lyd

**LYDIA**

Hi, I'm Lydia Nicolas - pronouns she/they and I'm just chill... folks. Yeah... Yeah, that's cool... that's cool... take it or leave it. Yeah. I'm totally cool with this. I'm not so pumped.... What... no... chill... yeah...

**[Group laughter]**

**LOWRI**

Totes chill?

**LYDIA**

Totes chill...

**MADDY**

So, yeah, we are going to be introducing our characters - both to each other and to the audience. So, I am the keeper of the secrets - I know what all your characters are. But you don't necessarily know what each other's characters are. Does anyone want to go first?

**LOWRI**

Happily... happily I will go first.

**MADDY**

Amazing. Alright, Lowri. So, in Mask you can have many different names, including like human names, alien names, hero names... like whatever. So, what name or names does your character have?

**LOWRI**

So my character, her given name then is Blodeuwedd Morgan...

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**LYDIA**

Oh...

**LOWRI**

But don't worry everybody, she likes to be called Morgan... You don't have to pronounce the Welsh name. And she doesn't have her superhero name yet. Is that something I can say - I don't know what I can say, actually. I enthusiastically volunteered myself, and immediately I'm like - how much can I say **[Laughter]**... Maddy - Guide me...

**MADDY**

It's entirely up to you. It's like if you... if you want things to be a surprise, keep them under wraps. It's entirely up to you.

**LOWRI**

OK. So she lives with her uncle, Owain. He raised her - and she has some superpowers, which I will tell you about. She has super strength and speed...

**LYDIA**

Oh...

**LOWRI**

... and vitality absorption. So, if you think of her base level is like Captain America - kind of super strength and speed. So she's you know...

**LYDIA**

Hunky

**LOWRI**

...amped up basically, from a normal human. But the vitality absorption comes in where she can absorb energy from living things. So that could be plants, that could be people, and that amps her up even further. So in theory she has the ability to go up to like - I don't know, superman levels, but we've never done that, because it does take its toll on the living thing, that she absorbs from...

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**LYDIA**

Oh no...

**LOWRI**

So I think she's a bit afraid to test that.

**MADDY**

And presumably an emotional toll on herself?

**LOWRI**

Well, yes...

**[Laughter]**

**MADDY**

Which is what this game's all about...

**LOWRI**

But what she does... I don't know... do I want to keep that a secret? OK, no I'm going to keep that a secret...

**[Group Laughter]**

**LOWRI**

Redacted...

**MADDY**

Alright, what does Morgan look like?

**LOWRI**

Her most striking feature is that she has very, very bright green eyes. Like almost - not glowing, but almost... very, very bright and eye catching then. She has long tawny hair. So - I mean I am kind of describing myself here, which is...

**[Laughter]**

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**PIP**

... especially the energy absorption...

**LOWRI**

Yes... **[laughter]**. I'm actually giving out more energy right now I think, than absorbing... I haven't given much thought beyond that... like she's Caucasian...

**LYDIA**

Just some hovering eyes!

**LOWRI**

Yeah... hovering eyes...

**[Group Laughter]**

**LOWRI**

All around her... yes. I like the idea that she has like some Celtic tattoos. Kind of like love spoon style design. So, I don't know if you're familiar with love spoons. It's a Welsh cultural thing. And so there's lots of hearts and like maybe Daffodils and like... you know the Celtic... they used to be really popular years and years ago like... oh my gosh, what are they called? Like...

**MADDY**

Celtic knots?

**LOWRI**

Like... bands... or Celtic knots... yeah, and things like that. Just like on her arms and her limbs and...

**LYDIA**

How many limbs?

**LOWRI**

Yeah, I know...

**LYDIA**

Arms and limbs...

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**LOWRI**

That sounded like she had more than four...

**LYDIA**

So many limbs...

**[Laughter]**

**LOWRI**

All of the limbs, did I not mention that.

**PIP**

If you've got more than the normal amount of limbs, then you've really buried the lede here...

**[Laughter]**

**LYDIA**

Just a couple of tattoos... on her twelve limbs...

**LOWRI**

I can categorically state that she has two arms and two legs. Because I feel like I have now made a [unclear: 5:43] you two.

**MADDY**

And how old is Morgan?

**LOWRI**

Oh, thank you. Morgan is 21.

**MADDY**

Sweet.

**LOWRI**

So yeah.

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**MADDY**

So, Lowri, you're character has a thing called doom signs. Can you explain that a little bit more?

**LOWRI**

Oh, my character is... I'm playing the doomed... which is a type of character in the games Masks.

**[Laughter]**

**LYDIA**

Has that been established? Yeah?

**LOWRI**

I mean as opposed to me just being like... I have decided I'm doomed...

**[Group Laughter]**

**LOWRI**

So, it's basically things that I can do, but if I do them, I have to mark them off on my sheet, and it takes me closer to my DOOM. So I have five abilities available to me. So one is dark visions. And I have to have chosen one that I can take at the start I believe, if I recall correctly... and I've decided to take dark visions because my uncle, Owain... he is also a superhero. Or he has super abilities. And his ability is that he has visions of the future, and he can predict things that... you know... may happen... somewhat murkily. So I have inherited that from him as well. I have the dark visions, which basically means I can ask the GM a question and Maddy has to answer it honestly.

**LYDIA**

What did you have for breakfast?

**LOWRI**

Yes. Really helpful things.

**PIP**

Tell me your deepest most shameful secret, Maddy?

[Laughter]

**LOWRI**

Oh no, I will not abuse that power in that awful way...

[Laughter]

**LOWRI**

Another one is infinite powers. So basically I can use any ability from anybody's playbook. Portal - I can appear in a scene with anyone I want. Burning bright - oh something we haven't touched on is sanctuary. So there's a thing called the sanctuary, and the GM... if you want to go to your sanctuary, the GM kind of says... "oh, you have to satisfy this thing to be able to go there. I can go to my sanctuary and call upon the resources, in my sanctuary, without having to fulfil the GM's demand, basically. And bolstered - I get to use an adult move. Which I will confess, I do not know what an adult move is haha!

**MADDY**

It's just basically like the more emotionally mature versions of the basic moves...

**LOWRI**

Oh...

**MADDY**

So like as your character grows up and becomes more mature...

**LOWRI**

Oh nice...

**MADDY**

... you can do like more powerful versions of the moves you already have. The basic moves that all characters have access to.

**LOWRI**

That's a lovely thing. Yes.

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**MADDY**

Amazing. Alright, any other little tidbits about your character before we finish up?

**LOWRI**

I guess it's worth saying that my sanctuary is my home... that I grew up in with my uncle. It's quite remote - purposefully so, which hopefully will come up at some point. And it has a big library. Because basically my uncle has collected a huge library of books, so that he can help research and understand his visions, and I have access to that. There is also my things there, and it's somewhere that I go to recharge.

**MADDY**

Lovely. Alright. So we have now met Morgan. Who wants to come forward next, with their character?

**LYDIA**

Happy to give it a shot.

**MADDY**

Amazing. Yeah - alright... Lyd... who're you playing?

**LYDIA**

I am Mini Smithson, who is a perfectly ordinary human individual.

**LOWRI**

Ah ha... I see...

**LYDIA**

Yep. That is... who I am, and that's what I'm doing. Just an ordinary human... ordinary human...

**[Laughter]**

**LYDIA**

A human... but ordinary. Mini Smithson.

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**LOWRI**

Smithson is great haha...

**MADDY**

Does Mini have a hero name, or any other kind of names that we should know about?

**LYDIA**

What! Not that you should know about, no! I'm just an ordinary human... just yeah, that's me... ordinary and human...

**LOWRI**

Sounds like there's nothing more to investigate here...

**LYDIA**

No...

**MADDY**

Reached a dead end in our enquiries here!

**[Laughter]**

**LYDIA**

Mini is a small, white HUMAN! They appear pretty female shaped. Female human shaped, I should say. And pretty femme in attitude. Their hair is long and looks kind of iridescent black. From certain angles, it shimmers with blue, purple, iridescence, but that's like normal, right? hahaha! It may have some streaks of neon colour in as well. It kind of looks like an extremely sophisticated dye job, which is totally what it is... because I'm an ordinary human. And my eyes are a very dark blue, that borders on purple, which is so human. I don't think you could get more human than that. Sometimes they like glow a bit, when umm... I get emotional, but I mean... human's do strange things, right?

**LOWRI**

I'm sure it's just the light, right?

**LYDIA**

I'm sure it's just being a human... yeah... and I live in a flat with some other ordinary humans, including Benson McDichael who is totally human. And Clio Schmerk, also human. We totally get on. Even though we broke up a while ago, and... you know their new partner is fine... and I totally am OK with overhearing their smoochy Zoom calls...

**LOWRI**

Oh no...

**LYDIA**

... like that's cool... you know... I'm a human... and I work at a shoe shop and while I'm trying to get my journalism career off the tracks... of the human things... yeah... Very human.

**MADDY**

What age is Mini?

**LYDIA**

Like in human years?

**MADDY**

Yeah...

**LYDIA**

Only years that I'm concerned with, obviously... like... 22?

**MADDY**

Yeah. Is there any back story or err...

**LYDIA**

What? I'm a human. Why would I have like anything to reveal? Humans don't have secrets...

**PIP**

Be happy to know Lydia that my notes for you have the name and the age that you gave and then just the word - "Human".

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**LYDIA**

Human. Yeah. Just underline that 'cause I am VERY HUMAN!

**[Laughter]**

**LYDIA**

That's what I am...

**PIP**

Double underlined...

**LYDIA**

Being a human...

**MADDY**

So... Pip, do you want to go next?

**PIP**

I will go next, yes. I will be playing a young man, by the name of Joseph Teller. That's his name. He's about 21.

**LYDIA**

Cool. That's all we need to know, I'm sure.

**[Laughter]**

**MADDY**

Does Joseph have a hero name currently?

**PIP**

He's not been on the scene for very long. In terms of being out in the world, being a public superhero. And even the time that he has spent out, whenever there's been camera crews or you know, witnesses or anything like that, he's not sort of stuck around and done the whole sort of "hey, I'm the newest superhero on the block" ... there's generally shots of him, like disappearing up a building, or slipping away - generally. There's lots of sort of blurry shots of "who is this person... this mystery man"... but... the name Zenith has come up, in relation to him.

**MADDY**

Sic. Alright... and what kind of powers/abilities does Zenith/Joseph have?

**PIP**

A grand total of no superpowers whatsoever. He is very, very stealthy... he seems extremely well trained. He uses gadgets here and there. The sort of... you know... smoke bombs, grappling hooks, that kind of thing. But he hasn't publicly displayed anything that would present itself as being like a... a superpower... something that a human couldn't do.

**LYDIA**

Could you just clarify what those things are that humans can't do?

**[group laughter]**

**MADDY**

Just for the records...

**LYDIA**

You know, we all like to clear that kind of thing up.

**PIP**

It is useful to know...

**MADDY**

And are there any important people in his life that you'd be willing to share now? Or would you prefer to leave that for later?

**PIP**

I think for the audience... I'd be happy to share it with the players. Just in a kind of you guys as players know, but your characters probably don't know this. But yeah let's... actually let's leave it. Let's leave it. It's going to become pretty abundantly obvious what I've done. Probably already is, to some people...

[Laughter]

**LOWRI**

Oh... that sounds exciting!

**MADDY**

Yeah. Like first scene... it's gonna... it's all going to be laid out...

**LYDIA**

What? None of us have anything to reveal very soon after things start...  
hahaha...

**LOWRI**

Chortle chortle...

**PIP**

My moves... if you want to know my moves?

**MADDY**

Yes. Go for it.

**PIP**

My moves are... been reading the files, which basically it's given me access to a database, about superhumans... like a research database, so I can find out things. Another one of these ones that allows me to ask a question of the GM about something that's going on or... or that kind of thing. I have "be mindful of your surroundings"... which allows me, if I assess a situation before entering a fight, I can ask more questions of Maddy... I'm basically just stacking up all of this... you know give me all the info before we go in. Very much like a... to be prepared. He's a boy scout. He's not. He's not a boy scout... I mean he might have been at some point, but anyway. And then we pulled one from another playbook, which is for... it's from the Beacon playbook, which I don't think any of us are playing. But the Beacon has one called... "no powers and not nearly enough training". So the sort of archetype of the like... fresh, young superhero. Doesn't know what they're doing. And that's not who Joseph is. So we've reskinned that as... "no powers and all the training". And it sort of allows me to have a little resource that's kind of always going on and I'm

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acquiring little pieces of gear all the time. I can only really have one at a time. I can get a few uses out of them, and then clear it, in order to get a new one. So lots of adaptability. Yeah. So out of costume, to look at him, he is pretty forgettable. This is a young man, who in his short time on this earth, has cultivated forgettability. He is slim, white. Kind of like... relatively ambiguous looking, but definitely closer to a male and when out and about it's just like loose clothes, nothing ostentatious to him at all. He has tried to make himself look as dull as possible, when not in costume. And when in costume, I don't think there's good enough pictures of it, honestly, to be found by anyone on-line. But definitely leading towards something full-bodied, with a face mask or helmet, and in either black or very dark green, hard to tell, because the pictures aren't good enough. Yeah, and I guess that's all I've got.

**MADDY**

Amazing. Alright. And before we finish up with you, Pip, what playbook are you doing?

**PIP**

Oh yes, the protégé playbook is my favourite...

**LYDIA**

Playbook? Who has a playbook? We're all just humans...

**[Laughter]**

**PIP**

Should have gone with the "human playbook" like me.

**[Laughter]**

**LYDIA**

Walk around, be ordinary. That's what it says.

**MADDY**

And yes, Ahmed, last but not least. What is your character's name, and what playbook are you using?

**AHMED**

Alright. So, my character - his real name is Adeeb. And I am not going to add too much details because he's a Janus. So his real identity is a big deal to him. He has the power of fabric manipulation, so he can mind control anything that is made of fabric. His suit is just a black suit with white ribbons around his arms, and he wears two shawls. One as a turban over his head. A blue one, which is his iconic signature, and a red one around his shoulder, which he controls to use like a net or he uses the ribbons to either tie people, or maybe wrap them as a glove around his fist. He is 20/21. His moves are the mask, which allows him to switch... once per session to switch his saviour and mundane abilities or sorry labels, and mild mannered. So whenever I use my civilian identity to deceive trick, or slip passed someone, I can roll and try to use that as a civilian. And finally I will save you, which this has a high cost for defending someone. I am very cheerful and I am always just smiling and this is like... I look like someone who doesn't take anything seriously.

**MADDY**

And do you have important people in your life that you want to talk about now, or would you rather wait until later in the game?

**AHMED**

I will wait until later... like when we decide who knows what about what, from the group.

**MADDY**

Fair, fair. Alright.

**LYDIA**

I know about human things. I think we've established that...

**AHMED**

Yeah.

**[Laughter]**

**MADDY**

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Alright. I think now that we've met all the characters, it time to take a short break, and when we come back, we'll be determining whether any of our characters have met each other before the events of the game. So we'll be back in just two minutes.

**LOWRI**

I'm very excited.

**[Laughter]**

**MADDY**

Welcome back. Alright, we now have met our characters, Joseph, Morgan, Mini and Adeeb, and so... I would like to ask whether any of you think you may have met before. I feel like you're all from very different worlds. So it is very understandable if you haven't but maybe you just like bumped into each other in a coffee shop, one time, so Ahmed - do you think that Adeeb will have met any of these other characters before?

**AHMED**

I would expect like if any of them is studying engineering, 'cause I was probably studying something in engineering. Or somewhere in campus that is most likely because if I go into action and get into my uniform, someone from within my circle would notice... umm... this guy disappears every time the other guy shows up...

**PIP**

Real superman problems, yeah.

**LYDIA**

I work in a shoe shop, because - you know, ordinary human, so... not just been around campus, I'm afraid. Have you bought any shoes recently?

**AHMED**

OK, yeah. I would probably meet your character, because I buy... abnormally a lot of shoes for cosplay.

**LYDIA**

Cool. Awesome. Then yeah... and also we might have bonded over style. Because Mini dresses like... there's just quirks... to her style. Like general... I've

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written down a standard thing, like a big grey oversized sweater, worn as a dress, with a belt. And then like... you know the fish shaped soya sauce packets, you know one of them strung on a necklace... umm... and you know... it's just like a cool quirk to her, which is totally deliberate and she's probably kind of taken just commented on your cool style and the way that... you seem to always make fabric work for you. Like I can never make things fit like that. how are you doing it? That is so cool.

**[Group laughter].**

**PIP**

Yeah, I would probably... she would probably find out after a few times and seeing my... the things that I buy, become part of my outfit...

**LYDIA**

Yeah. That would actually be... that would be pretty cool. Like to... so Mini might not have told you yet, but Mini has like a bit... she's picking up on when people are moving matter around, in ways that might not be altogether human. She's totally human, but like - so the fact that your clothes always fit perfectly, and like the style is always on-point, 'cause - you know, why would you be able to manipulate fabric and get through some many clothes if you're not also like rocking them... so Mini's got an idea that something's going on... something's going on there!

**PIP**

This could also be a sort of... like if you're buying a lot of shoes... Ahmed, do you think your character has been like... I'm assuming he's quite a public superhero, he's like out there?

**AHMED**

OK. So he is not... he's been doing it a few times. He is not a famous/popular one. He's just - you know - he's there. And even his name - his superhero name, the Turban... he didn't choose that. It just - you know, because he's wearing a blue Turban... and that's what the press pointed out...

**PIP**

Is there a moment where Mini is watching some news report on something that Adeeb is... what is doing in superhero garb, and there's like... I sold those shoes...

**[Laughter]**

**LYDIA**

Yeah, yeah, yeah... yeah... absolutely, like... on the screen, Mini's like... I'm... there's something about that dude...

**AHMED**

Yeah, I bought the same shoe like three times, because I cannot manipulate leather.

**LYDIA**

Ah... interesting.

**EVERYONE**

Ah...

**LYDIA**

And I'm guessing one of the... Mini will be like slightly annoyed because she thought she was making a totally ordinary human friend.

**LOWRI**

Oh...

**LYDIA**

Argh... dang this one's a superhero... Well - I mean I'm not a superhero, obviously, but... like... argh... again swing and a miss...

**[Laughter]**

**LYDIA**

Gotta learn about ordinary human things. Yep, but no... Yeah, I think they get on, if that's OK with you. Like, they chat shoes, they chat fashion. They have a joke. She's actually created a buy five, get one free stamp, just for you...

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**LOWRI**

Oh...

**LYDIA**

Because who needs those for shoes

**AHMED**

I already bought three... so...

**LYDIA**

Yeah, yeah, yeah... you're nearly there, you're nearly there.

**AHMED**

The two are coming. I would assume like our friendship to the point that I would have taken you shopping once or twice.

**LYDIA**

Yes...

**AHMED**

And whenever like... we buy a lot of different things, and whenever I meet you, would probably put them together all wrong.

**LYDIA**

Yeah, like... you're just like... ah yeah, get these tights... and like I come out and they're a very stylish belt. Like I've plaited it together, and I'm like... look it's a cool belt. And you're like... OK...

**[Group Laughter]**

**AHMED**

I would assume that I probably have crossed paths with Zenith once or twice. Like... handling the same thing at the same time by coincidence.

**PIP**

Yeah, I think for any of us, probably... if anyone had crossed paths with him, out of costume... well he is unlikely to have engaged with you and you are unlikely to remember it happening. So I think yeah, probably would have been in costume, yeah. Absolutely, and not intentionally either like it would have been like one of those accidental by chance kind of... we both arrived to sort of bust the same drug ring, or whatever it is, that we're doing today.

**MADDY**

Nice. And Lowri, who do you think Morgan may have crossed paths with?

**LOWRI**

So, I've been sitting here thinking... I mean she's very purposefully been brought up quite isolated. And I was... I didn't want... at first I was like maybe I have bought shoes from Lyd, but actually... Pip you were saying... so Joseph does a lot of research right?

**PIP**

He does. Yeah.

**LOWRI**

I wonder if there's a way, that makes sense, that maybe Joseph knows my uncle, or has borrowed... because my uncle has a really extensive library...

**PIP**

Yeah...

**LOWRI**

And like research resources - and I wondered if there was something there?

**PIP**

I know, I'm immediately going back on something I just said, but that's how we do these things, we have a conversation...

**LOWRI**

Oh, well - what's it going back on?

**PIP**

Like you wouldn't have met him out of costume...

**LOWRI**

Well it can be Zenith ... if you want it to be Zenith, that makes perfect sense for me and my uncle. He's not a superhero, but he has superpowers.

**LYDIA**

Oh, OK. Umm... umm...

**LOWRI**

Hang on now... what are you saying about my uncle, human... back off!

**[Laughter]**

**LYDIA**

So I'm not very good at subtext, but I'm pretty sure that was some big...

**LOWRI**

No, no, no... sorry... I am going to clarify that - what I meant was... he's not act... I mean his power is seeing the future right. He doesn't turn up and save someone. He just has that ability.

**LYDIA**

Right, right.

**LOWRI**

Like he's not in a team or...

**LYDIA**

He just occasionally stops someone on the train and is just like... "don't get off at the next stop"... and he's like saves them, but they don't know - it's not jazzy.

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**LOWRI**

Do you know what, Lyd, yes he does, and I love it!

**LYDIA**

Oh OK. That's cool.

**AHMED**

He's like a consultant, for superheroes and stuff.

**[Laughter]**

**LOWRI**

But we live quite an isolated life, the two of us. So - the only thing that I can't quite square here is how Pip... or how Zenith would know to go to my uncle...

**LYDIA**

I think Pip and I know a character who would be able to have introduced them.

**LOWRI**

Awesome.

**PIP**

I like that. I think - yeah, it would have been less of a sort of... oh you've been personally introduced by this other character, that we're not talking about, and more like - I've gotten in touch with him and it's very much like a "how did you get this number" kind of situation.

**LYDIA**

Umm...

**PIP**

Just like... "oh OK, sure... come and have a look in my library I guess"

**LOWRI**

Yeah, I've got a few books on that topic.

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**[Laughter]**

**LOWRI**

Yeah, and I would have been there. You would have seen me like... I don't know. I would have been polite, but...

**PIP**

Yeah, I also would have been polite, but weird... and not taken the helmet off at any point.

**LOWRI**

That's fine.

**[Laughter]**

**MADDY**

Just reading a book, with a full helmet...

**[Laughter]**

**LYDIA**

I just have this vision of like... of this old library, where everything is kind of propped up and it smells musty leather... and you're there like dressed like you're out of Daft Punk.

**[Laughter]**

**LYDIA**

Just... people turning to look at you, but it's a library, so they don't say anything... they don't say anything in a library...

**PIP**

That's actually a really good pull for the look. It's like if one of the guys from Daft Punk was a ninja, that's basically a... Zenith's look.

**LOWRI**

Awesome.

**PIP**

Yeah, I think he would have come like outside of public hours...

**LOWRI**

Yeah. I mean - to be clear, it's not a public library. It's really weird that you... maybe I think... maybe we can establish there are a few people have... like through friends of friends/contacts, heard that oh maybe Owain, who is my uncle, has a tome or a book on this topic. He's really dedicated himself to his collection, and something you were interested in, and through this contact, that I don't know, put you in touch with my uncle. So maybe you visited a few times?

**PIP**

There is something nice maybe also potentially Maddy... also given that he's actually not an active "I wear a costume to go out" superhero, or he wasn't, but he's had this ability and I have... I assume been using it, to benefit people in some way, and kind of help however he can. There's a potential for him having known my contact...

**LYDIA**

Could we like establish that whenever you do studying montages, there is a thudding base line playing?

**LOWRI/PIP**

Yes.

**LOWRI**

Absolutely.

**MADDY**

Yeah, non-diegetic, but still very much there.

**PIP**

Yep, I like that.

**LYDIA**

[singing] - Reading faster, stronger, faster

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**LOWRI**

Actually... I'm sorry, Blodeuwedd, sorry Morgan, I think loves Daft Punk, and is playing it, and it is diegetic, it's actually she's playing it... and Zenith is trying to read...

**[Group Laughter]**

**LYDIA**

[singing] We're up all night, having fun!

**MADDY**

You're just like... there's like a little workout station in the library, because it's like your house... so...

**LOWRI**

That is for my workout too!

**PIP**

Amazing...

**LOWRI**

Right, making a note of that.

**[Laughter]**

**MADDY**

Yeah, because like in Buffy they work out in library all the time.

**PIP**

We've had like a couple of sort of awkward you know... I've shown up at 2:00am...

**LOWRI**

And I'm working out

**[Laughter]**

**PIP**

Yeah, you're working out, doing a vigorous 2:00am workout...

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**[Laughter]**

**PIP**

Yeah, and I've sort of come to look at some of the books and... you know, maybe it's... something like your father's been like he's...

**LOWRI**

He's my uncle, but...

**PIP**

Uncle, sorry.

**LOWRI**

It's OK.

**PIP**

Yeah. Maybe he's sort of... he's gone to bed, and you're there to... you know, let him in and... keep an eye on him.

**LOWRI**

Yeah, yeah. You're going to be up anyway...

**PIP**

You're going to be up working out anyway!

**LOWRI**

Yeah, cool.

**PIP**

2 till 3:00am every day...

**LOWRI**

**[Laughter]** Maybe I've brought you like a glass of water, with a straw in it, so you don't have to take your mask off, but you can...

**LYDIA**

**[Laughter]** Yes! Have you seen that like picture - I think they even showed it on Graham Norton, where like... Tom Holland was showing how he drinks coffee, while in the Spiderman suit. And there's a hole in... they pop out the eye... yeah, and there's a long... straw.

**LOWRI**

Oh my gosh...

**LYDIA**

You just have to imagine that like your Daft Punk helmet has a little like... you press an invisible kind of touch pad, and there's a like [sound effect] and it opens up and there's a tiny hole in the straw comes out...

**LOWRI**

Yes! Yes!

**PIP**

Yeah, if Morgan has at any point commented in the past that Zenith's helmet looks like the helmet from Daft Punk, the next time he has come back he's got a different helmet...

**LOWI**

Oh... **[laughter]**

**PIP**

Like just re-designed it, and come back with a different one.

**LOWRI**

Oh no... **[Laughter]**

**MADDY**

Do you think that there are any other cross overs of people meeting each other, or do you think that that's enough for now? I'm very happy to have more... more interconnectedness, if you want to have it?

CHAP Masks 0 – Character Building

**LYDIA**

It sounds like Morgan and Zenith are pretty isolated...

**PIP/LOWRI**

Yes.

**LYDIA**

If Mini has met Joseph Teller, she definitely hasn't made the connection, and... unless - if Morgan has come in to buy shoes, it doesn't sound like you come in so often that you...

**LOWRI**

Yeah...

**LYDIA**

... get your own special stamp card, and then go shopping together

**LOWRI**

No definitely... I was going to say, I reckon I've come in to buy a pair of boots from you. I was saying in the break, that I'd decided that Morgan is very buff...

**LYDIA**

Cool.

**LOWRI**

And dresses like Jessica Jones...

**LYDIA**

Yeah, yeah...

**LOWRI**

So has a little vest that will show her tattoos off. Black jeans and black boots, like biker boots. So presumably they last quite a long time, you know.

**LYDIA**

Yeah, yeah, yeah - so...that's not really the kind of shoe that we sell, as well.

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**LOWRI**

Oh...

**LYDIA**

We're just a very ordinary shoe shop. It's an extremely ordinary job.

**LOWRI**

It is.

**PIP**

I don't think they would have met, but I like to imagine that if Mini had met Joseph, in like civilian mode, that she would have been absolutely fascinated by him, because he is just...

**[Laughter]**

**PIP**

The most mundane human, human you could imagine.

**LYDIA**

... come tell me about it!

**AHMED**

Teach me master!

**PIP**

Oh, he's wearing jeans and a grey hoody!!!

**LYDIA**

Oh!

**PIP**

Oh my god!

**LYDIA**

Furiously making notes. This is going to be my next article... yes!

**[Laughter]**

**LOWRI**

I think... I reckon... I don't think Adeeb and Morgan have met. But I think... so your superhero persona is like public, right?

**PIP**

Yeah.

**LOWRI**

Albeit new. I think she will have... she would know who you are.

**AHMED**

Yeah. Look the Turban... on TV...

**LOWRI**

Yes, sorry, of course - that's what I meant. She's know the Turban. She'll know who the Turban is.

**LYDIA**

Do you wear the same Turban out and about? Like it sounded like you do just generally - or is it a quick-change scenario?

**AMHED**

I'm usually carrying a backpack with my main stuff. So I just switch it, and my backpack would have two different colours from inside and outside. So I just flip it outside out.

**LYDIA**

Ah... cool.

**LOWRI**

Very thoughtful...

**AHMED**

So it's black when I'm... because it's black, so it would match with my main clothes, the jeans and the shirt. But from when I flip it, so my normal clothes would have you know blue or red or...

**LYDIA**

I'm guessing because you do the fabric manipulation, that your quick change is proper quick change. Like it's like... [sound effect]. How did that happen? Incredible.

**AHMED**

The boots are the hardest part I need to [laughing unclear: 34:35]. I need to stop and put them on! Like jumping and trying to put them on and!

**LYDIA**

I like the idea that once Mini worked out that you're the Turban from the shoes, you've been kind of working together without expressly talking about being superheroes, but you've been like "do you know a quicker way to get shoes off and on?" And Mini's been like "oh you know that's... that's interesting"... but doesn't say that she knows roughly where like that might be an... And so you've been sketching out ideas on how to do better boot quick changes.

**LOWRI**

Yeah.

**PIP**

Perhaps this week, you might like to try a pair of Converse...

**[Group laughter]**

**PIP**

Wear some... you know... some Vans...

**LYDIA**

Yeah, just... have you tried non-leather shoes, that might help!

**LOWRI**

Yeah... hahaha!

**PIP**

Actually any shoe not made of leather. Rubber soles are going to be a problem, but... you can at least change the colour!

**LYDIA**

We've got you some of those socks with the toes!!

**PIP**

Toe socks... gross toe socks - yes.

**LOWRI**

Oh, please don't wear them!

**[Laughter]**

**PIP**

Don't ruin the cool character.

**MADDY**

Oh right... So it sounds like we've got a little web of connections here. I am also aware that on your character sheets that there is influence that you can give out to members of your team. Now I'm not sure if it's exactly going to work, because we're doing it slightly different from how the game intended, because you're meant to have all met before the game starts in the book as written. But for this, you are all meeting in the game. But if there's any influence that you want to give another character, then you can do that. So that basically gives mechanical benefits to someone else for rolls against them.

**LYDIA**

Mini thinks Adeeb is hecking cool, so you've definitely got influence over her.

**AHMED**

I would probably give to Zenith, as the [unclear: 36:26], because I... he seems to know exactly what he's doing, while I'm just winging it.

**PIP**

Sure.

**LYDIA**

But you make such cool fabric wings, like...

**[Laughter]**

**PIP**

I will... I think, this is maybe something that Morgan might know, but I'm going to give influence to Morgan, because I think Joseph personally, not that he would have expressed this, is fairly intimidated by her.

**LOWRI**

Oh...

**PIP**

She's up 2:00am working out...

**LOWRI**

Just so strong!

**PIP**

I don't fully... I was going to ask actually, does Morgan - superhero - does she go out and...

**LOWRI**

No.

**PIP**

OK... so... I like that. So I have no idea even if you have powers honestly, although I probably could find out.

CHAP Masks 0 – Character Building

**LOWRI**

She does disappear a lot through a door, at the end of the library, that you've never been through...

**PIP**

Right.

**LOWRI**

But then it's not that weird, because you've never been there. You know, not that you've never been there - you haven't been there very often, so it's not that weird.

**LYDIA**

It's not like a glowing portal, or anything that just goes [sound effect]

**LOWRI**

Like her eyes... no, no, no...

**LYDIA**

It's a human door.

**LOWRI**

I don't know what influence... I guess it would have to be...

**MADDY**

You absolutely don't have to give influence to anybody, if you don't think it would make sense, for the narrative.

**LOWRI**

Can you... so what's this... what is this going to do?

**LYDIA**

What am I signing?!

**[Laughter]**

**LYDIA**

[Unclear: 37:49] Contract?

**MADDY**

When someone has influence over you, it means you care about what they do, say or think, and at any time you can give influence to any character, who doesn't have influence over you. And adults automatically have influence over you when you first meet them. When you have influence over someone, you can take +1 to all moves targeting them, including rejecting their influence. And to take advantage of your influence over someone, you can give them a -2 on a move they just made, inflict a condition on them or take an additional +1 to a move targeting them, and there are more rules about it, but...

**LOWRI**

Oh, so that's like a negative thing?

**MADDY**

Yeah, you can make your rolls better or make their rolls worse.

**LOWRI**

Ah... and so Pip, were you suggesting that Zenith had influence on Morgan... or Morgan had...

**PIP**

No. Other way around. It was like...

**LOWRI**

Oh got you... so sorry...

**PIP**

Yeah, yeah, yeah. If you were attempting to make moves... use any moves against me, you would have...

**LOWRI**

Gotcha...

**PIP**

Or like, you know, any other ones that are like assess a person, or find out more, you would have a bonus on that yeah. Against me personally.

**LOWRI**

I'm very happy with that then, yeah, that makes sense to me.

**MADDY**

So yeah, just before we finish up, I'll just go over some of the basic mechanics. Partly, for me, to make sure they're in my brain, and partly for the audience too so they've got an idea of how the game works. So for every roll you use two six sided dice, and add the label required by the move that you're using. So labels are your stats in this game. And the labels are - danger, freak, saviour, superior or mundane. And they kind of represent how you see yourself, and they can change throughout the game. You can... I think at any time you can move one label up, and one label down. So it's like kind of balancing it out. And when you roll your two six-sided dice, and add your stat on a six or lower, you fail. On a seven to nine it's a mixed success and on a ten or higher it's a success. And also if you fail a roll, even though you haven't managed to do that particular action, you mark potential, and when you have five potentials, when you've failed a roll five times, then you can take an advance, and basically level up your character a little bit.

**PIP**

We fail forwards...

**MADDY**

Yeah... and, there's also a mechanic called team, where it's basically a pool of resource that you can use as a group. And so at the start of every session, there's one team in the pool, and whenever you enter a battle against a dangerous foe, you add two, and depending on whether certain conditions are met at this point, you can add and remove team from the pool at the point as well. So it's basically like, the leader of the team has specific things that they can do with team as well. So depending on how the group dynamics work, you can kind of figure out who's the leader at the moment. Or if there's no leader, we can also figure that out. And you can also use team selfishly. So you can remove a team from the pool to like benefit yourself, and not anyone else.

## CHAP Masks 0 – Character Building

And then you also have conditions, when a move tells you to mark a condition, you can choose from afraid, angry, guilty, hopeless or insecure. And each of those gives you a penalty to one of your basic moves. So these are the moves that any character can use and if you are asked to mark a condition and have no more conditions to mark, then you are taken out. You are either unconscious or you've run away. So, there's no dying per se, unless it's incredibly narratively necessary, but in most cases, it is just like, nah... this fight is not going well.

**PIP**

So the conditions are hit points, effectively?

**MADDY**

Yeah, effectively they're your hit points.

**PIP**

Cool.

**MADDY**

And to clear a condition, you have to take a specific action, depending on which condition it is, so if you're angry, then you need to hurt someone, or break something important... or someone else can clear a condition for you, by using like comforting and supporting moves. Or when you defend someone, you can clear a condition as well. So doing nice things for other people or having someone do something nice for you helps. Yeah, I think those are the main mechanics of the game and that comes to the end of our little character-building episode. So thank you so much for listening, and I hope you're as excited to meet our wonderful player characters as I am.

**LYDIA**

Just an ordinary human. Like no wonders whatsoever!

**[Laughter]**

**LYDIA**

Super normal...

## CHAP Masks 0 – Character Building

**MADDY**

Yep, just so many humans, doing such human things.

**LYDIA**

Yeah.

**MADDY**

And I would now like to ask our wonderful players, where we can find them on the Internet and if you have anything to plug. And I would like to start with Lydia please.

**LYDIA**

Oh cool. I am Lydia. You can find me on Twitter @LydNicholas. You can watch my chickens be live-streamed at twitch.tv/urbanhooks. You can even feed them, via a Lego connected contraption.

**LOWRI**

What!

**LYDIA**

Yeah... I know, it's getting cooler. And you know, I do other ordinary human things.

**[Laughter]**

**LOWRI**

That's amazing.

**MADDY**

Excellent! Alright Ahmed, where can we find you on the Internet.

**AHMED**

You would find me almost everywhere @mr\_aljabry. I am usually on Twitter, but you'll find me on.... Everywhere. I do cultural consulting, I write adventures, usually for Dungeons and Dragons. Yeah, that's me.

**MADDY**

Incredible. And Lowri, how about you?

**LOWRI**

You'll find me on @LowriTweets which I am starting to Tweet a bit more. So I am now earning my name, on Twitter. And I guess in other places I'm in Rusty Quill - Enthusiasm - give a little plug for our very lovely happy chat show. And yeah that's it.

**MADDY**

Sweet, alright. And Pip?

**PIP**

Yes, you can find me on Twitter @Pip\_Gladwin. And I haven't given enough thought to when this is going out, so I don't know what I'll be in, that's coming out around the time that this is coming out...

**[Laughter]**

**PIP**

I'll be in something on... RPG: Realms of Power and Glory, check me out on there. And on Twitter and yep finished now...

**[Laughter]**

**MADDY**

Alright. You can find me on Twitter @maddy\_abstract, where there are links to all the various things that I do and we hope to see you next time on Chapter and Multiverse but until then, from all of us here, in the space between worlds, goodbye...

**EVERYONE**

Goodbye.

**[Show Theme - Outro]**

### **THE ETERNAL TAVERN KEEPER**

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