THE MASK®

JUMPCHAIN CYOA



Have you ever wondered what would happen if Toonforce was real? What it would look like if a man was able to whip a battleaxe out of thin air on a whim, or take a shotgun to the chest with nothing but a sarcastic comment? What kind of battle would go down if the police tried to fight such a force? Doug Mahnke and John Arcudi did. And what they imagined was definitely not your average Looney Tunes cartoon.

The Mask is primarily set in Edge City, where the titular Mask first appears in the modern day in an antiques shop. Picked up by Stanley Ipkiss, it quickly moves from host to host as seemingly every character gets a turn as the infamous Big Headed Killer, leaving body after bloody body in their wake. At first only worrying about being hunted by Lieutenant Kellaway and his partner, soon the seemingly unstoppable Mafia enforcer Walter took notice of the artifact, a man with enough raw physical might to rival even Big Head's reality-warping antics.

The Mask would go on to have many spinoff series, including with other Dark Horse characters and later the DC universe, spreading violence and mayhem all the way. It also led the way into an entire franchise in the 90s and early 00s, including movies, a TV cartoon, and even action figures, a franchise that was popular enough to be fondly remembered today even before the original comic.

Except the second movie. We don't talk about that one.

Anyway, take these 1000 Choice Points. You're gonna need them if you don't want to be some nameless machine gun fodder getting blown away in chapter one.

Perks and items are discounted to their origins. 100 CP discounted is free.

Origins
Roll 2d8+20 for your age, unless you take Drop-In. You can stay the same sex or pay 50 CP to change.

Drop-In
It's the drop in origin. You know what this is.

Detective
You work the streets in your starting city. It's a tough job, but that's just the way you like it. You've got years of experience in law enforcement and have more leeway in what you can get away with. Of course, you've also got the chief breathing down your neck half the time, but hey. At least you don't have to deal with the Rapaz case. That's Kellaway's problem.

Gangster
You're involved with one of the three major gangs of Edge City. Don Mozzo, Giuseppe Pescado, and Mr. Yung are ruthless employers, but they run a tight ship and the pay is nothing to scoff at. Just make sure you aren't at any of the hideouts when Big Head wipes out all the

competition. Wouldn't want your chain to end to a guy like Nunzio, capiche? You can be a part of a different gang if you start in another city.

Civilian
You're a normal guy, just an average joe, nobody special. You pay your taxes one leg at a time, just like everybody else. And if an ancient magical artifact falls into your lap? Who are you to say no to using and abusing it for all it's worth?

Location

Edge City is the primary location of The Mask franchise. It's where the original comic, The Mask Returns, The Mask Strikes Back, both movies, and the animated series all take place. It's rife with crime, and will soon be known as the hometown of the Big Headed Killer. Alternatively you can start in Sky City, the locale of The Hunt for Green October.

If the Crossover/Mask drawback is taken you can start in Steel Harbor, Arcadia, or Golden City.
If the Starring Jim Carrey drawback is taken you can start in Fringe City.

General Perks

1000 The Power of Loki
Your heritage isn't entirely...*human*. One of your parents was wearing the Mask when you were conceived. Normally the Mask never confers any permanent effects beyond all the corpses, but in your case some of it's magic has been passed down to you. It's power is now inherent to you, allowing you to use it's reality-warping properties with no need for the original item. It isn't easy to use them lethally, but it can be done if you force it. Think of it like taking the safety off. The powers can be turned on and off at will, and don't influence your personality.

Drop-In Perks

100 Cut To The Chase
Sometimes the Mask takes it's time to transform its wearer, slowly spreading over their head and melding to their face as the mask's features warp and come alive. Other times it happens in an instant, quick enough for the supernatural resilience to protect them from incoming bullets or explosions. You can skip past transformation sequences regardless of dramatic tension or necessity, switching from one state to another in the blink of an eye. This doesn't let you skip any incantations or charge times your transformations might need, but you can shave off any extraneous time.

300 My, What A Big Head You Have
Sure, the Mask is an incredibly powerful force of violence and destruction, but it's so...ehhh. Do you really want to be stuck with a bulbous green head with eyes the size of dinner plates in order to use it's power? Maybe, but if not then there's this. Control the appearance and

cosmetics of any transformation you have access to, roughly within the bounds of the original. You could have a giant pumpkin head instead, or something 'drawn' in a different artistic style than the extreme caricature the Mask normally uses. However, this is still a transformation. It'll still be obvious you're not yourself.

600 Maskbearer
You wear the Mask, not the other way around. You won't lose yourself to the high, nor will it corrupt you into becoming a bloodthirsty monster the way it almost did to Detective Kellaway. Items of power that you use are unable to negatively affect you while you're wearing or wielding them. You'll still see the increase in confidence and stream-of-consciousness creativity, but you won't go jamming a lit stick of dynamite into your friend's mouth.

Detective Perks

100 Gallows Humor
You're gonna need a way to blow off steam if you're thinking of chasing Big Head. Seeing mutilated bodies stuffed with engine parts and taking fire from a lunatic who just pulled a minigun out of thin air are bound to cause some work-related stress, but you can take it better than most. Cracking some dark jokes would help, but if you don't want to break the mood you can just silently endure. After all, if you didn't have an iron stomach and nerves of steel you wouldn't be an Edge City cop, would you?

300 Ocular Patdown
Years of experience investigating crime scenes and interrogating suspects have gifted you with a sharp eye and sharper wit. You rarely miss a detail, especially when you're on the job and your guard is up. You'd see the old lady with the tell-tale beer can before you got too close to dive behind cover, and you won't let your suspect get into an ambulance with the EMT who wasn't there when the ambulance arrived.

600 Missed Your Vitals By This Much
You live a dangerous life, and you're bound to take a few hits here and there. But you're a lucky fellow, aren't you? When you get in a firefight you don't take nearly as many bullets as you should, and when you do they never hit anything too important. As long as you get to the hospital before you bleed out you'll be fine, even if a trained hitman shot you multiple times execution style from point-blank range. This doesn't just apply to gunshot wounds either. Take more punches than you should be able to handle, the blows glancing off instead of landing, make it out of a bad crash with only a few broken bones instead of the steering wheel through your chest, get blown back by explosions instead of getting blown apart...basically you're one lucky sonuva bitch. If you plan on chasing Big Head, you'll be needing something like this to even the playing field. Doesn't much matter how many guns and explosives he draws when you're ducking around all his shots.

Gangster Perks

100 Made Man
You're a triggerman, made man, one of the boss' enforcers. You take care of the dirty work and oversee some of the more...*private* business ventures your group undertakes. Handling firearms, concealing weapons, intimidating witnesses, disposing of a body, you've got the job down pat.

300 I'm on Vacation, Baby
You take a lot of vacations. Which is good, and not because of how relaxing they are. Well, that *is* nice, but it isn't the main benefit of this perk. You have uncanny timing for leaving town, getting yourself out of the way more often than not when danger knocking. Whether it's dodging heat from the police or surviving Big Head's latest antics, a sunny beach is always the way to go.

600 Mountain Man
You're a veritable wall of muscle, far stronger and tougher than a human has any right to be. You stand over eight feet tall and half as wide, and the only one who could match you physically would be Walter himself. You're strong enough to flatten a man's skull with your bare hands or throw a fully grown adult into a car with enough force to crush it, and durable enough to take numerous gunshot wounds or fall several stories and shatter the sidewalk, walking away none the worse for wear. This doesn't mean you're clumsy or oafish though. On the contrary, it wouldn't be impossible for you to dodge automatic gunfire or flamethrowers with little to no warning. You could fight Big Head to a standstill even without any supernatural powers of your own.

Civilian Perks

100 Junkie
Thanks to a *very* unhealthy lifestyle your body has developed a frankly ridiculous tolerance for narcotics. You pretty much can't overdose on drugs, no matter how many you take. Shoot up enough to drop a horse? You'll be tripping for a good while but you'll come out the other end all right.

300 Black Widow/Ladykiller
You're a 10/10, drop dead gorgeous. It'd be a cinch to seduce most people, making them more compliant or tricking them into dropping their guard. This doesn't just apply to humans, but anyone with at least a vaguely human mentality. Some superpowered lunatic completely off his rocker would be just as easy to wrap around your finger as the lonely loser he used to be.

600 Shadowlander
You're a native of the Shadowlands, giving you access to a wide variety of magic powers. Two, to be exact. You can become as light as a shadow, taking to the skies and carrying others

around with you as you fly, and your shadow is now a living being unto itself. It can leave your feet to fly across the ground and walls, hunting for other shadows to absorb. It surrounds it's victim and steals away their shadows, before flying away and leaving them freezing cold and rapidly aging. In doing this you can stay eternally young, stealing their youth for yourself. Your shadow can leave the surface it's on to enter the physical world, interact with the real world to do your bidding or remain as intangible as...well, as a shadow, and listen out for your commands. If you want to return someone's shadow and youth all you have to do is reach inside yours and pull it back out. You can import a companion as your shadow.

General Items

50 Merch
Posters, action figures, costumes, all that junk, and it sells no matter how dangerous and destructive you are. At least, it will. Once you make an impact on this world, and in future worlds, people will start producing merchandise based off of you, your companions, and your adventures. You'll receive a box of the stuff monthly, no charge.

50 Serial Adaptation
A series of movies, cartoons, video games, or another form of media based on some of your past adventures. The writers weren't too concerned with historical accuracy, especially regarding any particularly violent parts, but boy do they know how to make a hit. It's guaranteed to be well produced, and you won't need to worry about sequel decay. You can decide what exactly you want them to adapt or leave it up to the writers.

800 The Mask
The one you've all been waiting for, the one, the only (unless you buy the other version too), the Mask! Most of the time it rests in the form of a green stone-like mask inset with red eyes, shaped like a human face. It's true power becomes apparent when worn, extending back to cover the entire head and transforming it into a cartoonish exaggeration of the face, with green skin and enormous eyes and teeth. This transformation gives the wearer access to incredible powers based on animated cartoons, commonly known as Toonforce. You can pull all manner of weapons out of hammerspace, switch costumes in the blink of an eye, and freely manhandle and assault normal people. However, the Mask does come with a will of its own, being driven to be worn and cause chaos, and it would take an incredibly strong will to both avoid succumbing to it's madness and to resist it's call again after you take it off. It doesn't pull you towards destruction and violence specifically per se, rather it exacerbates what's already there. For example, children and teenagers are much less lethal with it than adults, instead using it to become a musician or a superhero.

It doesn't exactly rely on the user making things funny, it won't suddenly fail and has had plenty of unfunny and dramatic moments, but it can come off like that sometimes. You can have a hole blasted into your torso by one shotgun but take twenty without a scratch, and in both cases there won't be a mark on you once the injury stops being novel, wearing off like the cosmetic

damage it really is. In the same way you could stop a car in its tracks if you do it in a creative enough way, like smashing the front with a battleaxe, but can't leverage equal strength to simply tear people apart or knock down a brick wall with your bare hands. That'd just be boring.

A list of feats from the comics can be found in the Notes section below for reference. Hammerspace objects aren't permanent.

800 The Mask of Loki
The Mask shown in the movies, this one created by the Norse God of Mischief, Loki. For the most part it has the same properties as the original Mask, but without the violent bent to it. It's almost impossible to get this thing to kill anyone. It also doesn't work during the day, as Loki is also a night god in this world. However, this Mask has no chaotic will of its own, making it far easier to use. Instead of unleashing the wearer's dark side it merely gives them a huge boost to their confidence and capabilities, releasing their inner feelings like unrequited love. For an extra 200 CP it can be the version from the animated series that has no limitations on time of day.

Drop-In Items

100 Inconspicuous Clothes
Something about this set of clothing is just so forgettable. People tend to overlook you more easily when you're wearing these, passing you off as just another face in the crowd. They can be whatever design and type of clothes you want, although something unique and easily recognizable would probably ruin the effect. Remember, the whole idea is to blend in.

300 Nice Kitty
A lion with solid gold teeth, similar to the one living in the Edge City Zoo. It's trained not to eat your or your companions, and not to wander out of the Warehouse or other properties unless you let it. Surprisingly affectionate (to you) as long as you keep it fed, and it'll keep your things safe from anybody trying to sneak in.

600 Niðavellir Forge
A crafting station that looks to be a blend of ancient Scandanavian design and modern machinist's equipment, but with an otherworldly feel to it. The labels and documents are perfectly legible even if you don't speak the Old Norse they're written in, and you can *feel* the energy thrumming through the walls. You could make all sorts of items here, from tools to weapons to armor. Maybe even a mask or two? But this isn't just a normal workshop. Oh no, it's much more than meets the eye. You can imbue items crafted here with any spells or magical powers you might have. If you already have a crafting station(s), then you can import it here to combine them.

Detective Items

100 Bottle of Bullets
Three bullets pulled out of your back after you barely survived an attempt on your life. Seeing them reminds you of your own fragile mortality, and wards you away from taking unnecessary risks. Or you just like them as souvenirs if you still want to live on the edge.

300 Secure Desk
A wooden desk that by all appearances is perfectly ordinary, the kind you'd pick up in any furniture store. But the real purpose becomes apparent when you lock something in the drawers. It only has one key, and without that key there's absolutely no way to get in. And don't think you can just cut the lock out, either. The whole thing is indestructible. Walter couldn't crack it open, and Big Head couldn't get past the lock with everything he's got in hammerspace, not in a million years.

600 Edge City Police Department
You're the Chief of Police in your starting city. Quite the promotion, huh? You're in charge of which cases get priority, who does what, and where they do it. Clean up your city one dealer at a time, or let it fall into chaos in order to take advantage of any underworld connections you might have. The mayor loves you though, you're real pals, so he won't replace you unless some loose cannon cop comes up with proof you've been abusing your position. Follows you to future jumps.

Gangster Items

100 Front Business
An ethnic restaurant that acts as a front for money laundering and a meeting place for your men after-hours. The local law enforcement don't know about its more shady purposes, although the other gangs do. Follows you to future jumps and supplies you with a decent income.

300 Fake Mask
A mask identical to either the Mask or the Mask of Loki (or yourself if you take On the Other Side). When worn, it constricts and crushes the skull of whoever put it on. You can always tell the difference yourself. In future jumps it takes on the appearance of a rare and desirable local headwear.

600 Mafia
You aren't one of the common rabble. You're the head of the Family, or maybe just a particularly efficient businessman. You run one of the major crime organizations in your city, and enjoy a much more luxurious lifestyle than most others could ever afford. You have your entire gang at your disposal, although you question the intelligence of some of your men. Or lack thereof. Still, they're loyal, and are able to run your various illicit activities without the police finding out. While this doesn't have the raw battlefield potential of the Mask, it certainly

outclasses it in its ability to control a city's underworld, not to mention to make you a *very* rich man. Follows you to future jumps.

Civilian Items

100 Seductive Dress
A dress or suit that really brings out the best in your appearance. Despite it being form-fitting it's easy to hide weapons underneath, smuggling them into places everyone would expect you to be unarmed. Like, say, a bedroom.

300 Spy Equipment
Specialized equipment designed to get you into a modern bank with none the wiser. A purse or suitcase with a hidden, high-rez camera, and a TV and VCR to get down the map of anywhere you need to scope out. Guard positions, security cameras, possible entries and exits, and most importantly where the money is kept.

600 Sister Mask
Supposedly the other half of the 'Brother' Mask, it gives full control over the wild personality the Mask releases when the two are worn together. In reality though, it's merely a fake created by Pretorius to control the Mask's powers for his own dastardly ends. This one works without needing another Mask on top of it, just put it on someone's face and you'll be able to puppet their body with the packaged remote control. Just like a video game. However, they won't get any special powers (besides being unable to remove this themselves, if you can call that a power) unless they've got a real Mask on-hand to use with it.

Companions
If you buy a companion you'll start off friends with them, and they'll be in a position where they want to come with you. If you're dropping in then you'll meet them soon after the jump starts and get along just as well.

100+ Companion Import
Bring in up to eight of your companions to watch your back. 100 for one, 200 for three, or 400 for eight. They each get a background and 600 CP to spend on anything other than more companions.

100 Stanley Ipkiss
Ok but why though? Alright, if you really want him. Stanley was the first one to wear the Mask, even if he didn't have it for very long. He used it to enact petty revenge on people who he'd felt had wronged him, even murdering someone who'd merely embarrassed him years and years ago. He then massacred a bunch of police officers before getting ambushed and killed by his former girlfriend, Kathy. If you take the movie canon you can companion the infinitely more likable movie Stanley.

200 Kathy
Stanley's girlfriend, at least before she kicked him out, she's the second protagonist alongside Lt. Kellaway during the original run of the comic. For the most part she just wants a normal life free of the Mask's insanity, so she might not be the ideal companion for a jumper. Still, she's not above getting her hands dirty when the need arises, and can handle herself in a pinch.

200 Lt. Mitch Kellaway
Lt. Kellaway is the most commonly recurring character in the series, making regular appearances throughout the comics, the movie, and the animated series. Despite this he's rarely worn the Mask, more commonly seen trying to recover the object from it's latest victim before it destroys their life. Although he plays an antagonistic role in the movie and the show, in the comics he's a talented and reliable detective, if a bit hot-headed.

200 Dog
A cute little dog. Can be any breed, so maybe not so little. He's remarkably intelligent, and seems to understand what you're saying better than other dogs. He's quite the brave little trooper, too, able and willing to run through gunfire and swipe a set of keys off a cop if you need him too. If you're captured he'll sniff you out and try to get you free.

400 CP Walter
For some reason, Walter's decided to come with you. Maybe he's still searching for what the Mask couldn't give him? Well, either way he'll fight for you. The man's tough enough to eat a bullet or two and keep going, and could flip a car if he felt like it. He won't talk, and he does have that unnerving habit of slicing his own skin apart, but he'll watch your back.

800 CP Norse God
A god or goddess of the Norse pantheon. Loki, Odin, Freya, or any of the others. Their exact supernatural powers depend on who they are. Loki has powers identical to his Mask, while Thor would have more of a lightning and raw strength thing going on. Whichever one you pick, they're about as capable as Big Head or Walter in a fight, but the power is innate to their very being, allowing them a bit more freedom and permanency in what they can do. They're also capable of various other magical feats as a living god, such as moving through storms in a kind of teleportation or cursing mortals.

Drawbacks
If there's one thing this story's shown, it's that power always has a price. You can receive up to 600 more CP from drawbacks.

+0 Starring Jim Carrey
Instead of the comics canon, you can visit the movie or animated series verse. It's much more lighthearted but has a slightly smaller cast thanks to the need to fit the medium. Say hi to Cuban Pete for me.

+0 Jumpchain: The Animated Series (requires Starring Jim Carrey)
Adds the 1995 cartoon to your jump. Stanley takes the role of a superhero in Edge City, using the Mask to combat a number of colorful villains. Primary among them is the mad scientist Pretorius, the Mask's arch-nemesis. Milo and Peggy return from the movie, the latter being a much better friend to Stanley in this version.

+0 Crossover/Mask
This is if you want to get involved with the Mask crossover comics, like when Big Head met the other Dark Horse characters or the Mask was stolen by Lobo.

+100 Terrible Sequel
Why does this exist? Who would make this? *Why?* Everything is just so badly acted, animated, and written...and now you're gonna have to live through the worst of it. Expect the entire jump to be about as good as Son of the Mask, and that's at the best of times.

+100 Addictive (requires The Mask or the Mask of Loki, can't be taken with A Pointless Task)
Don't you just love it? The thrill, the high, the exhilaration? Feeling it flow across your skin and burn away all your worries and fears, leaving you with all the power in the world? Letting you take out your frustration and anger on this pointlessly cruel world with no repercussions? Suffice to say you have a bit of a problem here. You just can't stop using the Mask. Even if you're shielded from the negative side effects you'll be drawing a lot of attention to yourself, and won't have the clarity of mind not to use it when it'd be better to lay low.

+100 Dork
And not the cute kind either. You're an awkward loser with, well, not the best social skills. Nothing major, you can still make friends and get dates, but it'll take some work. When they look up 'smooth' in the dictionary, your picture is the last thing anyone would expect to see. Hope you've got the looks to make up for it.

+200 Strong and Silent Type
You can't talk. Well, you can't communicate at all really. So no sign language or writing down notes. You can't even point or gesture or anything. The most you can do is just kinda stare at the people talking to you, maybe shove them out of the way if you need to pass by them. The people who know you can probably guess at your intentions, especially after you start doing something, but you can pretty much give up on any coordination from your end.

+200 I Don't Pay You To Think
You're a complete idiot. And I don't mean you're kinda sorta unintelligent, I mean you would take a sarcastic comment as completely serious and try to be discreet about shooting up a packed restaurant, *in the middle of the lunch rush*. Might want to make sure you have the power to get yourself out of your own messes, or some reliable companions with the patience of a saint.

+200 A Pointless Task (can't be taken with Addictive)
You *really* want the Mask. It's your number one goal here, regardless of any other plans, and you'll do anything to get it. And it won't be easy either. Regardless of any powers or such you're coming in with, it'll be a slog just to catch up with whichever Big Head happens to have it at any one time, and a hell of a fight to take it from them. Sure, you might get lucky and have it handed to you willingly, but who would give up something so precious just like that? And if you do manage it? Well, it'll just fall off your face. It doesn't work for you, period. If you bought one of your own you'll still be looking for the canon Mask.

+300 Playing Keep-Away
You're being hunted relentlessly by either Walter, Big Head, or multiple groups of mercenaries. Walter and Big Head won't stop hunting you down and trying to kill you, and they'll survive anything you can throw at them. The mercenaries believe you're hiding the Mask from them, whether you are or not, and will kill anyone standing in their way and some who aren't to get it. They're well-equipped and cunning enough to give even Big Head a solid fight, and while you can kill them more will keep showing up.

+300 Petty Misanthrope
Wow, aren't you a grade-A scumbag? When you first got a taste of power it went straight to your head, do not pass Go, do not collect $200. Not to mention all the murder. You'll start out killing people who've wronged you, like a biker gang that beat you up, then move on to more general targets like restaurants and celebrities you happen to dislike. And that guy you think might've given you a funny look on the street? Better hope he didn't have any family.

+300 Butterfingers (requires The Mask or The Mask of Loki)
You keep losing your mask, and other people keep finding it before you do and using it to wreak havoc. Not all of them are violent maniacs, but some of those that are really take 'violent maniac' to a whole new level. Let's just hope two Big Heads never meet.

+600 On the Other Side
Well. You've certainly done it now. You've up and gotten yourself turned into a mask. The only way you can do anything now is if someone puts you on, transforming their body into yours (powers and perks and all) and letting you fight them for control. Or take a more subtle, manipulative approach. Your choice. The longer you're worn, the easier this will be, as your personality and sense of self reasserts itself. On the other hand, if you get yourself thrown into a closet and forgotten about, or locked up in a high-security vault, your identity will begin to degrade into nothing more than an inanimate mask holding onto your old abilities. It should go without saying that this will cause you to fail your chain, although you'll be restored before being sent home. You'll be guaranteed people will wear you early on, to get you started, but after that it's up to you. Oh, don't make that face. Look on the bright side. If you survive you get to keep your mask self as an alt-form. Companions and followers can't wear you.

Ending

Stay
Stay here. Your chain ends.

Go Home
Go back to the world you first came from. Your chain ends.

Move On
Keep on jumping.

Notes

What can the Mask do?

- MASSIVE confidence boost
- Puts your darker, violent desires at the front
- Hammerspace works on instinct, even when you're in control. Thing's it's pulled out:
    - Uzi
    - Lamp
    - Bazooka
    - Glaive
    - Grenade
    - Battleaxe
    - Flamethrower
    - Tommy gun
    - Jackhammer
    - Stick of dynamite
    - Horse, suit of armor, and repeating crossbow
    - A huge gun with straps of ammo
    - Motorcycle
    - Monster truck
    - A stampede of random animals and monsters
    - etc
- Changes your voice when worn
- Can talk to you when held, with the Mask voice
- Talks to Stanley right before he takes it off, he replies in his own voice with it still on
- Talks to Kathy from inside her purse
- Mask voice doesn't sound human
- Move itself to a location where it'll be found
- Change wearer's clothes to a more eye-bleeding design, like making military camo bright purple, but not always

- “Were I in my right mind, I’d wonder about this. As it is, I don’t even think I’m in my right head.”
- Doesn’t feel any pain
- You can forget to not be hurt
- Limitless energy, extremely hyperactive
- Hurt by punching a lightpost, bleeding and flattened/tire track face after being run over
- Wear fake skin as a perfect disguise, even changing the size of his head and his height
- Break a bat over a guy’s head
- Survive a hole the size of his head through his chest
- Overuse can change your behavior to make you an aggressive asshole
- Get a huge muffler into a guy’s head, cartoonishly stretching the skin, without ripping it
- Show it’s ‘active’ face and stick it’s tongue out at people when unworn
- Takes a bullet through the head
- Popping out from behind different objects and panels when people are looking for him
- Thrown off a building (6+ stories) and torn apart by over a dozen cops shooting him with shotguns, survived
- Skreech to a stop with his heels in freefall
- 2-shots a cop during a car chase by watching the side mirror reflection, having seen it done in a movie before
- Misses three shots of a guy right in front of him
- Blood spatter can go outside the panels
- Heals any pre-existing injuries when worn
- Hides inside a car engine
- Make a working tommy gun like a balloon animal
- Swing a guy around by his hair
- Appear around a corner in front of someone after he’d left him behind
- Bake a cake in a few seconds, a minute tops
- Predicted a mobster was on the other side of a door before it opened
- Takes two shotguns through the chest at almost point blank, there’s almost nothing left of his torso and he isn’t bothered at all
- Sarcastically talks to the readers when the thing he’s looking for is obvious on-panel and he misses it at first
- Takes fire from a wall of handguns, rifles, shotguns, and rocket launchers without a scratch, just some fire on his arm and a wilted cigarette
- Swings a battleaxe straight through a speeding car’s engine block, stopping it dead
- Screws with Kellaway’s mind so he attacks the Commissioner and almost murders his friend and partner before he realizes what he’s doing
- Drives fast enough to leave fire trails and blow cars and signposts around with the wind
- Survives a huge explosion and is only charred
- Does the bulging-eyes-hearts thing when he sees Kathy in a dress
- Hit a baseball hard enough to knock over half a dozen men
- Rips off a three-piece suit like it’s a tear-off
- Don’t need to sleep while it’s on, Nunzio went a week straight without resting

- Puts his decapitated head back on
- Power tools can't even scratch the inactive mask form
- Casually lifts a guy and crushes his arm with one hand
- Can get tired and be ineffectual, runs on toonforce instead of a consistent power level
- Had her neck stretched the length of a forearm when Walter tried to forcibly remove the mask
- His heartbeat stops when he accidentally knocks himself out with a giant mace, then he swallows a wind-up monkey toy as if that's what he uses for a heart instead
- Lets himself get yelled at by a cop when a teenager wears it instead of murdering him, influences the wearer but doesn't make people with zero violent tendencies turn violent
- Makes his fingerprints look like old horror movie monsters' faces
- Blows up a room of officers without killing them, leaving them covered in ash
- Dives into a puddle to escape, comes out of a toilet at Archie's apartment
- Mask-vision looks like LSD

Your basic Toonforce, with a violent, gory bent. "This only makes nightmares come true." Very powerful but almost impossible to control, and consistently inconsistent regarding the details.

Walter's feats

- Survive two bullets through the abdomen only a little worse for wear
- Throw a man one-handed across the street, hard enough to half knock over a truck
- Punch a guy through the air and through a light post
- Survive being electrocuted with the same light post, enough to see the skeleton
- Flatten a man's skull with his bare hand
- Intimidated an entire prison to watch themselves around him
- Break's a guy's arm just by swatting him
- Survives being hit by a car (moving fast enough to plow through warehouse doors), through barrels of burning chemicals, and thrown into the water. Survived, but was in the hospital for a month
- Agile enough to dodge Big Head's automatic guns and flamethrowers even with no warning
- Fell forty feet, shattered the concrete sidewalk, and walked it off

Gangs

Don Cesare Mozzo
-Most involved in the early story, went to Miami during The Mask Returns. Came back to get Walter to take out Big-Head.

Guiseppe Pescado
-Him and his whole gang were killed when Big-Head crashed his youngest daughter's wedding.

Mr. Yung
-Killed, along with his highest ranking men, by Big-Head at his restaurant Empire Hunan.

Eugene Pescado (of Philadelphia)
-Brought his gang to Edge City to get revenge on Big-Head. Didn't work.

Jump made by 