

DRAGONKIN

Breath Weapon: When you Flashily Attack and hit with your breath weapon, you may add 1 stress to the result or deal 1 stress to an adjacent target.

CAREFUL
+ CLEVER
+ FLASHY
FORCEFUL
+ QUICK
SNEAKY

CLOCKWORK

Replacement Parts: After a fight has concluded, you may permanently reduce the length of your stress track by 1 to immediately clear all consequences.

CAREFUL
+ CLEVER
+ FLASHY
+ FORCEFUL
QUICK
SNEAKY

DWARF

Dwarven Mettle: Twice per session, you may gain +4 on a single attack against a heavily armored foe.

CAREFUL
CLEVER
+ FLASHY
+ FORCEFUL
QUICK
+ SNEAKY

DEMONSPAWN

My Little Friend: Twice per session you may summon an imp to help you succeed with style on any one task — so long as you are willing to pay its price.

CAREFUL
+ CLEVER
FLASHY
+ FORCEFUL
+ QUICK
SNEAKY

ELEMENTAL

Elemental Communion: When Flashily Overcoming an obstacle associated with or vulnerable to your element, a tie or better becomes a success with style.

+ CAREFUL
+ CLEVER
+ FLASHY
FORCEFUL
QUICK
SNEAKY

DOPPELGANGER

Perfect Mimic: Twice per session you may take on the appearance and voice of any humanoid you've seen. Convincing others you're that person is up to you.

+ CAREFUL
CLEVER
FLASHY
FORCEFUL
+ QUICK
+ SNEAKY

IT'S NOT
MY FAULT
I'm
FANTASTIC!



BEASTBLOODED

Release the Beast: At the beginning of a fight, before any actions are taken, you may make a Quick roll to unleash your bestial nature.

CAREFUL
CLEVER
FLASHY
+ FORCEFUL
+ QUICK
+ SNEAKY

CENTAUR

Skirmisher: When you make a Quick Attack on open ground, you may move both before and after your attack.

CAREFUL
CLEVER
+ FLASHY
+ FORCEFUL
+ QUICK
SNEAKY



ELEMENTAL

CAREFUL ♦ CLEVER ♦ FLASHY

I am a force of nature. You cannot stop me.



DOPPELGANGER

CAREFUL ♦ QUICK ♦ SNEAKY

Nice face. I'd like to borrow it.



CENTAUR

FLASHY ♦ FORCEFUL ♦ QUICK

Twice the legs, twice the speed.



DWARF

FLASHY ♦ FORCEFUL ♦ SNEAKY

There's no match for Dwarven steel!



DEMONSPAWN

CLEVER ♦ FORCEFUL ♦ QUICK

Buddy, you're about to have a Hell of a day.



BEASTBLOODED

FORCEFUL ♦ QUICK ♦ SNEAKY

Awrooooooooooooo! Raaaaaarrriigh!



DRAGONKIN

CLEVER ♦ FLASHY ♦ QUICK

By blood and by breath, you shall fall!



CLOCKWORK

CLEVER ♦ FLASHY ♦ FORCEFUL

Tik tok tik tok tik tok tik tok DING DING DING

This set can be used in a variety of ways to expand your ***It's Not My Fault*** experience!

Options include:

- Place them on the table along with the base 20 character types. Multiple selections yield strange magical hybrids!
- Place them on the table but players can pick only one card with this deck's symbol (the elf head). Hybrids only arise from random chance with the third card.
- Keep them as a separate deck. When it comes time to shuffle and deal a third archetype to each player, they may choose to draw from this deck or to stay human and draw from the usual deck.

Elf's head icon made by Delapouite. Available on game-icons.net.

MERFOLK

Aquatic: Gain +2 to Carefully Overcome any obstacle involving water, swimming, or aquatic life.

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY

GNOME

Deception is a Virtue:
When you Sneakily Create an Advantage as part of an elaborate ruse, gain one additional free invoke on the resulting aspect.

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY

ELF

Literally Superior:
Gain +2 to attempt an Overcome action another character in the scene just failed (does not stack in the case of multiple failures).

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY

MINOTAUR

Home Turf Advantage:
Gain +2 to Cleverly Overcome any obstacle that presents itself as a puzzle, maze, or trap.

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY

GOBLIN

Goblin Machinery:
Given tools and time, you can build a device out of scrap with 3 free invokes on an aspect you define. After they're used up it falls apart.

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY

FAERIE

Vanishing Act: When you Sneakily Defend against an attack, you may spend a fate point or free invoke to immediately disappear into hiding.

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY

DEPHILIM

Divine Heritage: When you Carefully Attack following prayer and preparation, any aspects you invoke yield a +3 instead of +2 on the attack roll.

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY

HALFLING

Underestimated: When you Cleverly Defend against an attack, spend 1 FP or free invoke to treat your shifts of defense as an attack against your attacker.

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY

GIANT

Living Wall: When you successfully, Forcefully Defend against a physical attack, give a boost to one ally in the same zone as you.

CAREFUL
CLEVER
FLASHY
FORCEFUL
QUICK
SNEAKY



NEPHILIM

CAREFUL ♦ FORCEFUL ♦ QUICK

I am the will of the gods made flesh.



HALFLING

CAREFUL ♦ CLEVER ♦ SNEAKY

Half the size, twice the hero.



GIANT

CAREFUL ♦ FLASHY ♦ FORCEFUL

Fe fi fo fum.



MINOTAUR

CAREFUL ♦ CLEVER ♦ FORCEFUL

An impossible maze? Sounds like home.



GOBLIN

FLASHY ♦ QUICK ♦ SNEAKY

A stick and two loose screws? We're saved!



FAERIE

CLEVER ♦ QUICK ♦ SNEAKY

Having trouble finding me? Poor boy.



MERFOLK

CAREFUL ♦ FLASHY ♦ QUICK

Glub blub bubble glub!



GNOME

CAREFUL ♦ FLASHY ♦ SNEAKY

Hang on a sec. I've got an angle.



ELF

CAREFUL ♦ CLEVER ♦ QUICK

I make everything look easy.

ORC

Shock & Awe: Gain +2 to Forcefully Create Advantages when enacting a bold and reckless battle plan.

 CAREFUL

CLEVER

FLASHY

 FORCEFUL

QUICK

 SNEAKY

WHERE ARE
you NOW

Aboard an airship,
speeding through
the sky.

WHERE ARE
you NOW

At the Elf King's pie
eating contest.

VAMPIRE

Drink Blood: Twice per session, when you inflict a physical consequence on a living creature in your zone, you may immediately clear your stress track.

CAREFUL

 CLEVER

FLASHY

 FORCEFUL

QUICK

 SNEAKY

WHERE ARE
you NOW

In a cavern large
enough to hold a
city, lit only by a
dim purple glow. Oh.
And there's a city.

WHERE ARE
you NOW

Scaling the side of a
mountain range that
is actually a long-
sleeping giant.

ZOMBIE

Dead Again: Once per session, when you are Taken Out, you may rise on your next turn with any Mild (-2) or Moderate (-4) consequences cleared.

CAREFUL

 CLEVER

 FLASHY

FORCEFUL

QUICK

 SNEAKY

WHERE ARE
you NOW

On the borderlands,
in a keep.

WHERE ARE
you NOW

At the Dragonsmoot,
where the next
queen of the dragons
will be chosen.



ZOMBIE

CLEVER ♦ FLASHY ♦ SNEAKY

Brains. Brains? Brains!



VAMPIRE

CLEVER ♦ FORCEFUL ♦ SNEAKY

Tell me, do you bleed? I hunger.



ORC

CAREFUL ♦ FORCEFUL ♦ SNEAKY

Have skull, will crush!



WHERE
ARE YOU
NOW



WHERE
ARE YOU
NOW



WHERE
ARE YOU
NOW



WHERE
ARE YOU
NOW



WHERE
ARE YOU
NOW



WHERE
ARE YOU
NOW

WHERE ARE YOU NOW

In the sea of astral
space, tethered to
your physical form
by a silver cord.

WHERE ARE YOU NOW

In a city of coral and
silver within a glass
bubble beneath
endless waters.

WHERE ARE YOU NOW

In a maze of twisty
passages, all alike.

WHERE ARE YOU NOW

Atop the back of
a great behemoth
as it proceeds,
inevitably forward.

WHERE ARE YOU NOW

Atop the walls of a
labyrinth that extends
to the horizon.

WHERE ARE YOU NOW

At the crossroads
of a thousand,
thousand worlds.

WHERE ARE YOU NOW

In the heart of the arch-
lich's treasure chamber,
with moments before
the alarms go off.

WHERE ARE YOU NOW

At the swirling edge of
madness, where reality
crumbles away and is
rebuilt by dreamers.

WHERE ARE YOU NOW

Fifty miles down a
hundred mile ancient
tunnel beneath
the mountains.



**WHERE
ARE YOU
NOW**



**WHERE
ARE YOU
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**WHERE
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**WHERE
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**WHERE
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**WHERE
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**WHERE
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**WHERE
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**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

On a plague boat, just
out of range of the
harbor's siege engines.

WHERE ARE YOU NOW

The sand-filled wreck
of a vast and ancient
war machine.

WHAT BROUGHT YOU TO THIS

A crack in the earth
has opened, spewing
forth the dead.

WHAT BROUGHT YOU TO THIS

Ice has just swept
across the landscape,
covering the terrain
and many people
in thick sheets.

WHAT BROUGHT YOU TO THIS

The artifact just fell into
the hands of the crowd.

WHAT BROUGHT YOU TO THIS

Everyone else seems
to have vanished in the
green mist that just
came from nowhere.

WHAT BROUGHT YOU TO THIS

The Master Vampire's
messenger impassively
awaits your response to
an invitation to dinner.

WHAT BROUGHT YOU TO THIS

The airship has started
plummeting and
spewing smoke.

WHAT BROUGHT YOU TO THIS

Flash flood.



**WHAT
BROUGHT
you TO
THIS**



**WHERE
ARE YOU
NOW**



**WHERE
ARE YOU
NOW**



**WHAT
BROUGHT
you TO
THIS**



**WHAT
BROUGHT
you TO
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**WHAT
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you TO
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**WHAT
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**WHAT
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**WHAT
BROUGHT
you TO
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WHAT BROUGHT YOU TO THIS

The cargo that needs
to be taken to the
Dwarven king by
sunrise has arrived.
The manifest is
suspiciously vague.

WHAT BROUGHT YOU TO THIS

A fiery bolt from on
high has left a smoking
crater whose depths
are not yet visible.

WHAT BROUGHT YOU TO THIS

The jaws of the trap are
closing. Literal jaws.
Also figurative ones.

WHAT BROUGHT YOU TO THIS

Your doppelgänger
just disappeared
into the crowd.

WHAT BROUGHT YOU TO THIS

The Bishop is about to
reveal your crime to
the assembled masses.

WHAT BROUGHT YOU TO THIS

You're not quite sure
what the nine-foot-tall
thing with the club is
saying, but the two-
foot person with wings
seems to think it's a
challenge to a duel.

WHAT BROUGHT YOU TO THIS

The Queen of Cats and
the Prince of Swans
want to know which
one is more graceful.

WHAT BROUGHT YOU TO THIS

Someone else has
claimed your hard-
earned reward.

WHAT BROUGHT YOU TO THIS

A glowing fist has
emerged from the
ground, holding a
platinum blade.



**WHAT
BROUGHT
you TO
THIS**



**WHAT
BROUGHT
you TO
THIS**



**WHAT
BROUGHT
you TO
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**WHAT
BROUGHT
you TO
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**WHAT
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**WHAT
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**WHAT
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**WHAT
BROUGHT
you TO
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**WHAT
BROUGHT
you TO
THIS**

WHAT BROUGHT YOU TO THIS

The Rangers have a warrant. They don't technically need one.

HOW IT'S ABOUT TO GET WORSE

The Chosen one of Prophecy, revealed unto all as the Light Against the Darkness, has just been killed.

HOW IT'S ABOUT TO GET WORSE

The Paladin has been pushed too far.

HOW IT'S ABOUT TO GET WORSE

There's an easy solution to this, but it's in the Dark, Dank cave of Darkness.

HOW IT'S ABOUT TO GET WORSE

The guardian of the tomb cannot be stopped, cannot be reasoned with, and will never stop following you while its curse remains.

HOW IT'S ABOUT TO GET WORSE

No armor but rags. No weapons but your recently loosened chains. If the guards haven't already noticed, they will soon.

HOW IT'S ABOUT TO GET WORSE

Hidden explosives.

HOW IT'S ABOUT TO GET WORSE

The princeling you need to protect has just wandered off.

HOW IT'S ABOUT TO GET WORSE

Everything you're wearing is profoundly out of fashion.



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**



**WHAT
BROUGHT
YOU TO
THIS**



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**

**HOW IT'S ABOUT
TO GET WORSE**

Sunrise is too far away.

**HOW IT'S ABOUT
TO GET WORSE**

The animals have
started talking, and
they have nothing
good to say.

**HOW IT'S ABOUT
TO GET WORSE**

That wanted poster lists
a huge bounty. For you.

**HOW IT'S ABOUT
TO GET WORSE**

Your anti-dragon
talisman is a
complete fake.

**HOW IT'S ABOUT
TO GET WORSE**

You seem to be
shrinking.

**HOW IT'S ABOUT
TO GET WORSE**

The cackling old
lady unfolds into
a scaffolding of
bone, leather, and
razor blades.

**HOW IT'S ABOUT
TO GET WORSE**

You can't wake up.

**HOW IT'S ABOUT
TO GET WORSE**

The Cage of Blood
descends from the
heavens to entrap
those who have
displeased the gods—
you, in other words.

**HOW IT'S ABOUT
TO GET WORSE**

I've got a bad
feeling about this...
(Draw two more)



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
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WORSE**



**HOW IT'S
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TO GET
WORSE**



**HOW IT'S
ABOUT
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**HOW IT'S
ABOUT
TO GET
WORSE**



**HOW IT'S
ABOUT
TO GET
WORSE**