

# DIPLOMAT

- CAREFUL**
  - CLEVER
  - FLASHY**
  - FORCEFUL
  - QUICK
  - SNEAKY**
- Talk it Out:** Once per session, you may forestall violence with your words. When you do, no one may take any attack actions until you allow it, or until any one character overcomes your defense.

# BURGLAR

- CAREFUL**
  - CLEVER**
  - FLASHY
  - FORCEFUL
  - QUICK
  - SNEAKY**
- It Was Open When I Found It:** Once per session, you may bypass any lock in an instant, without rolling.

# ALCHEMIST

- CAREFUL**
  - CLEVER**
  - FLASHY
  - FORCEFUL**
  - QUICK
  - SNEAKY
- There's a Flask For That:** Once per session, produce an alchemical flask that lets you instantly succeed-with-style on an Overcome task without rolling.

# ILLUSIONIST

- CAREFUL
  - CLEVER**
  - FLASHY
  - FORCEFUL
  - QUICK**
  - SNEAKY**
- Vanishing Act:** Once per session, when you fail a defense roll, you may ignore the result, and reveal that the real you was somewhere else all along.

# CON ARTIST

- CAREFUL
  - CLEVER**
  - FLASHY**
  - FORCEFUL
  - QUICK
  - SNEAKY**
- Fast Talking:** Gain +2 to Cleverly Create an Advantage on someone based entirely on telling them lies.

# ASSASSIN

- CAREFUL**
  - CLEVER
  - FLASHY
  - FORCEFUL**
  - QUICK
  - SNEAKY**
- Backstab:** When Sneakily Attacking a foe from hiding, they may not use their stress track to absorb the blow.

# MERCHANT

- CAREFUL**
  - CLEVER**
  - FLASHY**
  - FORCEFUL
  - QUICK
  - SNEAKY
- Fat Sacks of Cash:** Twice per session, you may use Flashy instead of any other approach in order to take an action using an ostentatious display of wealth.

# CUTPURSE

- CAREFUL**
  - CLEVER
  - FLASHY
  - FORCEFUL
  - QUICK**
  - SNEAKY**
- Dodge the Mark:** Gain +2 to Quick Defense rolls made against someone you've stolen something from.

# BARBARIAN

- CAREFUL
  - CLEVER
  - FLASHY**
  - FORCEFUL**
  - QUICK**
  - SNEAKY
- Great Sword:** When you use a big sword to successfully, Forcefully Attack a target, add 2 stress to the result.

**MERCHANT**  
CAREFUL ♦ CLEVER ♦ FLASHY

*What's in it for me?*

**CUTPURSE**  
CAREFUL ♦ QUICK ♦ SNEAKY

*A fool and his money are soon parted.*

**BARBARIAN**  
FLASHY ♦ FORCEFUL ♦ QUICK

*Crush! Rend! Destroy!*

**ILLUSIONIST**  
CLEVER ♦ QUICK ♦ SNEAKY

*Now you see me...*

**CON ARTIST**  
CLEVER ♦ FLASHY ♦ SNEAKY

*Have I got a deal for you!*

**ASSASSIN**  
CAREFUL ♦ FORCEFUL ♦ SNEAKY

*A dagger in the night.*

**DIPLOMAT**  
CAREFUL ♦ FLASHY ♦ SNEAKY

*Surely we can resolve this without violence.*

**BURGLAR**  
CAREFUL ♦ CLEVER ♦ SNEAKY

*Never met a lock I couldn't pick.*

**ALCHEMIST**  
CAREFUL ♦ CLEVER ♦ FORCEFUL

*No boom today. Boom tomorrow.*

# SORCERER

## Earth-Shattering

**Kaboom:** Once per session, you may make a sorcerous Attack at full strength against all enemies in a zone.

CAREFUL

 CLEVER

 FLASHY

 FORCEFUL

QUICK

SNEAKY

# SCHOLAR

**Book Learning:** Twice per session, you may use Clever instead of any other approach, thanks to your extensive studies on the topic.

 CAREFUL

 CLEVER

FLASHY

FORCEFUL

 QUICK

SNEAKY

# PERFORMER

**All The World's A Stage:** When invoking aspects to aid a Flashy effort to delight, impress, or provoke an audience, gain +3 per invoke instead of the usual +2.

CAREFUL

 CLEVER

 FLASHY

FORCEFUL

 QUICK

SNEAKY

# STRATEGIST

**Plan B:** Once per session, when your side has used all its advantages, you may instantly create a new advantage with two free invokes.

CAREFUL

 CLEVER

FLASHY

 FORCEFUL

 QUICK

SNEAKY

# SHARPSHOOTER

**Stay On Target:** Gain one extra free invoke when you Carefully Create Advantages by aiming your bow (or other ranged weapon) at a target.

 CAREFUL

CLEVER

 FLASHY

FORCEFUL

 QUICK

SNEAKY

# PIRATE

**There Be Plunder:** When using stealth or trickery to Sneakily Overcome obstacles that stand between you and a payout, all successes count as a Success With Style.

CAREFUL

CLEVER

 FLASHY

 FORCEFUL

QUICK

 SNEAKY

# SWASHBUCKLER

## Three Against One?:

When you're surrounded by two or more foes, use your surroundings to make a Flashy Defense at +1 per foe.

CAREFUL

CLEVER

 FLASHY

FORCEFUL

 QUICK

 SNEAKY

# RANGER

**Run Far, Run Fast:** When Quickly Overcoming terrain obstacles or covering distances on foot, get +2 on your roll.

CAREFUL

CLEVER

FLASHY

 FORCEFUL

 QUICK

 SNEAKY

# SOLDIER

**Shield Wall:** When Carefully Defending against a physical attack, gain +2 to your defense if you have a shield (or something like it).

 CAREFUL

CLEVER

FLASHY

 FORCEFUL

 QUICK

SNEAKY

# SWASHBUCKLER

FLASHY ♦ QUICK ♦ SNEAKY

*Have chandelier, will swing.*

# SOLDIER

CAREFUL ♦ FORCEFUL ♦ QUICK

*Once more unto the breach!*

# RANGER

FORCEFUL ♦ QUICK ♦ SNEAKY

*I know this land like the back of my hand.*

# STRATEGIST

CLEVER ♦ FORCEFUL ♦ QUICK

*Don't worry, I have a plan.*

# SHARPSHOOTER

CAREFUL ♦ FLASHY ♦ QUICK

*I can make that shot!*

# PIRATE

FLASHY ♦ FORCEFUL ♦ SNEAKY

*But why is the rum gone?*

# SORCERER

CLEVER ♦ FLASHY ♦ FORCEFUL

*You may call me... Tim!*

# SCHOLAR

CAREFUL ♦ CLEVER ♦ QUICK

*I'm sure I've read about that somewhere...*

# PERFORMER

CLEVER ♦ FLASHY ♦ QUICK

*Ladies and gentlemen, lend me your ears...*

# WARRIOR

**Bend Bars, Smash**

**Gates:** Gain +2 to Forcefully Overcome physical barriers you intend to (and can) destroy.

⊕ CAREFUL

CLEVER

⊕ FLASHY

⊕ FORCEFUL

QUICK

SNEAKY

# WIZARD

**Prismatic Spray:** When you Cleverly Attack two or more foes at once, gain +1 per foe for your roll, then split the results as usual.

CAREFUL

⊕ CLEVER

FLASHY

⊕ FORCEFUL

QUICK

⊕ SNEAKY

## WHERE ARE YOU NOW

A caravan camp at an oasis.

## WHERE ARE YOU NOW

At a crossroads far from civilization.

## WHERE ARE YOU NOW

Atop an icy mountain peak.

## WHERE ARE YOU NOW

Strapped to the altar of something best unnamed.

## WHERE ARE YOU NOW

Wretched hive of scum and villainy (small).

## WHERE ARE YOU NOW

Wretched hive of scum and villainy (large).

## WHERE ARE YOU NOW

At sea, in a lifeboat.

WHERE  
ARE YOU  
NOW

WIZARD

CLEVER ♦ FORCEFUL ♦ SNEAKY

*Subtle and quick to anger.*

WARRIOR

CAREFUL ♦ FLASHY ♦ FORCEFUL

*If it bleeds, I can kill it.*

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**

Miles underground.

**WHERE ARE  
YOU NOW**

Falling from an  
unreasonable height.

**WHERE ARE  
YOU NOW**

Surrounded by fire  
on three sides.

**WHERE ARE  
YOU NOW**

Before the Duke.

**WHERE ARE  
YOU NOW**

Gladiatorial arena.

**WHERE ARE  
YOU NOW**

Graveyard at midnight.

**WHERE ARE  
YOU NOW**

Prison.

**WHAT BROUGHT  
YOU TO THIS**

The alternative was  
getting married.

**WHAT BROUGHT  
YOU TO THIS**

Treasure turns out  
to have been fake.

**WHERE  
ARE YOU  
NOW**

**WHERE  
ARE YOU  
NOW**

**WHERE  
ARE YOU  
NOW**

**WHERE  
ARE YOU  
NOW**

**WHERE  
ARE YOU  
NOW**

**WHERE  
ARE YOU  
NOW**

**WHAT  
BROUGHT  
YOU TO  
THIS**

**WHAT  
BROUGHT  
YOU TO  
THIS**

**WHERE  
ARE YOU  
NOW**



**WHAT BROUGHT  
YOU TO THIS**

The guild's assassins  
are in pursuit.

**WHAT BROUGHT  
YOU TO THIS**

Angry spouses are  
entirely unreasonable.

**WHAT BROUGHT  
YOU TO THIS**

A terrible curse  
haunts you.

**WHAT BROUGHT  
YOU TO THIS**

The gods demanded,  
wheedled and pushed.

**WHAT BROUGHT  
YOU TO THIS**

Swore an oath  
while drunk.

**WHAT BROUGHT  
YOU TO THIS**

Temple apparently  
objected to you doing  
that with their pontiff.

**WHAT BROUGHT  
YOU TO THIS**

Still hungover, the  
rest is a blur.

**WHAT BROUGHT  
YOU TO THIS**

Snakes.

**WHAT BROUGHT  
YOU TO THIS**

Mistaken identity.

**WHAT  
BROUGHT  
YOU TO  
THIS**

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

**WHAT BROUGHT YOU TO THIS**

A capricious trickster.

**WHAT BROUGHT YOU TO THIS**

Lost a bet.

**WHAT BROUGHT YOU TO THIS**

Map must have been a fake.

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

Woke something that should stay slumbering.

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

Reasonably sure those men with curved swords have taken offense.

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

Wizard who, for no apparent reason, lives in that tower.

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

Gods are miffed.

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

Assassins have found you.

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

Currently naked.

**WHAT  
BROUGHT  
YOU TO  
THIS**

**WHAT  
BROUGHT  
YOU TO  
THIS**

**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

These people aren't speaking any kind of recognizable language. And may not be people.

## HOW IT'S ABOUT TO GET WORSE

You're bait.

## HOW IT'S ABOUT TO GET WORSE

Someone has just been scorned.

## HOW IT'S ABOUT TO GET WORSE

Tremendous success attracts unwanted attention.

## HOW IT'S ABOUT TO GET WORSE

Dead body just twitched.

## HOW IT'S ABOUT TO GET WORSE

Your means of escape just left without you.

## HOW IT'S ABOUT TO GET WORSE

The poison is already in your system.

## HOW IT'S ABOUT TO GET WORSE

Cracks appearing in the floor.

1. Lay out the 20 character card options. Let people pick two, then randomly deal them a third. The card names are their aspects, and the backsides contain their stats and stunts. Folks can add up their stats, get 2 or 3 fate points, and mark down a stress track.
2. Shuffle and deal one card from each of the three situation decks. This is the predicament they're all in.
3. Ask whoever got the last character card "why is this the fault of the person to your right?" Answer must begin with "It's not my fault!"
4. Continue around the table in this fashion until the loop has reconnected to the first answerer.

**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**

**IT'S NOT  
MY FAULT!**

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

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







**NAME:**

**ASPECTS:**

CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

 (-2) (-4) (-6)

**NAME:**

**ASPECTS:**

CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

 (-2) (-4) (-6)

**NAME:**

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CONSEQUENCES

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CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

 (-2) (-4) (-6)

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**ASPECTS:**

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CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

 (-2) (-4) (-6)

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FORCEFUL

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SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

 (-2) (-4) (-6)

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CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)

**NAME:**

**ASPECTS:**

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CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)

**NAME:**

**ASPECTS:**

CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)

**NAME:**

**ASPECTS:**

CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)

**NAME:**

**ASPECTS:**

CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)

**NAME:**

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CAREFUL

CLEVER

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SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)

**NAME:**

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CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)

**NAME:**

**ASPECTS:**

CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)

**NAME:**

**ASPECTS:**

CAREFUL

CLEVER

FLASHY

FORCEFUL

QUICK

SNEAKY

STRESS (-1 per box checked)

CONSEQUENCES

(-2)

(-4)

(-6)