

**IT'S NOT
MY FAULT!**

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.

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.

ALCHEMIST

CAREFUL ♦ CLEVER ♦ FORCEFUL

No boom today. Boom tomorrow.

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.

ASSASSIN

CAREFUL ♦ FORCEFUL ♦ SNEAKY

A dagger in the night.

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.

BARBARIAN

FLASHY ♦ FORCEFUL ♦ QUICK

Crush! Rend! Destroy!

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.

BURGLAR

CAREFUL ♦ CLEVER ♦ SNEAKY

Never met a lock I couldn't pick.

CON ARTIST

Fast Talking: Gain +2
to Cleverly Create an
Advantage on someone
based entirely on
telling them lies.

CAREFUL

 CLEVER

 FLASHY

FORCEFUL

QUICK

 SNEAKY

CON ARTIST

CLEVER ♦ FLASHY ♦ SNEAKY

Have I got a deal for you!

CUTPURSE

+ CAREFUL

CLEVER

FLASHY

FORCEFUL

+ QUICK

+ SNEAKY

Dodge the Mark: Gain

+2 to Quick Defense

rolls made against

someone you've stolen

something from.

CUTPURSE

CAREFUL ♦ QUICK ♦ SNEAKY

A fool and his money are soon parted.

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.

DIPLOMAT

CAREFUL ♦ FLASHY ♦ SNEAKY

Surely we can resolve this without violence.

ILLUSIONIST

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.

CAREFUL

 CLEVER

FLASHY

FORCEFUL

 QUICK

 SNEAKY

ILLUSIONIST

CLEVER ♦ QUICK ♦ SNEAKY

Now you see me...

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.

MERCHANT

CAREFUL ♦ CLEVER ♦ FLASHY

What's in it for me?

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

PERFORMER

CLEVER ♦ FLASHY ♦ QUICK

Ladies and gentlemen, lend me your ears...

PIRATE

CAREFUL

CLEVER

 FLASHY

 FORCEFUL

QUICK

 SNEAKY

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.

PIRATE

FLASHY ♦ FORCEFUL ♦ SNEAKY

But why is the rum gone?

RANGER

CAREFUL

CLEVER

FLASHY

 **FORCEFUL**

 **QUICK**

 **SNEAKY**

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

RANGER

FORCEFUL ♦ QUICK ♦ SNEAKY

I know this land like the back of my hand.

SCHOLAR

 CAREFUL

 CLEVER

FLASHY

FORCEFUL

 QUICK

SNEAKY

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

SCHOLAR

CAREFUL ♦ CLEVER ♦ QUICK

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

SHARPSHOOTER

 CAREFUL

CLEVER

 FLASHY

FORCEFUL

 QUICK

SNEAKY

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

SHARPSHOOTER

CAREFUL ♦ FLASHY ♦ QUICK

I can make that shot!

SOLDIER

 CAREFUL

CLEVER

FLASHY

 FORCEFUL

 QUICK

SNEAKY

Shield Wall: When

Carefully Defending

against a physical attack,

gain +2 to your defense

if you have a shield

(or something like it).

SOLDIER

CAREFUL ♦ FORCEFUL ♦ QUICK

Once more unto the breach!

SORCERER

CAREFUL

 CLEVER

 FLASHY

 FORCEFUL

QUICK

SNEAKY

Earth-Shattering

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

SORCERER

CLEVER ♦ FLASHY ♦ FORCEFUL

You may call me... Tim!

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

STRATEGIST

CLEVER ♦ FORCEFUL ♦ QUICK

Don't worry, I have a plan.

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

SWASHBUCKLER

FLASHY ♦ QUICK ♦ SNEAKY

Have chandelier, will swing.

WARRIOR

 CAREFUL

CLEVER

 FLASHY

 FORCEFUL

QUICK

SNEAKY

Bend Bars, Smash

Gates: Gain +2 to

Forcefully Overcome
physical barriers
you intend to (and
can) destroy.

WARRIOR

CAREFUL ♦ FLASHY ♦ FORCEFUL

If it bleeds, I can kill it.

WIZARD

CAREFUL

 CLEVER

FLASHY

 FORCEFUL

QUICK

 SNEAKY

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.

WIZARD

CLEVER ♦ FORCEFUL ♦ SNEAKY

Subtle and quick to anger.

WHERE ARE YOU NOW

A caravan camp
at an oasis.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

At a crossroads far
from civilization.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Atop an icy
mountain peak.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Strapped to the
altar of something
best unnamed.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Wretched hive of scum
and villainy (small).

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Wretched hive of scum
and villainy (large).

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

At sea, in a lifeboat.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Miles underground.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Falling from an
unreasonable height.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Surrounded by fire
on three sides.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Before the Duke.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Gladiatorial arena.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Graveyard at midnight.

**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

Prison.

**WHERE
ARE YOU
NOW**

WHAT BROUGHT YOU TO THIS

The alternative was
getting married.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Treasure turns out
to have been fake.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

The guild's assassins
are in pursuit.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Angry spouses are
entirely unreasonable.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

A terrible curse
haunts you.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

The gods demanded,
wheedled and pushed.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Swore an oath
while drunk.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Temple apparently
objected to you doing
that with their pontiff.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Still hungover, the
rest is a blur.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Snakes.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Mistaken identity.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

A capricious trickster.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Lost a bet.

**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Map must have
been a fake.

**WHAT
BROUGHT
YOU TO
THIS**

HOW IT'S ABOUT TO GET WORSE

Woke something that
should stay slumbering.

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

HOW IT'S ABOUT TO GET WORSE

Reasonably sure
those men with
curved swords have
taken offense.

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

HOW IT'S ABOUT TO GET WORSE

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

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

HOW IT'S ABOUT TO GET WORSE

Gods are miffed.

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

HOW IT'S ABOUT TO GET WORSE

Assassins have
found you.

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

HOW IT'S ABOUT TO GET WORSE

Currently naked.

**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**

HOW IT'S ABOUT TO GET WORSE

You're bait.

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

HOW IT'S ABOUT TO GET WORSE

Someone has just
been scorned.

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

HOW IT'S ABOUT TO GET WORSE

Tremendous success
attracts unwanted
attention.

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

HOW IT'S ABOUT TO GET WORSE

Dead body just
twitched.

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

HOW IT'S ABOUT TO GET WORSE

Your means of escape
just left without you.

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

HOW IT'S ABOUT TO GET WORSE

The poison is already
in your system.

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

HOW IT'S ABOUT TO GET WORSE

Cracks appearing
in the floor.

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