



**IT'S NOT
MY FAULT
I'm
FANTASTIC!**

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.*

BEASTBLOODED

Release the Beast:

At the beginning of a fight, before any actions are taken, you may make a Quick Create an Advantage roll to unleash your bestial nature.

CAREFUL

CLEVER

FLASHY

 **FORCEFUL**

 **QUICK**

 **SNEAKY**



BEASTBLOODED

FORCEFUL ♦ QUICK ♦ SNEAKY

Awroooooooooo! Raaaaarrrrgh!

CENTAUR

CAREFUL

CLEVER

 FLASHY

 FORCEFUL

 QUICK

SNEAKY

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



CENTAUR

FLASHY ♦ FORCEFUL ♦ QUICK

Twice the legs, twice the speed.

CLOCKWORK

CAREFUL

 CLEVER

 FLASHY

 FORCEFUL

QUICK

SNEAKY

Replacement Parts:

After a fight has

concluded, you may

permanently reduce the

length of your stress

track by 1 to immediately

clear all consequences.



CLOCKWORK

CLEVER ♦ FLASHY ♦ FORCEFUL

Tik tok tik tok tik tok tik tok DING DING DING

DEMONSPAUN

CAREFUL

 CLEVER

FLASHY

 FORCEFUL

 QUICK

SNEAKY

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.



DEMONSPAUN

CLEVER ♦ FORCEFUL ♦ QUICK

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

DOPPELGÄNGER

+ CAREFUL

CLEVER

FLASHY

FORCEFUL

+ QUICK

+ SNEAKY

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.



DOPPELGÄNGER

CAREFUL ♦ QUICK ♦ SNEAKY

Nice face. I'd like to borrow it.

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



DRAGONKIN

CLEVER ♦ FLASHY ♦ QUICK

By blood and by breath, you shall fall!

DWARF

CAREFUL

CLEVER

 FLASHY

 FORCEFUL

QUICK

 SNEAKY

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



DWARF

FLASHY ♦ FORCEFUL ♦ SNEAKY

There's no match for Dwarven steel!

ELEMENTAL

 CAREFUL

 CLEVER

 FLASHY

FORCEFUL

QUICK

SNEAKY

Elemental Communion:

When Flashily

Overcoming an

obstacle associated
with or vulnerable to
your element, a tie

or better becomes a
success with style.



ELEMENTAL

CAREFUL ♦ CLEVER ♦ FLASHY

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

ELF

 CAREFUL

 CLEVER

FLASHY

FORCEFUL

 QUICK

SNEAKY

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).



ELF

CAREFUL ♦ CLEVER ♦ QUICK

I make everything look easy.

FAERIE

CAREFUL

 CLEVER

FLASHY

FORCEFUL

 QUICK

 SNEAKY

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



FAERIE

CLEVER ♦ QUICK ♦ SNEAKY

Having trouble finding me? Poor boy.

GIANT

 CAREFUL

CLEVER

 FLASHY

 FORCEFUL

QUICK

SNEAKY

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



GIANT

CAREFUL ♦ FLASHY ♦ FORCEFUL

Fe fi fo fum.

GNOME

+ CAREFUL

CLEVER

+ FLASHY

FORCEFUL

QUICK

+ SNEAKY

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.



GNOME

CAREFUL ♦ FLASHY ♦ SNEAKY

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

GOBLIN

CAREFUL

CLEVER

 FLASHY

FORCEFUL

 QUICK

 SNEAKY

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.



GOBLIN

FLASHY ♦ QUICK ♦ SNEAKY

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

HALFLING

 CAREFUL

 CLEVER

FLASHY

FORCEFUL

QUICK

 SNEAKY

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.



HALFLING

CAREFUL ♦ CLEVER ♦ SNEAKY

Half the size, twice the hero.

MERFOLK

 CAREFUL

CLEVER

 FLASHY

FORCEFUL

 QUICK

SNEAKY

Aquatic: Gain +2 to

Carefully Overcome any obstacle involving water, swimming, or aquatic life.



MERFOLK

CAREFUL ♦ FLASHY ♦ QUICK

Glub blub bubble glub!

MINOTAUR

 CAREFUL

 CLEVER

FLASHY

 FORCEFUL

QUICK

SNEAKY

Home Turf Advantage:

Gain +2 to Cleverly

Overcome any obstacle that presents itself as a puzzle, maze, or trap.



MINOTAUR

CAREFUL ♦ CLEVER ♦ FORCEFUL

An impossible maze? Sounds like home.

DEPHILIM

 CAREFUL

CLEVER

FLASHY

 FORCEFUL

 QUICK

SNEAKY

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



DEPHILIM

CAREFUL ♦ FORCEFUL ♦ QUICK

I am the will of the gods made flesh.

ORC

+ CAREFUL

CLEVER

FLASHY

+ FORCEFUL

QUICK

+ SNEAKY

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



ORC

CAREFUL ♦ FORCEFUL ♦ SNEAKY

Have skull, will crush!

VAMPIRE

CAREFUL

 CLEVER

FLASHY

 FORCEFUL

QUICK

 SNEAKY

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.



VAMPIRE

CLEVER ♦ FORCEFUL ♦ SNEAKY

Tell me, do you bleed? I hunger.

ZOMBIE

CAREFUL

 CLEVER

 FLASHY

FORCEFUL

QUICK

 SNEAKY

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.



ZOMBIE

CLEVER ♦ FLASHY ♦ SNEAKY

Brains. Brains? Brains!

WHERE ARE YOU NOW

Aboard an airship,
speeding through
the sky.



**WHERE
ARE YOU
NOW**

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**

WHERE ARE YOU NOW

On the borderlands,
in a keep.



**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

At the Elf King's pie
eating contest.



**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

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



**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

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



**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**

WHERE ARE YOU NOW

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



**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

In a maze of twisty
passages, all alike.



**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

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



**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

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



**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

At the crossroads
of a thousand,
thousand worlds.



**WHERE
ARE YOU
NOW**

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**

WHERE ARE YOU NOW

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



**WHERE
ARE YOU
NOW**

WHERE ARE YOU NOW

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



**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**

WHERE ARE YOU NOW

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



**WHERE
ARE YOU
NOW**

WHAT BROUGHT YOU TO THIS

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



**WHAT
BROUGHT
YOU TO
THIS**

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**

WHAT BROUGHT YOU TO THIS

The artifact just fell into
the hands of the crowd.



**WHAT
BROUGHT
YOU TO
THIS**

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**

WHAT BROUGHT YOU TO THIS

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



**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

The airship has started
plummeting and
spewing smoke.



**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Flash flood.



**WHAT
BROUGHT
YOU TO
THIS**

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**

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**

WHAT BROUGHT YOU TO THIS

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



**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

Your doppelgänger
just disappeared
into the crowd.



**WHAT
BROUGHT
YOU TO
THIS**

WHAT BROUGHT YOU TO THIS

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



**WHAT
BROUGHT
YOU TO
THIS**

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**

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**

WHAT BROUGHT YOU TO THIS

Someone else has
claimed your hard-
earned reward.



**WHAT
BROUGHT
YOU TO
THIS**

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

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



**WHAT
BROUGHT
YOU TO
THIS**

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**

HOW IT'S ABOUT TO GET WORSE

The Paladin has been
pushed too far.



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

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**

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**

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**

HOW IT'S ABOUT TO GET WORSE

Hidden explosives.



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

HOW IT'S ABOUT TO GET WORSE

The princeling you
need to protect has
just wandered off.



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

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

Sunrise is too far away.



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

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**

HOW IT'S ABOUT TO GET WORSE

That wanted poster lists
a huge bounty. For you.



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

HOW IT'S ABOUT TO GET WORSE

Your anti-dragon
talisman is a
complete fake.



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

HOW IT'S ABOUT TO GET WORSE

You seem to be
shrinking.



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

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**

HOW IT'S ABOUT TO GET WORSE

You can't wake up.



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

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**

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**