

Help is Needed

The character ends up understanding that she needs the help of someone not currently in the scene to achieve this aim.

No, but...

The character fails, but another positive thing happens instead, unrelated to what she was aiming for.

Yes, but...

The character succeeds, but the consequences of the success are completely different from what was expected.

Yes, and...

The character succeeds, and achieves more than she expected. Perhaps even a bit too much...

Yes, but only if...

The character can get what she wants – but only if she chooses to make a certain sacrifice.

Yes, but...

The character succeeds, but something unrelated goes wrong, for the character or someone she cares about.

<p><i>The Extra</i></p> <p>Describe an supporting characters near the scene. The person can be help or hindrance, friend or foe.</p>	<p><i>Haunted by the Past!</i></p> <p>Something the character has done previously has consequences in the present. Tell the gamemaster what you think this card means.</p>
<p><i>Amor Victor</i></p> <p>The power of love triumphs in this situation. Exactly how this happens is for you to describe.</p>	<p><i>Flashback</i></p> <p>Play a scene that has occurred in the past, in the same place where your character is right now. The player who draws the card sets the scene and tells the other players what characters (supporting characters or their own characters) to control.</p>
<p><i>In Reverse</i></p> <p>Turn time a few seconds back. What happened just before you drew the card doesn't happen. Instead the opposite happens. It's up to you to describe exactly what was reversed.</p>	<p><i>The Character Flaw</i></p> <p>The last supporting character the character met has a dark secret, a weak spot or a negative trait. The character doesn't necessarily know what it is, but it's up to you as the player to invent and describe it.</p>
<p><i>Out Scene</i></p> <p>Jump forward three hours. Describe what condition the characters find themselves in. You're not allowed to describe what has happened in the meantime.</p>	<p><i>Nemesis!</i></p> <p>This card awakens the character's Nemesis. In some way, their arch enemy affects the situation. Exactly how is up to you. Doesn't the character have an arch enemy? Well, now she does.</p>

Two News

The characters receive one good and one bad piece of news. The player who drew the card decides the bad news first, the gamemaster decides the good one.

The Wind Turns

Temperature, sounds and smells change. Each player narrates one element which changes. If someone in the scene is making a face, they'll become a grimasque.

What's in Its Pockets?

The character has something in her pocket which can be useful. What could it be?

Masquerade!

For the rest of this scene, all players swap characters. This includes the gamemaster. Give your character sheet to the player at your right.

In A Mirror, In A Dream

Play the rest of this scene on the B-side of Itras By, where everything is opposite. How are the characters on the A-side affected?

Inner Monologue

Throughout this scene you can at any time point your finger at someone (PC or supporting character). That character's player must stand up and utter a short, inner monologue (say whatever's on the characters mind at that time).

Do Not Gaze Into the Abyss

The character feels an irresistible urge to do something she will regret. Do it!

Mood Change

Everyone present suddenly change mood to the exact opposite of what they had. The new moods last for the rest of the scene.

Interview

Stand up. Your character is interviewed about what happened during this scene. You may describe freely what happened from your point of view, and your characters thoughts. The other players ask questions, as in a press conference. When the interview is over, you sit down and continue playing the scene where you left off.

Reality Split

Things are turned inside out and you experience several timelines simultaneously. Each other player may in turn describe a different course of events. When the laws of reality catch up, there's a loud noise and only one of your co-player's descriptions will have happened. You decide which one.

Good Advice

You may ask someone for an advice. It may be anyone (PC or supporting character) and it could be someone who's dead or otherwise normally impossible to consult. Choose one of the other players to be the advisor and decide how you are communicating. If you follow the advice given to you, you will succeed. But if you don't follow the advice you will fail, no matter what.

Meanwhile...

The scene is cut, and you may establish a new scene somewhere else. You choose who is present. Players may be given supporting characters to play in this cut scene.

The Shadow

Time stops as you have a conversation with your own shadow. The shadow has the same skills and attributes as you, but in addition it may enter places you can't reach. Will you ask your shadow for help or advice? The player that looks most like you plays your shadow.

Conscience

Two advisors appear, one on each shoulder of one of the characters (PC or supporting character) present in the scene. Time stops while they try to convince the character of their (opposing) sides to some dilemma. Choose who will be given advice and which two players will control the advisors.

Rumour Mill

Gossip spreads fast. Tell a rumour about the scene in progress to the person on your left. The rumour is retold from player to player and each time something is changed and exaggerated. By the time the gossip reaches back to you, it has become true.

Prosopopeia

Animals, objects or abstract concepts start to talk. Who are talking and what do they have to say?