

How to use these for "My Exciting Life With A Fantasy Foreigner!"

Cards that look like this form the Fate Deck. Give this deck to the Bureau Aide.

Cards that look like this form the Earth Deck. Give this deck to the Earth Residents.

Cards that look like this form the Epika Deck. Give this deck to the Epika Immigrants.

"My Exciting Life With A Fantasy Foreigner!" was created by Julian "ARBco" Kuleck

For the Okashicon X NinjaHELL! Anime RPG Game Design Contest

This deck was created for the purposes of judging the final game.

Discard your all but your lowest card as the Bureau Aide describes how you end up with the worst luck. If two cards are tied for lowest, you may choose which.

TWIST:

The Fool

HOPE:

During the outro, once Fate Cards have been placed by the Bureau Aide, choose a character at random. The Fate Card assigned by the Bureau Aide is replaced with The Fool, face up. Describe how random chance aids them.

The future suddenly seems unclear, as the Bureau Aide describes some troublesome foreshadowing or ill omen. The third act now opens with a twist and a hope.

TWIST:

The High Priestess

HOPE:

Describe a good omen or delightful sight. All players except the Bureau Aide get **Bonus +1** at the end of the episode. This stacks with any bonus they might get during the outro.

A down-on-their-luck deity from Epika shows up and causes trouble for a bit, which the Bureau Aide should describe. The central character has to change the goal or dream they're focusing on this episode to another they already have, or lose one achievement from the goal or dream they chose in the intro.

TWIST:

The Emperor

HOPE:

A down-on-their-luck deity from Epika shows up and helps out in exchange for small favor. Describe them and what they want. Any player may discard a card to represent helping out; if they do, they gain an achievement in their current goal or dream.

The Bureau Aide should describe circumstances that transport the characters to Epika. The central character has to edit the goal **"Get everybody back to Earth"** and make it that-focused goal for the episode. If they're achieving goals, they have to discard one as a result, and the Bureau Aide should describe why they can't achieve it because of this. You cannot gain achievements on any other goal until this is fulfilled.

TWIST:

The Magician

HOPE:

A solution to a dilemma in this Episode lies in Epikal! Describe how you can make a journey to the fantasy world to consult with a sage or other helpful figure, then everybody may draw a card from the Epika deck.

A parental figure shows up for you, and the Bureau Aide describes how trouble results from their meddling or advice. Discard a card of your choice. Then, when you do as a dealer in the second act (or third act, if you cannot do so), you have to cause trouble - or rather, your parent causes trouble. You and the spotlight should both work out how this happens.

TWIST:

The Empress

HOPE:

Choose a character other than yourself that has a parental figure show up. Draw three cards from that character's deck; describe how that parent shows kindness, then give that character the highest and lowest cards of the three drawn, and take the remaining middle card for yourself! (You can choose in the case of a tie.)

The Bureau Aide is keeping a careful eye on you, as they suspect you of something troublesome, and being careful makes it hard to get anything done. When you draw a card for the rest of the episode, draw two instead, and discard the higher one.

TWIST:

The Hierophant

HOPE:

The Bureau Aide shows up to lend a helping hand with your current predicament! Describe what sort of help they show up with, and the Resident with the lowest number of cards draws two cards. If there's a tie, all Residents with the lowest number draw one instead.

TWIST:
An old friend or romantic partner shows up with problematic baggage. Maybe they need an old favor repaid, or just make a pain of themselves. Either way, the central director describes them, and the Bureau Aide describes what kind of distraction they bring. For the rest of this episode, when you draw a card, place it face-down; you may not look at it thereafter. You may discard face-down cards as if they were in your hand, but they cannot be played towards your ally.

The Lovers

HOPE:
You have a pleasing surprise reunion with an old friend or romantic interest, which you can describe. You may replace one of your goals with a new goal to rekindle your friendship or flame. If you achieve that goal, add three achievements towards your current dream.

TWIST:
You break a rule, or maybe there's a mistaken frame-up. The Bureau Aide should comb with a standard regarding an infraction with your cooperation. Take the Justice or Strength card into your hand, and you may not discard it. If it's ever the last card in your hand at any point, you get caught and punished, and you may not earn any achievements this episode.

Justice

HOPE:
You have a chance to make a wrong right.
Take this card into your hand.
When you show kindness, describe something you did to wrong the spotlight. If they accept your forgiveness, you both draw an extra card.

TWIST:
A disaster or mishap causes chaos in everybody's lives, and the Bureau Aide should describe how. Take all cards in the hands of players other than the Bureau Chief. Shuffle them up, and deal them out evenly. Any excess cards that would result in uneven hands are discarded to the Bureau Aide's discard.

Wheel of Fortune

HOPE:
Mischief comes to in everybody's lives, in a humorous and light sense. The Bureau Aide should describe this. Take all cards in the hands of players other than the Bureau Chief. Shuffle them up, and deal them out evenly. Any player who has less cards than the rest draws up to match the other players.

TWIST:
You should describe how your character takes risky action that profits everybody else. Then, take your cards, shuffle them up face-down, and distribute one card to each other player (except for the Bureau Aide) without looking at the cards. If you have an uneven number of cards, you decide who gets each.

The Hanged Man

HOPE:
Other players should describe how they turn around to give you a helping hand. Take one card at random from each other character. They then gain **Bonus +1** which is cumulative with any gained during the outro.

TWIST:
Your current goal or dream becomes unattainable, and the Bureau Aide describes why.

TWIST:
It's time for a party or celebration, but things go wrong, somehow. The Bureau Aide should describe how things might go badly for you, with your assistance. Remove an achievement from your current goal or dream, and then give an achievement to another player on their current goal or dream.

The Chariot

HOPE:
You and your friends have a party and everything goes awesome. Everybody should describe what they contribute to the fun! For every character you have common ground with, draw a card from *their* deck. This applies to all characters except for the Bureau Aide.

TWIST:
Something truly unexpected happens! The Bureau Aide plays the three top cards of the Fate Deck face up as additional twists in addition to this one. You may choose which two of the three take effect, and the other is discarded.

The Hermit

HOPE:
You get a dream that you know will come true, or some other clear vision. Draw three cards from the Fate Deck, select one, and place it face down aside from the Fate Decks. You may want to put it in an envelope. In the next episode, this will be the twist. You may or may not share this with the other characters as you like - you're the only one who gets to see the card beforehand.

TWIST:
The Bureau Aide describes a new character that has a grudge against your character, rightfully or wrongly. They then must play the numerically highest Fate Card that they have available against you during the outro, as that character falls your hopes.

Strength

HOPE:
The Bureau Aide describes a minor character that feels a responsibility for the characters, either due to connection or fondness. Describe how they help out. They then must play the lowest Fate Card they have available against you during the outro.

TWIST:
Remove all achievements from it, then remove the dream or goal, then draw cards equal to the number of achievements it had. At the end of this episode, you also gain a bonus equal to the number of achievements it had; this takes with any bonus gained during the outro.

Death

HOPE:
You choose a goal or dream of your character's, and the Bureau Aide decides what circumstances put it out of the reach of possibility. Choose a goal or dream on your character, remove all Achievements from it and redistribute an equal number *plus one* to any other goal or dream of yours.
Then, remove that goal or dream.

TWIST:
The Bureau Aide should describe a moment of malaise or boredom for you, and why things are off-kilter. If you succeed during the outro, you cannot gain achievements; instead, you gain bonus as if you failed, and increase it by 1.

Temperance

HOPE:
You may describe a pivotal moment or meeting for you and the other characters. Characters can, if they like, reveal their cards and exchange them one-for-one as they like. To do so, they have to introduce a topic of conversation to chat about. You cannot trade cards unless you both participate in the conversation, no matter how modestly.

TWIST:
The Bureau Aide plays another two twists, either from their hand or the top of the Fate Deck. They should describe how they're rolled into one big ball of trouble. If you succeed during the outro, you gain 1 extra achievement.

The Tower

HOPE:
Draw three cards from the top of the Fate Deck and play one as a twist and another as a hope as you like. Describe how one part is the cloud and the other is the silver lining.

TWIST:
Things get... odd... and ominous. The Bureau Aide should describe how they then play another Fate Card, either from their hand or the top of the deck. This counts as a hope and not a twist. However, during the third Act, the hopes is treated as a twist instead.

The Moon

HOPE:
You gain some occult influence over your existence. Describe some ritual, creature, or lucky item that helps you out. Discard one or more cards. Draw a Fate Card, then one more for each card you discarded. Choose one of your choice and play it as another hope.

TWIST:
Something is really embarrassing you to your friends, like it or not. The Bureau Aide should describe what happens to make this occur. Each player (except the Bureau Aide) should play a card face down, then flip them up simultaneously. If the median card is 7 or lower, discard your highest two cards. If the median card is 8 or higher, discard your lowest card. (If there are cards tied for the median, average them.)

Judgement

HOPE:
You have a chance to make something better. Choose a goal or dream on another character and comment on it in character. If you approve of it, they may draw a card from your deck. If you don't approve of it, they gain +1 bonus instead that stacks with that gained during the outro.

TWIST:
Choose a goal or dream on your character. The Bureau Aide should come up with a troublesome minor character that can help them whether they like or not, letting them mark achievement on that goal or dream. The Devil card is then shuffled into their respective player's deck. When it's drawn by a player, it has no effect, but that player must reveal it. The Bureau Aide should describe how that trouble became a character makes a fuss again. The player may choose to discard a combined value of 21 or more; if they do, the Devil is discarded into the Fate Card discard. Otherwise, it's discarded back into that player's discard.

The Devil

HOPE:
The Bureau Aide should offer you a new goal born out of opportunity, one that may be more troublesome than most. If you accept it, it comes with one achievement already on it. If you refuse, take a 1 bonus instead. This stacks with any bonus from the outro.

TWIST:
The Bureau Aide should describe an event that draws the character away from their ambition. They select a goal or dream on the character other than the one selected during the Intro - of the remaining goals or dreams, it must have the lowest amount of achievement. That becomes the central character's focused goal or dream for this episode.

The Star

HOPE:
The player should choose a goal or dream on their character. The Bureau Aide describes how they have a sudden opportunity to realize that - a sale, a chance meeting, or other lucky turn. They draw a card from the Fate Deck and place it face down. The player may immediately play an Earth Card and an Epika Card together, and if it matches or exceeds the the value of the Fate Card, they may immediately gain an achievement. If they do not do so, they may draw a card from either the Earth Deck or the Epika Deck.

TWIST:
The sun is out, nothing too bad happens.

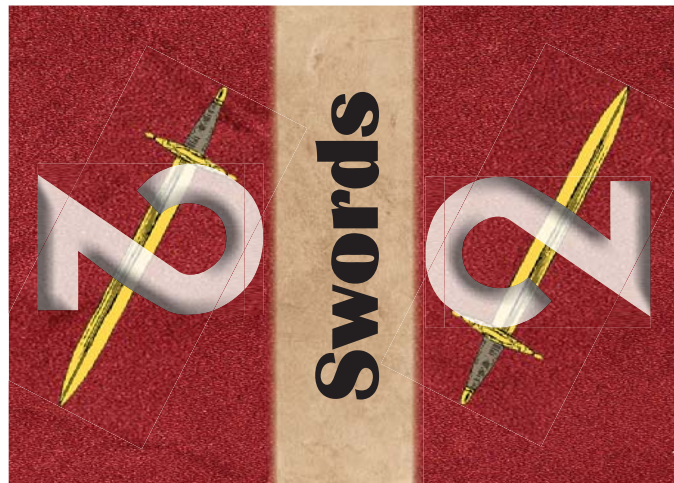
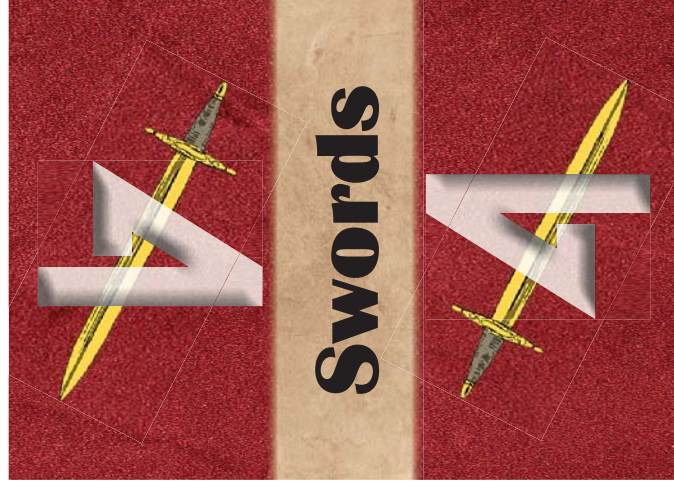
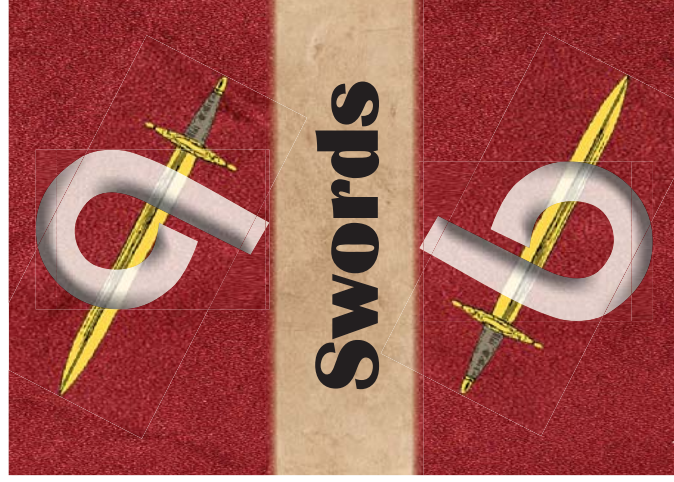
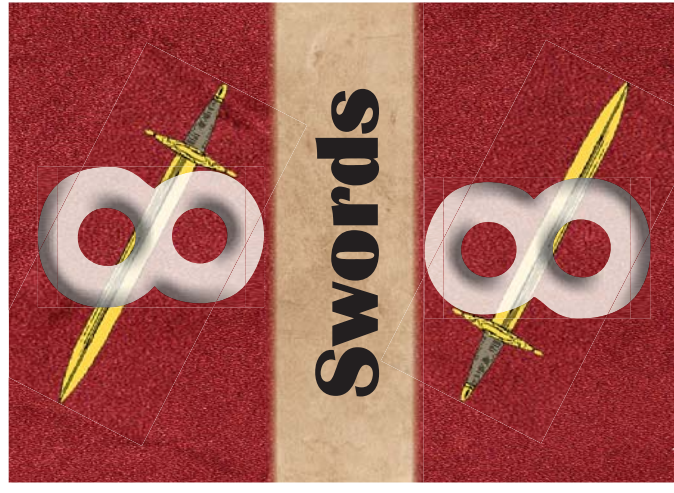
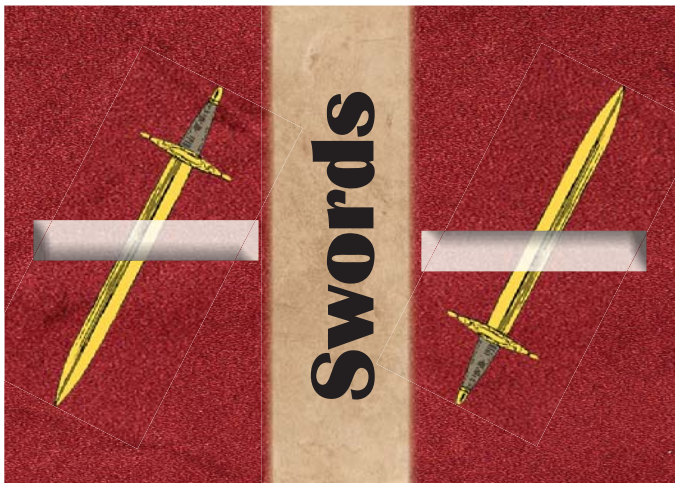
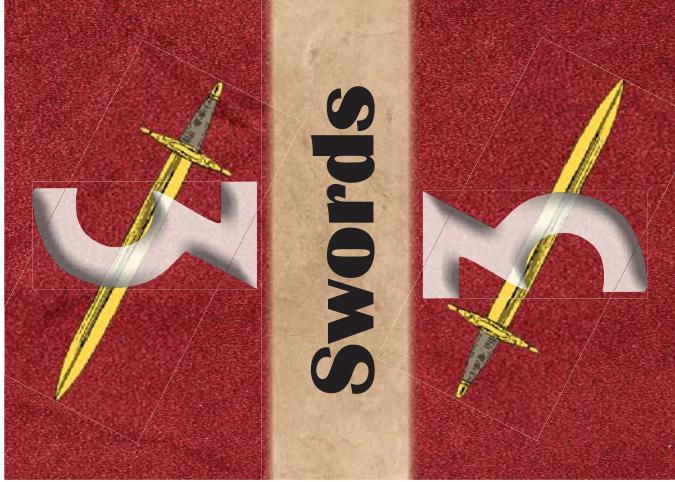
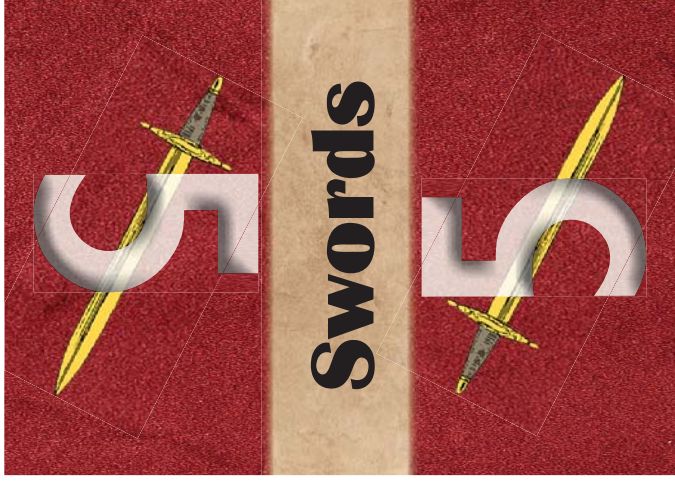
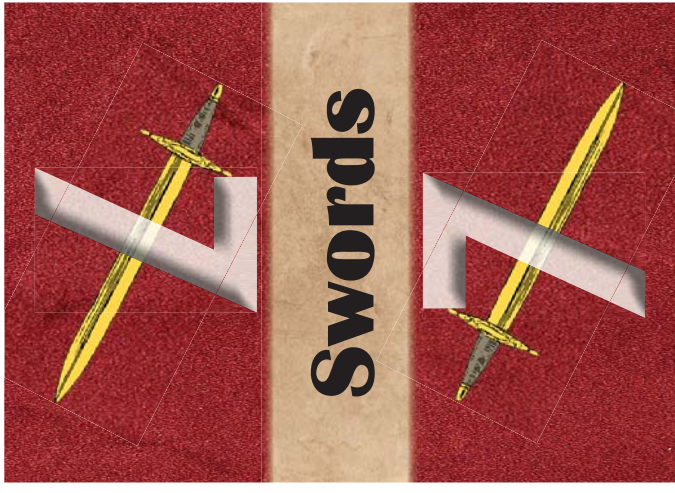
The Sun

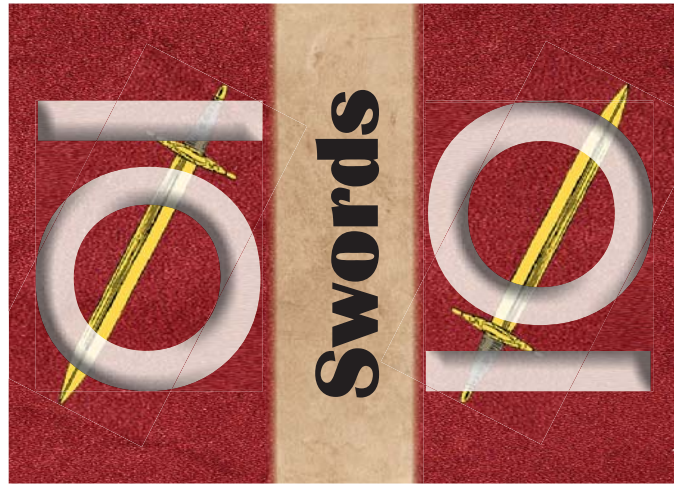
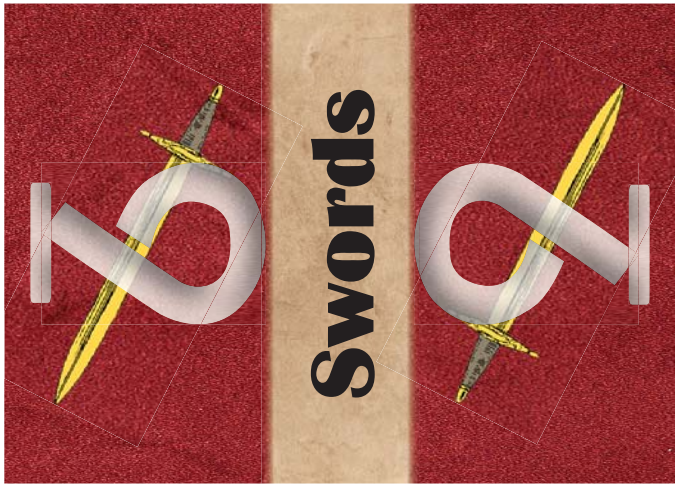
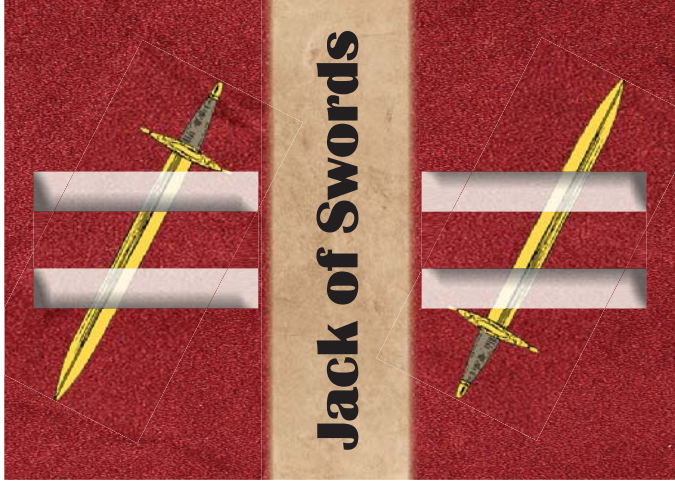
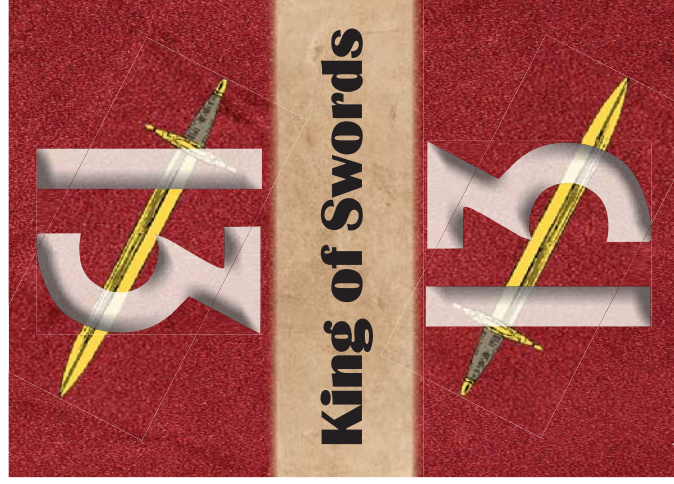
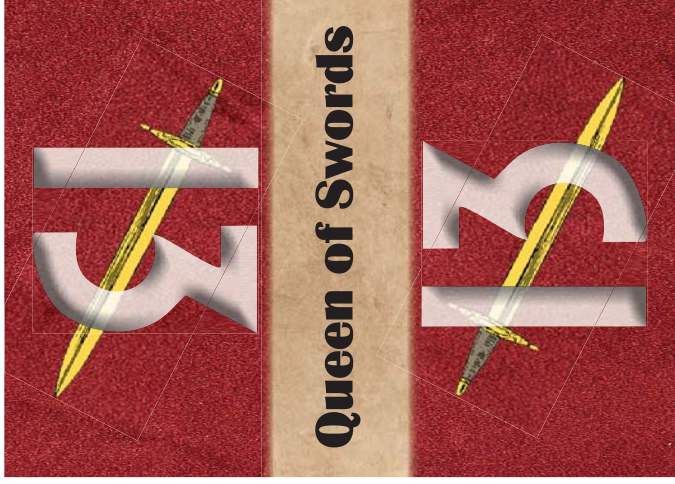
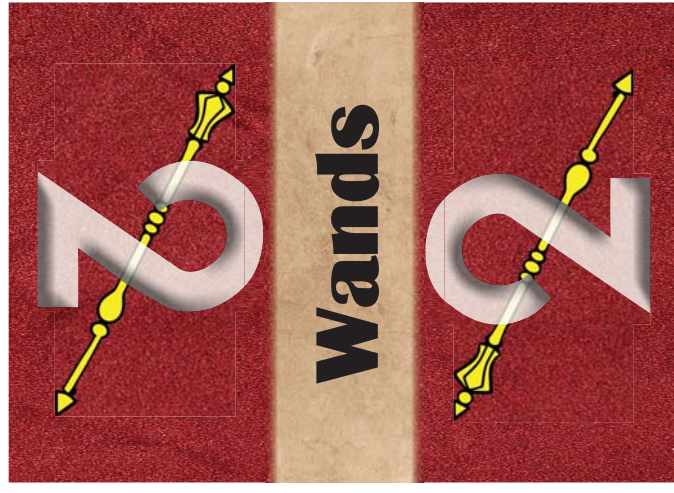
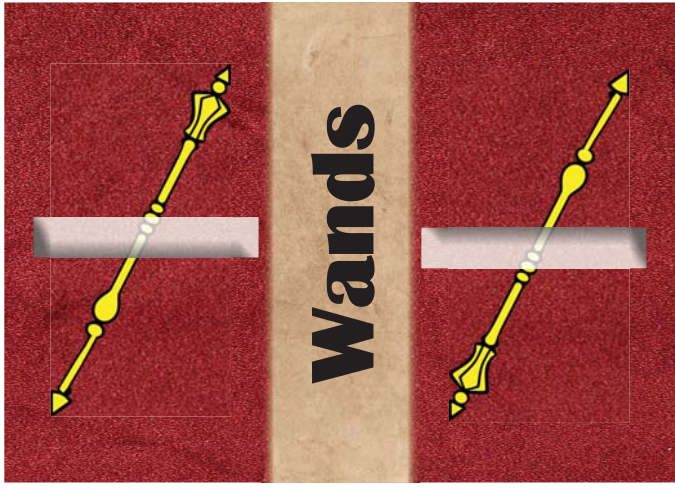
HOPE:
Charity riples through the group. The character describes how they do something nice for a character who then describes how they do something nice for another character, and so on until each character has one (but not more than one) nice thing done for them. Every time such a thing is done, the recipient draws a card from the deck of the type of character who does them a good turn.

TWIST:
A major trouble is coming up that affects everybody like terrible weather or an economic disaster - the Bureau Aide should describe what. Everybody should discard a goal of their choice. If there are any achievements on that goal, they gain +1 bonus for each achievement. This stacks with any bonus during the outro.

The World

HOPE:
Describe a major festival, carnival, or holiday coming up. You may gain a dream or goal of your choice, though this has to replace a current dream or goal. Any achievements on the old dream or goal transfer to the new one. In addition, if the old dream or goal was your current focus, the one that replaced it becomes your new focus, and add +2 to your tally during the outro.





3
Coins
3

4
Coins
4

1
Coins
1

2
Coins
2

3
Queen of Wands
3



3
King of Wands
3



1
Jack of Wands
1

2
Knight of Wands
2

11

Jack of Coins
11


2

Coins
2


7

Coins
7


5



Coins
5


12

Knight of Coins
12


10

Coins
10




8

Coins
8


9

Coins
6




13

Queen of Coins
13


1

Cups
1


3

Cups
3




5

Cups
5




13

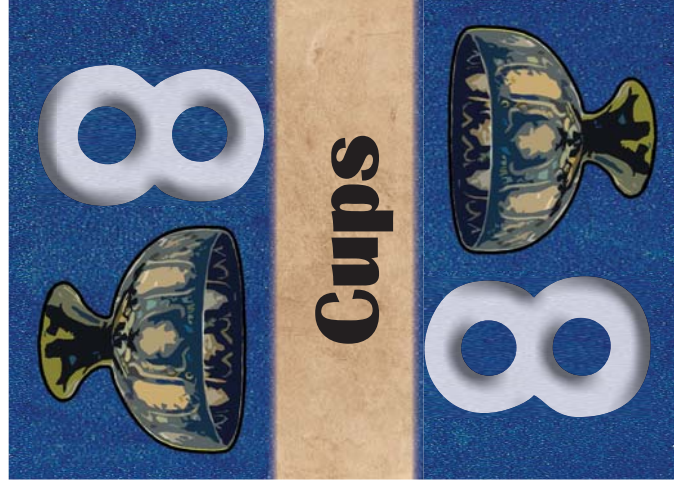
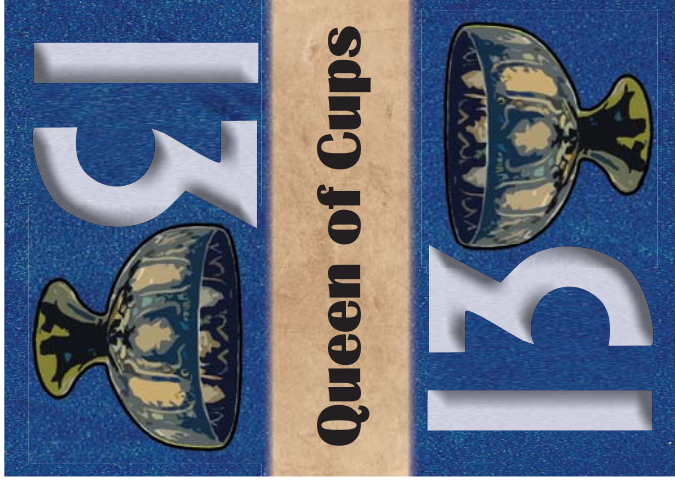
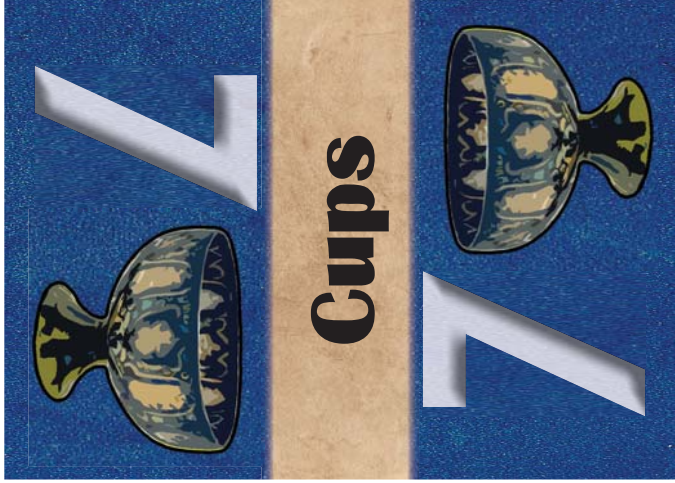
King of Coins
13


2

Cups
2


4

Cups
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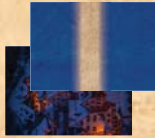
6

Cups
6




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