

TALENTLESS



Place this on your Talent card.
Your Pauper cannot use their Talent.

REPELLENT



Place this next to your Outcome deck.
Your Pauper cannot use allies on Outcome cards.

DIZZY



Place this next to your Outcome deck.

When your Pauper fights, after drawing an Outcome card roll the lucky charm. Deduct the number rolled from your Pauper's Strength.

GLUTTON



*Place this next to your Recipes
In Learning.*

Each time your Pauper collects
an Ingredient, roll the lucky charm.

☹️ : Discard it.

INNUMERATE



Place this on your Purse.

When your Pauper buys Equipment,
they must also pay 1 Gem to
the bank.

HEAVY HANDED



Place this next to your Inventory.
After your Pauper uses Equipment,
roll the lucky charm.
☹️ : The Equipment is discarded.

INFIRM



Place this on your Pauper card.
Your Pauper cannot move more than 1 Region per turn, under any circumstances.

BUNGLER



Place this on your learned Recipes.

Your Pauper cannot use
any of their learned Recipes.

CORRUPTED



Place this near your Virtue track.
Your Pauper cannot learn any
Virtues.

TREMLES



Place this next to your Outcome deck.

When your Pauper fights, draw 2 Outcome cards and play the one with the lowest Strength (*in the case of a tie, play either*).

BUTTERFINGERS



Place this next to your Inventory.
Your Pauper cannot use weapons
in a fight.

POVERTY




Place this on your Purse.

Whenever your Pauper collects
Gems roll the golden charm. Lose as
many Gems as the number rolled.

UNLUCKY



Place this on your Pauper card.

When your Pauper rolls
 on the lucky charm or
the golden charm, you must
pay 1 Gem to the bank.