

Nr	Joker	Effect	Cost	Rarity	Unlock Requirement	Type	Act
1	<u>Joker</u>	<u>+4 Mult</u>	\$2	<u>Common</u>	Available from start.	<u>±m</u>	Indep.
2	<u>Greedy</u> <u>Joker</u>	Played cards with Diamond suit give +3 Mult when scored	\$5	<u>Common</u>	Available from start.	<u>±m</u>	On Scored
3	<u>Lusty</u> <u>Joker</u>	Played cards with Heart suit give +3 Mult when scored	\$5	<u>Common</u>	Available from start.	<u>±m</u>	On Scored
4	<u>Wrathful</u> <u>Joker</u>	Played cards with Spade suit give +3 Mult when scored	\$5	<u>Common</u>	Available from start.	<u>±m</u>	On Scored
5	<u>Guttonou</u> <u>s Joker</u>	Played cards with Club suit give +3 Mult when scored	\$5	<u>Common</u>	Available from start.	<u>±m</u>	On Scored
6	<u>Jolly Joker</u>	+8 Mult if played hand contains a Pair	\$3	<u>Common</u>	Available from start.	<u>±m</u>	Indep.
7	<u>Zany Joker</u>	+12 Mult if played hand contains a Three of a Kind	\$4	<u>Common</u>	Available from start.	<u>±m</u>	Indep.
8	<u>Mad Joker</u>	+10 Mult if played hand contains a Two Pair	\$4	<u>Common</u>	Available from start.	<u>±m</u>	Indep.
9	<u>Crazy</u> <u>Joker</u>	+12 Mult if played hand contains a Straight	\$4	<u>Common</u>	Available from start.	<u>±m</u>	Indep.
10	<u>Droll Joker</u>	+10 Mult if played hand contains a Flush	\$4	<u>Common</u>	Available from start.	<u>±m</u>	Indep.
11	<u>Sly Joker</u>	<u>+50 Chips if played hand contains a Pair</u>	\$3	<u>Common</u>	Available from start.	<u>±c</u>	Indep.
12	<u>Wily Joker</u>	<u>+100 Chips if played hand contains a Three of a Kind</u>	\$4	<u>Common</u>	Available from start.	<u>±c</u>	Indep.
13	<u>Clever</u> <u>Joker</u>	<u>+80 Chips if played hand contains a Two Pair</u>	\$4	<u>Common</u>	Available from start.	<u>±c</u>	Indep.
14	<u>Devious</u> <u>Joker</u>	+100 Chips if played hand contains a Straight	\$4	<u>Common</u>	Available from start.	<u>±c</u>	Indep.
15	<u>Crafty</u> <u>Joker</u>	<u>+80 Chips if played hand contains a Flush</u>	\$4	<u>Common</u>	Available from start.	<u>±c</u>	Indep.
16	<u>Half Joker</u>	<u>+20 Mult if played hand contains 3 or fewer cards.</u>	\$5	<u>Common</u>	Available from start.	<u>±m</u>	Indep.
17	<u>Joker</u> <u>Stencil</u>	<u>X1 Mult for each empty Joker slot. Joker Stencil included (Currently X1 Mult)</u>	\$8	<u>Uncommo</u> <u>n</u>	Available from start.	<u>Xm</u>	Indep.
18	<u>Four</u> <u>Fingers</u>	<u>All Flushes and Straights can be made with 4 cards</u>	\$7	<u>Uncommo</u> <u>n</u>	Available from start.	<u>!!</u>	N/A
19	<u>Mime</u>	Retrigger all card held in hand abilities	\$5	<u>Uncommo</u> <u>n</u>	Available from start.	<u>...</u>	On Held
20	<u>Credit</u> <u>Card</u>	Go up to -\$20 in debt	\$1	<u>Common</u>	Available from start.	<u>+\$</u>	N/A
21	<u>Ceremoni</u> <u>al Dagger</u>	When Blind is selected, destroy Joker to the right and permanently add double its sell value to this Mult (Currently +0 Mult)	\$6	<u>Uncommo</u> <u>n</u>	Available from start.	<u>±m</u>	Indep.
22	<u>Banner</u>	+30 Chips for each remaining discard	\$5	<u>Common</u>	Available from start.	<u>±c</u>	Indep.
23	<u>Mystic</u> <u>Summit</u>	<u>+15 Mult when 0 discards remaining</u>	\$5	<u>Common</u>	Available from start.	<u>±m</u>	Indep.

24	<u>Marble Joker</u>	Adds one Stone card to the deck when Blind is selected	<u>Uncommon</u> \$6 n	Available from start.	!!	N/A
25	<u>Loyalty Card</u>	X4 Mult every 6 hands played 5 remaining 1 in 4 chance for each played 8 to create a Tarot card when scored (Must have room)	<u>Uncommon</u> \$5 n	Available from start.	Xm	Indep.
26	<u>8 Ball</u>		\$5 <u>Common</u>	Available from start.	!!	On Scored
27	<u>Misprint</u>	+0-23 Mult	\$4 <u>Common</u>	Available from start.	±m	Indep.
28	<u>Dusk</u>	Retrigger all played cards in final hand of the round	<u>Uncommon</u> \$5 n	Available from start.	...	On Scored
29	<u>Raised Fist</u>	Adds double the rank of lowest ranked card held in hand to Mult	\$5 <u>Common</u>	Available from start.	±m	On Held
30	<u>Chaos the Clown</u>	1 free Reroll per shop	\$4 <u>Common</u>	Available from start.	!!	N/A
31	<u>Fibonacci</u>	Each played Ace, 2, 3, 5, or 8 gives +8 Mult when scored	<u>Uncommon</u> \$8 n	Available from start.	±m	On Scored
32	<u>Steel Joker</u>	Gives X0.2 Mult for each Steel Card in your full deck (Currently X1 Mult)	<u>Uncommon</u> \$7 n	Available from start. (Can only appear in the shop when there is a Steel Card in the deck.)	Xm	Indep.
33	<u>Scary Face</u>	Played face cards give +30 Chips when scored	\$4 <u>Common</u>	Available from start.	±c	On Scored
34	<u>Abstract Joker</u>	+3 Mult for each Joker card (Currently +0 Mult)	\$4 <u>Common</u>	Available from start.	±m	Indep.
35	<u>Delayed Gratification</u>	Earn \$2 per discard if no discards are used by end of the round	\$4 <u>Common</u>	Available from start.	±\$	N/A
36	<u>Hack</u>	Retrigger each played 2, 3, 4, or 5	<u>Uncommon</u> \$6 n	Available from start.	...	On Scored
37	<u>Pareidolia</u>	All cards are considered face cards	<u>Uncommon</u> \$5 n	Available from start.	!!	N/A
38	<u>Gros Michel</u>	+15 Mult 1 in 6 chance this is destroyed at the end of round.	\$5 <u>Common</u>	Available from start.	±m	Indep.
39	<u>Even Steven</u>	Played cards with even rank give +4 Mult when scored (10, 8, 6, 4, 2)	\$4 <u>Common</u>	Available from start.	±m	On Scored
40	<u>Odd Todd</u>	Played cards with odd rank give +31 Chips when scored (A, 9, 7, 5, 3)	\$4 <u>Common</u>	Available from start.	±c	On Scored
41	<u>Scholar</u>	Played Aces give +20 Chips and +4 Mult when scored	\$4 <u>Common</u>	Available from start.	++	On Scored
42	<u>Business Card</u>	Played face cards have a 1 in 2 chance to give \$2 when scored	\$4 <u>Common</u>	Available from start.	±\$	On Scored
43	<u>Supernova</u>	Adds the number of times poker hand has been played this run to Mult This Joker gains +1 Mult per consecutive hand played without a scoring face card	\$5 <u>Common</u>	Available from start.	±m	Indep.
44	<u>Ride the Bus</u>	(Currently +0 Mult)	\$6 <u>Common</u>	Available from start.	±m	Mixed
45	<u>Space Joker</u>	1 in 4 chance to upgrade level of played poker hand	<u>Uncommon</u> \$5 n	Available from start.	!!	On Played
46	<u>Egg</u>	Gains \$3 of sell value at end of round	\$4 <u>Common</u>	Available from start.	±\$	N/A

47	<u>Burglar</u>	When Blind is selected, gain +3 Hands and lose all discards	<u>Uncommo</u> \$6 <u>n</u>	Available from start.	!!	N/A
48	<u>Blackboard</u> <u>d</u>	X3 Mult if all cards held in hand are Spades or Clubs Gains +15 Chips if played hand contains a Straight (Currently +0 Chips)	<u>Uncommo</u> \$6 <u>n</u>	Available from start.	Xm	Indep.
49	<u>Runner</u>	+100 Chips -5 Chips for every hand played	\$5 <u>Common</u>	Available from start.	±c	Mixed
50	<u>Ice Cream</u>	If first hand of round has only 1 card, add a permanent copy to deck and draw it to hand	\$5 <u>Common</u>	Available from start.	±c	Indep.
51	<u>DNA</u>	Every played card counts in scoring	\$8 <u>Rare</u>	Available from start.	!!	On Played
52	<u>Splash</u>	+2 Chips for each remaining card in deck (Currently +104 Chips)	\$3 <u>Common</u>	Available from start.	!!	N/A
53	<u>Blue Joker</u>	If first hand of round is a single 6 , destroy it and create a Spectral card	\$5 <u>Common</u>	Available from start.	±c	Indep.
54	<u>Sixth</u> <u>Sense</u>	(Must have room)	<u>Uncommo</u> \$6 <u>n</u>	Available from start.	!!	N/A
55	<u>Constellat</u> <u>ion</u>	This Joker gains X0.1 Mult every time a Planet card is used (Currently X1 Mult)	<u>Uncommo</u> \$6 <u>n</u>	Available from start.	Xm	Indep.
56	<u>Hiker</u>	Every played card permanently gains +5 Chips when scored	<u>Uncommo</u> \$5 <u>n</u>	Available from start.	±c	On Scored
57	<u>Faceless</u> <u>Joker</u>	Earn \$5 if 3 or more face cards are discarded at the same time +1 Mult per hand played	\$4 <u>Common</u>	Available from start.	±\$	On Discard
58	<u>Green</u> <u>Joker</u>	-1 Mult per discard (Currently +0 Mult)	\$4 <u>Common</u>	Available from start.	±m	Mixed
59	<u>Superposi</u> <u>tion</u>	Create a Tarot card if poker hand contains an Ace and a Straight (Must have room)	\$4 <u>Common</u>	Available from start.	!!	Indep.
60	<u>To Do List</u>	Earn \$4 if poker hand is a [Poker Hand], poker hand changes at end of round	\$4 <u>Common</u>	Available from start.	±\$	On Played
61	<u>Cavendish</u>	X3 Mult 1 in 1000 chance this card is destroyed at the end of round	\$4 <u>Common</u>	Available from start. (Can only appear in the shop when Gros Michel has destroyed itself in the current run.)	Xm	Indep.
62	<u>Card</u> <u>Sharp</u>	X3 Mult if played poker hand has already been played this round This Joker gains +3 Mult when any Booster Pack is skipped	<u>Uncommo</u> \$6 <u>n</u>	Available from start.	Xm	Indep.
63	<u>Red Card</u>	(Currently +0 Mult) When Small Blind or Big Blind is selected, gain X0.5 Mult and destroy a random Joker	\$5 <u>Common</u>	Available from start.	±m	Indep.
64	<u>Madness</u>	(Currently X1 Mult) This Joker gains +4 Chips if played hand has exactly 4 cards	<u>Uncommo</u> \$7 <u>n</u>	Available from start.	Xm	Indep.
65	<u>Square</u> <u>Joker</u>	(Currently 0 Chips) If poker hand is a Straight Flush , create a random Spectral card	\$4 <u>Common</u>	Available from start.	±c	Mixed
66	<u>Séance</u>	(Must have room) When Blind is selected, create 2 Common Jokers	<u>Uncommo</u> \$6 <u>n</u>	Available from start.	!!	Indep.
67	<u>Rift-Raft</u>	(Must have room) This Joker gains X0.1 Mult per scoring Enhanced card played, removes card Enhancement	\$6 <u>Common</u>	Available from start.	!!	N/A
68	<u>Vampire</u>	(Currently X1 Mult) Allows Straights to be made with gaps of 1 rank (ex: 10 8 6 5 3)	<u>Uncommo</u> \$7 <u>n</u>	Available from start.	Xm	Mixed
69	<u>Shortcut</u>	This Joker gains X0.25 Mult every time a playing card is added to your deck	<u>Uncommo</u> \$7 <u>n</u>	Available from start.	!!	N/A
70	<u>Hologram</u>	(Currently X1 Mult)	<u>Uncommo</u> \$7 <u>n</u>	Available from start.	Xm	Indep.

71	<u>Yagabond</u>	Create a Tarot card if hand is played with \$4 or less	\$8	<u>Rare</u>	Available from start.	!!	Indep.
72	<u>Baron</u>	Each King held in hand gives X1.5 Mult Earn \$1 for each 9 in your full deck at end of round	\$8	<u>Rare</u>	Available from start.	Xm	On Held
73	<u>Cloud 9</u>	(Currently \$4) Earn \$1 at end of round. Payout increases by \$2 when Boss Blind is defeated	\$7	<u>Uncommon</u> n	Available from start.	±\$	N/A
74	<u>Rocket</u>	This Joker gains X0.2 Mult per consecutive hand played without playing your most played poker hand (Currently X1 Mult)	\$6	<u>Uncommon</u> n	Available from start.	±\$	N/A
75	<u>Obelisk</u>		\$8	<u>Rare</u>	Available from start.	Xm	Mixed
76	<u>Midas Mask</u>	All played face cards become Gold cards when scored	\$7	<u>Uncommon</u> n	Available from start.	!!	On Played
77	<u>Luchador</u>	Sell this card to disable the current Boss Blind	\$5	<u>Uncommon</u> n	Available from start.	!!	N/A
78	<u>Photograph</u> h	First played face card gives X2 Mult when scored	\$5	<u>Common</u> Uncommon	Available from start.	Xm	On Scored
79	<u>Gift Card</u>	Add \$1 of sell value to every Joker and Consumable card at end of round	\$6	<u>Uncommon</u> n	Available from start.	±\$	N/A
80	<u>Turtle Bean</u>	+5 hand size, reduces by 1 each round	\$6	<u>Uncommon</u> n	Available from start.	!!	N/A
81	<u>Erosion</u>	+4 Mult for each card below [the deck's starting size] in your full deck (Currently +0 Mult)	\$6	<u>Uncommon</u> n	Available from start.	±m	Indep.
82	<u>Reserved Parking</u>	Each face card held in hand has a 1 in 2 chance to give \$1	\$6	<u>Common</u>	Available from start.	±\$	On Held
83	<u>Mail-In Rebate</u>	Earn \$5 for each discarded [rank], rank changes every round	\$4	<u>Common</u>	Available from start.	±\$	On Discard
84	<u>To the Moon</u>	Earn an extra \$1 of interest for every \$5 you have at end of round	\$5	<u>Uncommon</u> n	Available from start.	±\$	N/A
85	<u>Hallucination</u> ion	1 in 2 chance to create a Tarot card when any Booster Pack is opened (Must have room)	\$4	<u>Common</u>	Available from start.	!!	N/A
86	<u>Fortune Teller</u>	+1 Mult per Tarot card used this run (Currently +0)	\$6	<u>Common</u>	Available from start.	±m	Indep.
87	<u>Juggler</u>	+1 hand size	\$4	<u>Common</u>	Available from start.	!!	N/A
88	<u>Drunkard</u>	+1 discard each round	\$4	<u>Common</u>	Available from start.	!!	N/A
89	<u>Stone Joker</u>	Gives +25 Chips for each Stone Card in your full deck (Currently +0 Chips)	\$6	<u>Uncommon</u> n	Available from start. (Can only appear in the shop when there is a Stone Card in the deck.)	±c	Indep.
90	<u>Golden Joker</u>	Earn \$4 at end of round	\$6	<u>Common</u>	Available from start.	±\$	N/A
91	<u>Lucky Cat</u>	This Joker gains X0.25 Mult every time a Lucky card successfully triggers (Currently X1 Mult)	\$6	<u>Uncommon</u> n	Available from start. (Can only appear in the shop when there is a Lucky Card in the deck.)	Xm	Mixed
92	<u>Baseball Card</u>	Uncommon Jokers each give X1.5 Mult +2 Chips for each \$1 you have (Currently +0 Chips)	\$8	<u>Rare</u> Uncommon	Available from start.	Xm	On Other Jokers
93	<u>Bull</u>		\$6	<u>Uncommon</u> n	Available from start.	±c	Indep.
94	<u>Diet Cola</u>	Sell this card to create a free Double Tag	\$6	<u>Uncommon</u> n	Available from start.	!!	N/A

95	<u>Trading Card</u>	If first discard of round has only 1 card, destroy it and earn \$3	<u>Uncommon</u> \$6 n	Available from start.	±\$	On Discard
96	<u>Flash Card</u>	This Joker gains +2 Mult per reroll in the shop (Currently +0 Mult) +20 Mult	<u>Uncommon</u> \$5 n	Available from start.	±m	Indep.
97	<u>Popcorn</u>	-4 Mult per round played	\$5 Common	Available from start.	±m	Indep.
98	<u>Spare Trousers</u>	This Joker gains +2 Mult if played hand contains a Two Pair (Currently +0 Mult)	<u>Uncommon</u> \$6 n	Available from start.	±m	Mixed
99	<u>Ancient Joker</u>	Each played card with [suit] gives X1.5 Mult when scored, suit changes at end of round	\$8 Rare <u>Uncommon</u>	Available from start.	Xm	On Scored
100	<u>Ramen</u>	X2 Mult, loses X0.01 Mult per card discarded	\$6 n	Available from start.	Xm	Mixed
101	<u>Walkie Talkie</u>	Each played 10 or 4 gives +10 Chips and +4 Mult when scored	\$4 Common <u>Uncommon</u>	Available from start.	±±	On Scored
102	<u>Seltzer</u>	Retrigger all cards played for the next 10 hands This Joker gains +3 Chips per discarded [suit] card, suit changes every round	\$6 n	Available from start.	...	On Scored
103	<u>Castle</u>	(Currently +0 Chips)	<u>Uncommon</u> \$6 n	Available from start.	±c	Mixed
104	<u>Smiley Face</u>	Played face cards give +5 Mult when scored This Joker gains X0.25 Mult for each card sold, resets when Boss Blind is defeated	\$4 Common	Available from start.	±m	On Scored
105	<u>Campfire</u>	(Currently X1 Mult)	\$9 Rare	Available from start.	Xm	Indep.
106	<u>Golden Ticket</u>	Played Gold cards earn \$4 when scored Prevents Death if chips scored are at least 25% of required chips	\$5 Common	Play a 5 card hand that contains only Gold cards. (Can only appear in the shop when there is a Gold Card in the deck.)	±\$	On Scored
107	<u>Mr. Bones</u>	self destructs	<u>Uncommon</u> \$5 n	Lose five runs.	!!	N/A
108	<u>Acrobat</u>	X3 Mult on final hand of round	<u>Uncommon</u> \$6 n	Play 200 hands	Xm	Indep.
109	<u>Sock and Buskin</u>	Retrigger all played face cards	<u>Uncommon</u> \$6 n	Play 300 face cards across all runs.	...	On Scored
110	<u>Swashbuckler</u>	Adds the sell value of all other owned Jokers to Mult (Currently +1 Mult)	\$4 Common	Sell 20 Jokers.	±m	Indep.
111	<u>Troubadour</u>	+2 hand size, -1 hand per round	<u>Uncommon</u> \$6 n	Win 5 consecutive rounds by playing only a single hand in each. (Discards are fine.)	!!	N/A
112	<u>Certificate</u>	When round begins, add a random playing card with a random seal to your hand	<u>Uncommon</u> \$6 n	Have a Gold card with a Gold Seal.	!!	N/A
113	<u>Smeared Joker</u>	Hearts and Diamonds count as the same suit, Spades and Clubs count as the same suit	<u>Uncommon</u> \$7 n	Have 3 or more Wild Cards in your deck.	!!	N/A
114	<u>Throwback k</u>	X0.25 Mult for each Blind skipped this run (Currently X1 Mult)	<u>Uncommon</u> \$6 n	Continue a run from the Main Menu.	Xm	Indep.
115	<u>Hanging Chad</u>	Retrigger first played card used in scoring 2 additional times	\$4 Common	Beat a Boss Blind with a High Card hand.	...	On Scored
116	<u>Rough Gem</u>	Played cards with Diamond suit earn \$1 when scored	<u>Uncommon</u> \$7 n	Have at least 30 Diamonds in your deck	±\$	On Scored
117	<u>Bloodstone a</u>	1 in 2 chance for played cards with Heart suit to give X1.5 Mult when scored	<u>Uncommon</u> \$7 n	Have at least 30 Hearts in your deck.	Xm	On Scored

118	<u>Arrowhead</u> d	Played cards with Spade suit give +50 Chips when scored	\$7	<u>Uncommon</u> n	Have at least 30 Spades in your deck.	±c	On Scored
119	<u>Onyx</u> Agate	Played cards with Club suit give +7 Mult when scored	\$7	<u>Uncommon</u> n	Have at least 30 Clubs in your deck	±m	On Scored
120	<u>Glass</u> Joker	This Joker gains X0.75 Mult for every Glass Card that is destroyed (Currently X1 Mult)	\$6	<u>Uncommon</u> n	Have 5 or more Glass cards in your deck. (Can only appear in the shop when there is a Glass Card in the deck.)	Xm	Indep.
121	<u>Showman</u>	Joker, Tarot, Planet, and Spectral cards may appear multiple times X3 Mult if poker hand contains a Diamond card, Club card, Heart card, and Spade card	\$5	<u>Uncommon</u> n	Reach Ante level 4	!!	N/A
122	<u>Flower Pot</u>		\$6	<u>Uncommon</u> n	Reach Ante Level 8	Xm	Indep.
123	<u>Blueprint</u>	Copies ability of Joker to the right	\$10	<u>Rare</u>	Win 1 run.	!!	
124	<u>Wee Joker</u>	This Joker gains +8 Chips when each played 2 is scored (Currently +0 Chips)	\$8	<u>Rare</u>	Win a run in 18 or fewer rounds.	±c	Mixed
125	<u>Merry</u> <u>Andy</u>	+3 discards each round, -1 hand size	\$7	<u>Uncommon</u> n	Win a run in 12 or fewer rounds	!!	N/A
126	<u>Oops! All</u> <u>Es</u>	Doubles all listed probabilities (ex: 1 in 3 -> 2 in 3)	\$4	<u>Uncommon</u> n	Earn at least 10,000 Chips in a single hand.	!!	N/A
127	<u>The Idol</u>	Each played [rank] of [suit] gives X2 Mult when scored Card changes every round	\$6	<u>Uncommon</u> n	In one hand, earn at least 1,000,000 Chips. Play a hand that contains four 7 of Clubs.	Xm	On Scored
128	<u>Seeing</u> <u>Double</u>	X2 Mult if played hand has a scoring Club card and a scoring card of any other suit	\$6	<u>Uncommon</u> n	Other suits that count as clubs (e.g. wild suits) with rank 7 will also count.	Xm	Indep.
129	<u>Matador</u>	Earn \$8 if played hand triggers the Boss Blind ability	\$7	<u>Uncommon</u> n	Defeat a Boss Blind in one hand, without using discards.	±\$	Indep.
130	<u>Hit the</u> <u>Road</u>	This Joker gains X0.5 Mult for every Jack discarded this round (Currently X1 Mult)	\$8	<u>Rare</u>	Discard 5 Jacks at the same time.	Xm	Mixed
131	<u>The Duo</u>	X2 Mult if played hand contains a Pair	\$8	<u>Rare</u>	Win a run without playing a Pair .	Xm	Indep.
132	<u>The Trio</u>	X3 Mult if played hand contains a Three of a Kind	\$8	<u>Rare</u>	Win a run without playing a Three of a Kind .	Xm	Indep.
133	<u>The Family</u>	X4 Mult if played hand contains a Four of a Kind	\$8	<u>Rare</u>	Win a run without playing a Four of a Kind .	Xm	Indep.
134	<u>The Order</u>	X3 Mult if played hand contains a Straight	\$8	<u>Rare</u>	Win a run without playing a Straight .	Xm	Indep.
135	<u>The Tribe</u>	X2 Mult if played hand contains a Flush	\$8	<u>Rare</u>	Win a run without playing a Flush .	Xm	Indep.
136	<u>Stuntman</u>	+250 Chips, -2 hand size	\$7	<u>Rare</u>	Earn at least 100 million (100,000,000) Chips in a single hand.	±c	Indep.
137	<u>Invisible</u> <u>Joker</u>	After 2 rounds, sell this card to Duplicate a random Joker (Currently 0/2) (Removes Negative from copy)	\$8	<u>Rare</u>	Win a game while never having more than 4 jokers.	!!	N/A
138	<u>Brainstor</u> m	Copies the ability of leftmost Joker	\$10	<u>Rare</u>	Discard a Royal Flush .	!!	
139	<u>Satellite</u>	Earn \$1 at end of round per unique Planet card used this run	\$6	<u>Uncommon</u> n	Have at least \$400.	±\$	N/A
140	<u>Shoot the</u> <u>Moon</u>	Each Queen held in hand gives +13 Mult	\$5	<u>Common</u>	Play every Heart card in your deck in one round.	±m	On Held

		X3 Mult if you have at least 16 Enhanced cards in your full deck				
141	<u>Driver's License</u>	(Currently 0)	\$7 <u>Rare</u>	Enhance 16 cards in your deck	<u>Xm</u>	Indep.
142	<u>Cartomancer</u>	Create a Tarot card when Blind is selected (Must have room)	\$6 <u>Uncommon</u>	Discover every Tarot Card.	<u>!!</u>	N/A
143	<u>Astronomer</u>	All Planet cards and Celestial Packs in the shop are free	\$8 <u>Uncommon</u>	Discover all Planet cards.	<u>!!</u>	N/A
144	<u>Burnt Joker</u>	Upgrade the level of the first discarded poker hand each round	\$8 <u>Rare</u>	Sell 50 cards.	<u>!!</u>	On Discard
145	<u>Bootstrap</u>	+2 Mult for every \$5 you have (Currently +0 Mult)	\$7 <u>Uncommon</u>	Have at least 2 Polychrome Jokers at the same time.	<u>+m</u>	Indep.
146	<u>Canio</u>	This Joker gains X1 Mult when a face card is destroyed (Currently X1 Mult)	N/A	<u>Legendary</u> Find this Joker from the Soul card.	<u>Xm</u>	Indep.
147	<u>Triboulet</u>	Played Kings and Queens each give X2 Mult when scored This Joker gains X1 Mult every 23 [23] cards discarded	N/A	<u>Legendary</u> Find this Joker from the Soul card.	<u>Xm</u>	On Scored
148	<u>Yorick</u>	(Currently X1 Mult)	N/A	<u>Legendary</u> Find this Joker from the Soul card.	<u>Xm</u>	Mixed
149	<u>Chicot</u>	Disables effect of every Boss Blind	N/A	<u>Legendary</u> Find this Joker from the Soul card.	<u>!!</u>	N/A
150	<u>Perkeo</u>	Creates a Negative copy of 1 random consumable card in your possession at the end of the shop	N/A	<u>Legendary</u> Find this Joker from the Soul card.	<u>!!</u>	N/A