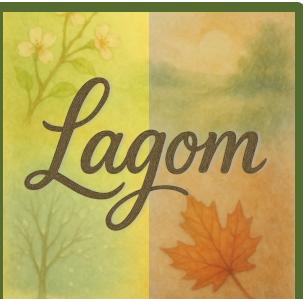
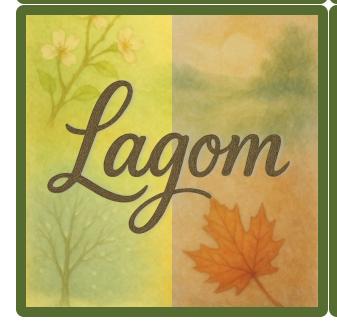
Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).	Discontented Collect -1 Fulfillment when scoring a Relationship.	Sprightly Collect +1 Energy at the start of each turn.	Dilettante At Final Scoring, score -1 Fulfillment for each Purpose number which is duplicated.
Eading Collect -1 Energy at the start of each turn.	Intense +2 Energy when buring a card.	Discontented Collect -1 Fulfillment when scoring a Relationship.	Intense +2 Energy when buring a card.
Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).	Unresolved At Final Scoring, -1 for each Relationship symbol showing.	Extrovert Collect +1 Fulfillment when scoring a Relationship.	Remorseful At Final Scoring, score -1 Fulfillment for each even- numbered Purpose.
At Final Scoring, score -1 Fulfillment for each Purpose number which is duplicated.	Market Savvy Collect 4 Energy when closing an Investment.	At Final Scoring, -1 for every 2 Achievements (rounding up).	Resourceful When drawing cards, draw 2, keep one, and shuffle one back into the deck.
Performer Collect +1 Fulfillment on for every Achievement.	Cautious Collect -1 Energy when closing an Investment	Extrovert Collect +1 Fulfillment when scoring a Relationship.	Penny-wise At Final Scoring, -1 for each Investment symbol showing.
Discontented Collect -1 Fulfillment when scoring a Relationship.	Intense +2 Energy when buring a card.	Disillusioned At Final Scoring, -1 for every 2 Achievements (rounding up).	Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).







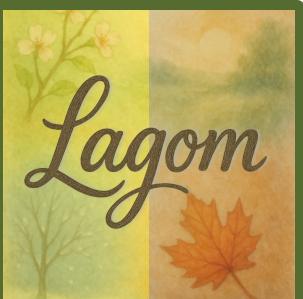






Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).	Penny-wise At Final Scoring, -1 for each Investment symbol showing.	Devoted You may place 2 Energy on one Relationship each turn.	Remorseful At Final Scoring, score -1 Fulfillment for each even- numbered Purpose.
Alienated Immediately remove 2 Energy from all Relationships.	Intense +2 Energy when buring a card.	Disillusioned At Final Scoring, -1 for every 2 Achievements (rounding up).	Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).
Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).	Dilettante At Final Scoring, score -1 Fulfillment for each Purpose number which is duplicated.	Market Savvy Collect 4 Energy when closing an Investment.	Dilettante At Final Scoring, score -1 Fulfillment for each Purpose number which is duplicated.
Cautious Collect -1 Energy when closing an Investment	Devoted You may place 2 Energy on one Relationship each turn.	Alienated Immediately remove 2 Energy from all Relationships.	Intense +2 Energy when buring a card.
Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).	Disillusioned At Final Scoring, -1 for every 2 Achievements (rounding up).	Performer Collect +1 Fulfillment on for every Achievement.	Discontented Collect -1 Fulfillment when scoring a Relationship.
Cautious Collect -1 Energy when closing an Investment		At Final Scoring, score -1 Fulfillment for each Purpose number which is duplicated.	one back into the deck.













Intense +2 Energy when buring a card.	Alienated Immediately remove 2 Energy from all Relationships.	Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).	Fading Collect -1 Energy at the start of each turn.
Penny-wise At Final Scoring, -1 for each Investment symbol showing.	Resourceful When drawing cards, draw 2, keep one, and shuffle one back into the deck.	Cautious Collect -1 Energy when closing an Investment	Resourceful When drawing cards, draw 2, keep one, and shuffle one back into the deck.
Intense +2 Energy when buring a card.	Penny-wise At Final Scoring, -1 for each Investment symbol showing.	Market Savvy Collect 4 Energy when closing an Investment.	Dilettante At Final Scoring, score -1 Fulfillment for each Purpose number which is duplicated.
At Final Scoring, -1 for every 2 Achievements (rounding up).	Extrovert Collect +1 Fulfillment when scoring a Relationship.	Eading Collect -1 Energy at the start of each turn.	Resourceful When drawing cards, draw 2, keep one, and shuffle one back into the deck.
Sprightly Collect +1 Energy at the start of each turn.	Penny-wise At Final Scoring, -1 for each Investment symbol showing.	Benefactor At Final Scoring, score 1 Fulfillment for every 3 Energy (rounding up).	Discontented Collect -1 Fulfillment when scoring a Relationship.
Disillusioned At Final Scoring, -1 for every 2 Achievements (rounding up).	Explorer At Final Scoring, score 1 Fulfillment for each odd-numbered Purpose.	Penny-wise At Final Scoring, -1 for each Investment symbol showing.	Sprightly. Collect +1 Energy at the start of each turn.



