

Card Drawn Die Roll

## Minor Malevolent Effects

A♣	1	Paranoia
2♣	2	All speaking must be whispering
3♣	3	Sensitive Eyes
4♣	4	Hair, changes 1) curls 2) white 3) red / blonde / black 4) bald
5♣	5	Body Odor, terrible
6♣	6	Hunger, incredible
7♣	7	Weight Loss, 1 stone
8♣	8	Eye Color, changes 1) black 2) white 3) yellow 4) gray - <b>Permanent</b>
9♣	9	Height Loss, 1d6 inches - <b>Permanent</b>
10♣	10	Amnesia
J♣	11	Deafness
Q♣	12	Blindness
K♣	13	Weakness, lose 1d4 Strength
	14	Mute
	15	Cowardice
	16	Sensitive Nose
	17	Thirst, incredible
	18	Weight Gain, 1 stone
	19	Animals Hostile toward character
	20	Facial Hair, loss if present, gain if absent - <b>Permanent</b>
	21	Clumsiness, lose 1d4 Dexterity
	22	Liar, character unable to tell the truth
	23	Greed, incredible
	24	Sensitive Ears
	25	Foolish Confidence
	26	Anosmia, sense of smell loss
	27	Lust, incredible
	28	Acne, terrible
	29	Hair, changes 1) curls 2) white 3) red / blonde / black 4) bald - <b>Permanent</b>
	30	All speaking must be Yelling

Roll 1d10, 1d20, 1d30, or, have the player draw from a shuffled suit of



All results last 1d4 turns unless noted.