<b>1</b> <b>Falling Out</b> Choose one person. The oldest member of your family adopts that person and their immediate children.	2 Adultery Choose any married person. They must divorce their spouse and marry someone else instantly.	1 Incest STATUS Choose any couple. They are found to be incestuous and now cannot have a baby.
6 Sterile STATUS Choose a person. They cannot <i>have</i> <i>a baby</i> anymore.	<b>7</b> <b>Necrotizing</b> <b>Fasciitis</b> DISEASE Choose a person. They die at the end of the current turn.	<b>6</b> <b>Dysenters</b> Disease Choose a person. They die at the end of the current turn.
O Panacea Can be played at any time Cancels any sickness.	O Panacea Can be played at any time Cancels any sickness.	O Deus Ex Machina CAN BE PLAYED AT ANY TIME Cancels any disaster

O Deus Ex Machina CAN BE PLAYED AT ANY TIME Cancels any disaster	<b>3</b> <b>Shotgung</b> <b>Wedding</b> Choose a person. Buy them a spouse and a child.	4 Long-lost twin Choose any person. Buy them any sibling of your choice.
5 Divorce Choose a couple and send one person from that couple to the graveyard.	5 Divorce Choose a couple and send one person from that couple to the graveyard.	5 Divorce Choose a couple and send one person from that couple to the graveyard.
<b>3</b> <b>Necromance</b> Adopt any person of your choice out of the graveyard. To adopt them you must pay for	<b>3</b> <b>Necromancy</b> Adopt any person of your choice out of the graveyard. To adopt them you must pay for	<b>O</b> <b>Hormone</b> <b>Therapy</b> CAN BE PLAYED AT ANY TIME Cancels any status.

<b>O</b> <b>Hormone</b> <b>Therapy</b>   	<b>O</b> <b>Marriage</b> <b>counseling</b> Cancels divorce.	<b>O</b> <b>Marriage</b> <b>counseling</b> Can be played at any time Cancels divorce.
R.I.P.	Fountain of Youth Vouth This person can neither die or be afflicted with status ailments.	Fountain of Youth Vouth This person can neither die or be afflicted with status ailments.

		r
2 BLAND BLAKE 3 DESCRIPTION NEEDED	2 AVERAGE AMY ¥ DESCRIPTION NEEDED 2	4 CANDY & buy the husband automatically when you buy this person
<pre>5 BOBERT 3 Another Board and Bo</pre>	3 PHILIP J when person joins family, player dis- cards 2 actions of their choice	5 KATE <b>\$</b> " it runs in the family" - can opti- nally buy another child when having or adopting a baby 5
2 MICHELE <b>*</b> can only have kids worth 5 people points or less	3 JUSTIN 3 when the total number of people points in the famly reaches 12, this person dies	5 TANYA <b>\$</b> this person can't have more than 2 siblings

2 BORING BOB & DESCRIPTION NEEDED	2 DULL DOLLY DESCRIPTION NEEDED	6 ALEX <b>₹</b> (Insert androg- ynous symbol here.)
8	7	5
DANIEL <b></b>	PATRICK 3	SAM 🖍
all sickness, disas- ter, and divorce cards are targeted at this character	discard any two actions to save this person from disaster	(Insert androg- ynous symbol here.)
9	4	5
7		
DEBBIE		
DOWNER		
all her siblings lose one people point		
0		

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