

Character	Action	Effect	Counteraction
	<i>Income</i>	Take 1 Coin from Bank.	
	<i>Foreign Aid</i>	Take 2 Coins from Bank.	
	<i>Coup</i>	Pay 7 Coins to Bank and choose player to lose influence. Must Coup, if you have 10 or more Coins.	
<b>(A) Crime Boss</b>	<i>Extort</i>	Player selects 1 target. The target can pay 2 coins to player to end player's turn. Otherwise, player pays 5 coins, and target loses 1 influence.	Block Extort
<b>(K) Speculator</b>	<i>Gamble</i>	Take up to 5 coins from Treasury to double your current coins. If a challenge is successful, challenger receives all of your initial coins.	Blocks Foreign Aid
<b>(Q) Peacekeeper</b>	<i>Peacekeep</i>	Take 1 coin and the Peacekeeper token. Holder of this token cannot be targeted except by Coup.	
<b>(J) Jester</b>	<i>Disorder</i>	Take 1 card from Deck and Target. Return 1 card to Deck and Target.	Blocks Disorder
<b>(2) Protester</b>	<i>Riot</i>	Pay 2 coins, select a target. Any other player may then pay 3 coins to force the target to lose 1 card influence.	Blocks Riot