

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.	
(A) Assassin	<i>Assassinate</i>	Pay 3 Coins to Bank Choose a player to lose influence.	
(K) Duke	<i>Tax</i>	Take 3 coins from the Bank.	Blocks Foreign Aid
(Q) Contessa	-	-	Blocks Assassination
Jester	<i>Disorder</i>	Take 1 card from Deck and Target. Return 1 card to Deck and Target.	Blocks Disorder Blocks Stealing
(2) Captain	<i>Steal</i>	Steal 2 Coins from another player.	Blocks Stealing