

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.	
(A) Mercenary	<i>Disappear</i>	Pay 3 coins to place Disappear token on a chosen target. The target loses 1 influence after their next turn.	Blocks Disappear
(K) Custom Officer	<i>Tariff</i>	Take the 2 Tariff tokens. Keep 1, and place the other on a Role card. All other players must pay 1 coin each time they claim that role.	Blocks Foreign Aid
(Q) Foreign Consular	<i>Alliance</i>	Take the 2 Treaty tokens. Keep 1, then give the other to another player of your choice. These two players become allies, and cannot target one another, even by Coup.	
(J) Inquisitor	<i>Examine</i>	Exchange card with Deck <b>OR</b> Examine another player's card (their choice). May force them to exchange with card from Deck (then shuffle).	Blocks Examine
(2) Priest	<i>Charity</i>	All other players must give Priest 1 coin	Blocks Charity