

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) General	<i>Purge</i>	Pay 5 coins to make all other targets lose 1 influence.	Block Purge
(K) Bureaucrat	<i>Cooperation</i>	Take 3 Coins from Treasury then give 1 Coin to another player.	Blocks Foreign Aid
(Q) Intellectual	<i>Memoirs</i>	Following a loss of influence, Intellectual takes 5 coins from Treasury.	
(J) Socialist	<i>Share</i>	All other players are Targets. Take 1 Coin OR 1 Card from Targets. Keep 1 Card, give others back.	Blocks Charity Blocks Share
(2) Priest	<i>Charity</i>	All other players must give Priest 1 coin	Blocks Charity