

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) Judge	<i>Execute</i>	Give 3 coins to a target, forcing them to lose a life. If successfully countered or challenged, target keeps the 3 coins.	Blocks Execute
(K) Spy	<i>Resources</i>	Take 1 coin from Treasury, then take a second action of the player's choice.	Blocks Foreign Aid
(Q) Missionary	<i>Sacrifice</i>	Following a loss of influence (except by Coup), Missionary takes 1 card from Court.	
(J) Reporter	<i>Propaganda</i>	Take one coin from Treasury and draw 1 card from the Court, then return any card to Court.	
(2) Lawyer	<i>Probate</i>	Claim all the coins of a player who is eliminated from the game.	