

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) Speculator	<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.	
(Q) Lawyer	<i>Probate</i>	Claim all the coins of a player who is eliminated from the game.	Blocks Foreign Aid
(J) Joker	<i>Disorder</i>	Take 1 card from Deck and Target. Return 1 card to Deck and Target.	Blocks Disorder
(2) Crime Boss	<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