

### Character Skills

**Hacker** > *Steal*: Take 2 coins from another player | Blocks inspection

**Inspector** > *Inspect*: Look at another card, then return it | Blocks stealing

**Athlete** > *Compete*: Take 3 coins from the stash | Blocks other competition

**Hunter** > *Target*: Pay 7 coins to take the gun from the mantle | Skill cannot be replicated

**Scientist** > *Replicate*: Repeat the previous skill used | Blocks swaps

**Teacher** > *Swap*: Switch this card with any player | Blocks Targeting by Hunter

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### Possible Actions

1. **Take a coin:** Take (1) coin from the stash. This cannot be countered or stopped.
2. **Exchange a card:** Pass your face-down card clockwise, then draw a new card. The player does not look at the received card, but chooses to either keep it and place their own at the bottom of the deck or pass the discarded card. If each player passes, it returns to the bottom of the deck.
3. **Use skill:** Claim any card and use its abilities. The effect will take place, unless stopped by counter skill or challenge.
4. **Take the gun from the mantle:** If a player begins a turn with 10 coins, they must take the gun from the mantle and eliminate a player.

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