



**Abbot:** Gain the indicated reward when placing a Worker at the King's Storehouse. This is not an action.



**Acolyte:** Gain the reward shown on the right when advancing work on the Cathedral.



**Antagonist:** Treat the Town Centre as if you have an extra Worker there.



**Aristocrat:** Gain the indicated resources if you have at least 1 Worker at the Princess's location during each Black Market Reset.



**Artist:** For each Marble you gain, also gain 1 Silver.



**Benefactor:** As an action at the King's Storehouse you may lose 1 Stone, Wood or Clay to gain 1 Influence.



**Charlatan:** You may always lose 1 Influence to ignore spending 1 of the indicated resource for any purposes. This can be done multiple times.



**Chevalier:** Gain 1 Influence when placing a Worker at the Guardhouse.



**Clergyman:** Make a number of Donations when using the Guildhall, equal to your level on the Cathedral.



**Conspirator:** Spend 1 less Silver (*not Tax*) than required when making captures at the Town Centre.



**Debt Collector:** Gain the resources shown on the right when paying off a Debt.



**Defender:** Release up to 2 Workers from Prison when placing a Worker at the Town Centre.



**Diplomat:** Gain 1 Influence when placing a Worker at the Town Centre.



**Enforcer:** Gain the indicated reward when sending Workers to Prison.



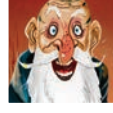
**Financer:** As an action at the King's Storehouse you may lose the resources on the left to gain those on the right.



**Foreman:** Treat the Workshop as if you have 2 extra Workers there.



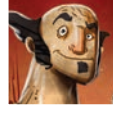
**Gatekeeper:** Release up to 2 of your Workers from Prison during each Black Market Reset.



**Illusionist:** Do not lose 1 Virtue when placing a Worker at the Black Market.



**Jeweller:** Gain 1 additional Silver when placing a Worker at the Silversmith.



**Journeyman:** Gain the indicated reward when constructing a Building.



**Jugador:** For each Debt you gain, also gain 1 Silver.



**King Dan:** As an action at the King's Storehouse you may discard 1 Building Card to destroy 1 Debt.



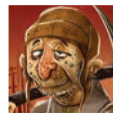
**Labourer:** Has all 3 skill types.



**Lookout:** Treat the Guardhouse as if you have an extra Worker there.



**Merchant:** As an action at the King's Storehouse, you may spend the Silver on the left to gain the resources shown on the right.



**Miner:** Gain 1 additional Clay when placing a Worker at the Mines, even if you use your action to collect Gold.



**Overseer:** Treat the King's Storehouse as if you have an extra Worker there.



**Patron:** As an action at the King's Storehouse, you may spend the resources on the left to gain the Virtue shown on the right.



**Peddler:** Gain the indicated reward during each Black Market Reset.



**Pickpocket:** Gain 1 Gold when stealing from the Tax Stand.



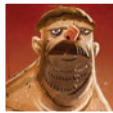
**Racketeer:** For each Debt you gain, also gain the indicated reward.



**Scoundrel:** Make up to 2 Donations when using the Black Market.



**Squire:** Gain the reward shown on the right if you have no Workers in Prison during each Black Market Reset.



**Stonecutter:** Gain 1 additional Stone when placing a Worker at the Quarry.



**Street Urchin:** Gain the indicated resources if you have at least 1 Worker at the Profiteer's location during each Black Market Reset.



**Strongman:** These upgrade the abilities of your Artisan (see next column). They also have 2 Skills, rather than just 1.



**Suzerain:** Gain 1 Gold when losing 1 or 2 Virtue at the Guildhall or Workshop.



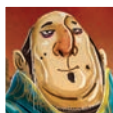
**Swindler:** Gain the indicated resources when placing a Worker at the Black Market.



**Thief:** Lose 1 less Virtue when stealing from the Tax Stand.



**Tinker:** As an action at the King's Storehouse, you may spend the resources on the left to gain those shown on the right.



**Trader:** As an action at the King's Storehouse, you may spend the resources on the left to gain those shown on the right.



**Traveller:** Gain 1 Influence and 1 Silver when gaining either of the Card types shown on the left.



**Trickster:** Pay 1 fewer Silver than required when placing a Worker at the Black Market.



**Watchman:** Pay 1 fewer Silver at the Guardhouse when paying to release your Workers or pay off Debts.



**Woodcutter:** Gain 1 additional Wood when placing a Worker at the Forest.

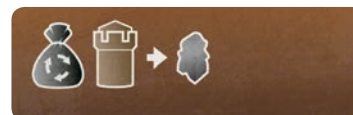
## Strongman Abilities



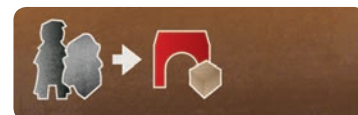
Pay 2 fewer Silver for your action when placing your Artisan.



Gain a free Adornment if your Artisan is at the Princess's location during each Black Market Reset.



Release your Artisan from Prison during each Black Market Reset.



You may make a Contribution when placing your Artisan at the Profiteer's location.



Capture all Workers of a single colour from the location where you place your Artisan. You may use this ability to capture your own Workers, but cannot be used to capture your own Artisan.



Gain 1 Stone and 1 Wood when placing your Artisan at either the Profiteer or Princess's location.