






















TOUNSFOLK

-  **Chef** You start knowing how many pairs of evil players there are.
-  **Clockmaker** You start knowing how many steps from the Demon to its nearest Minion.
-  **Investigator** You start knowing that 1 of 2 players is a particular Minion.
-  **Pixie** You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
-  **Bounty Hunter** You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
-  **Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
-  **Snake Charmer** Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
-  **Gambler** Each night\*, choose a player & guess their character: if you guess wrong, you die.
-  **Professor** Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.
-  **Huntsman** Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
-  **Engineer** Once per game, at night, choose which Minions or which Demon is in play.
-  **Amnesiac** You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
-  **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.





OUTSIDERS



-  **Damsel** All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
-  **Politician** If you were the player most responsible for your team losing, you change alignment & win, even if dead.
-  **Tinker** You might die at any time.
-  **Puzzlemaster** 1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS

-  **Harpy** Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.
-  **Psychopath** Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
-  **Witch** Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
-  **Goblin** If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

-  **Vortex** Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
-  **Fang Gu** Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
-  **Imp** Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
-  **Shabaloth** Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

-  Dusk
-  Minion info
-  Demon info
-  Engineer
-  Snake Charmer
-  Witch
-  Harpy
-  Pixie
-  Huntsman
-  Damsel
-  Amnesiac
-  Investigator
-  Chef
-  Clockmaker
-  Dreamer
-  Bounty Hunter
-  Dawn

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TYRELL CORP. - BLADE...



JINXES

None available

RECOMMENDED



TRAVELLERS

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-  Dawn
-  Bounty Hunter
-  Dreamer
-  Tinker
-  Amnesiac
-  Damsel
-  Huntsman
-  Professor
-  Vortex
-  Fang Gu
-  Shabaloth
-  Imp
-  Harpy
-  Witch
-  Snake Charmer
-  Gambler
-  Engineer
-  Dusk