

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



Vortox 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.



Investigator

Clockmaker

Dreamer

Dawn

Bounty Hunter

Chef



TYRELL CORP. - BLADE...



JINXES

None available





TRAVELLERS

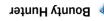
FABLEO

None available

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Tinker



Amnesiac



Damsel



Huntsman

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Vortox



Fang Gu



Shabaloth



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Harpy



Witch



Snake Charmer



Gambler



Engineer



Dusk

