

Struggle on Orbital Station Δ

Townfolk



Captain

Once per game, during the day, you may publicly choose a player. If you did today, they die tonight.



Researcher

Each day, you may visit the storyteller to learn something about the Demon.



Quartermaster

You start knowing how many characters of each type are in play.



Engineer

Each night*, choose a player. They cannot malfunction until dusk. You cannot malfunction.



Officer

Each night, you learn two characters. One is in play.



Security Chief

When a Minion you nominated dies by execution, evil players are drunk until dawn.



Redshirt

When you die at night, all good players learn your character.



Botanist

Each night*, you learn how many evil players voted today.



Assistant

Each night*, choose a player. If they die tonight, you swap characters with them.



Janitor

Each night, choose a player. Chosen Townsfolk are told they were chosen.



Armorer

You start knowing an in play evil character. Each night*, If they were executed today, you learn another.



Analyst

Each night, guess everyone's characters. Something good might happen based on how close you are.



Doctor

Each night, choose a player. You learn if they are sober, healthy, and alive.

Outsiders



Infirm

Each night*, If you are poisoned, you die.



Civilian

Whenever you are nominated, something bad might happen.



Test Subject

If you are not mad about being a Townsfolk, you might become a Demon and might be drunk from then on.



Brainwashed

You think you are a minion, but your ability malfunctions.

Minions



Traitor

You might register as good. During the day, you may publicly choose a player. Once per game, they might die.



Brain Leech

Your alive good neighbors are poisoned.



Infected

Each night*, if there are 4 or more living players, you may die. A good neighbor is poisoned from then on.



Probe

Each night, choose a player. They are poisoned until dusk. Chosen Townsfolk are told they were chosen.

Demons



Specimen #006

All players know you are in play. You do not get starting information. Each night*, choose two players. They die.



Replicant

Each night*, choose a player. They die. You might register as good and as a Townsfolk. [+1 Outsider]



HEL 8000

Each night*, choose a player. They die. On your first night, you see the grimoire. [-1 Outsider]



Crawler

Each night*, you may choose a player. If you do not, all chosen players die. Chosen players are poisoned.

Travelers



Merchant

Once per day, you may give a vote token to a dead player who does not have one.



Space Pirate

Once per day, you may publicly steal a dead player's vote token.



Commander

Once per day, you may order a player to choose a particular player at night. If they do not, they might die.



Bounty Hunter

You start knowing a good player. If they are executed, something good might happen and you learn another.



Refugee

If you are exiled, something bad might happen.

First Night

Minions

Demon

HEL 8000

Probe

Janitor

Quartermaster

Armorer

Doctor

Officer

Analyst

Other Nights

Probe

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Crawler

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