**Character Reference**

**Prison Break**

**townsfolk**

* **Informant:** You start knowing 1 person sitting next to an evil player.[+1 Outsider]
* **Getaway Driver:** You start picking 3 players, you learn 1 of their roles, but not who.
* **The Squealer:** 1st time you are nominated and not executed during the day, the first person clockwise to you that voted and is a townsfolk dies.
* **The Shive:** If you are executed and die, you can choose to kill 1 person that voted for you.
* **Defender:** Each Day announce 1 player (different from the day before not yourself), They won't die tonight, If they are in jail they are freed.
* **Heywood:** Each Day announce 1 player (different from the day before), that night you will learn if they or 1 of their neighbors is the Demon.
* **The Know-it-all:** Each Night\*, Choose 2 players. You learn if 1 or more of them is evil.
* **Whitmore:** Each Night\*, pick a player, you learn if they are in jail.
* **Robbins:** Each Night\*, Learn the role of the player who was just executed. If they were drunk you will be drunk from now on.
* **Jail Accountant:** Each Night\*, Learn how many people are in Jail.
* **Inmate Gwommy:** You start picking your role (Townsfolk role), If it was already in play 1 of you is drunk, and get bad info.
* **Casper:** Your dead vote is powerful, whoever you use your dead vote on will die regardless of majority (inactive last 4 players).

**outsider**

* **Mime:** Tell noone your real role, or you die. If you are the last outsider and die during the day, your team loses.
* **Thief:** You must claim to be the demon to everyone or no specific role, never anything else or you die, You may register as evil.
* **Victim:** You think you are the demon, however your ability malfunctions. The demon knows who you are and who you attack
* **Scape Goat:** When you are nominated the 1st time the person who nominates you dies that night.

**minion**

* **Night Guard:** Each Night\*, You learn who was jailed, once per game you can choose to kill one of the current inmates.
* **Day Guard:** Each Night\*, Choose a player, if they nominate they are put in jail.
* **1st Officer:** Whenever you are nominated the person who nominated you is either put in jail or taken out of jail.
* **Guard Tower:** Each Night, Choose a player, they will not get correct info until you choose someone else.

**demon**

* **Warden:** Each Night\*, Pick a Player they die, You can skip upto 2 nights +1 player for each night skipped.[-1 Outsider]
* **Jailer:**  Each Night, put a player in jail or kill all your inmates, Jailed inmates will get bad info.
* **Probation Officer:** Each Night\*, Pick a Player, they are put in jail, They get bad info, and 1 of their neighbors dies.
* **Captain Hadley:** Each Night, Pick a player. They will get correct info, and then Die the next night. (Everyone Starts out poisoned.