

Chaos in the Streets *by Zets*

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Chef

You start knowing how many pairs of evil players there are.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows who you are.



Oracle

Each night*, you learn how many dead players are evil.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Alchemist

You have a not-in-play Minion ability.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+the King]



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS



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.



Sweetheart

When you die, 1 player is drunk from now on.



Snitch

Minions start knowing 3 not-in-play characters.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS



Marionette

You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



DEMONS







Riot



Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



JINXES

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If the Marionette thinks that they are the Balloonist, +1 Outsider was added.
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Players that die by nomination register as being executed to the Cannibal.
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The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.
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If the Snitch is in play, each Riot player gets an extra 3 bluffs.
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If a Riot player nominates and kills the King and the Choirboy is alive, the Choirboy uses their ability tonight.