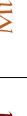
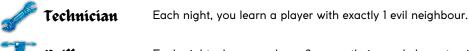
Deputy

Spotter







Driller Each night, choose a player & guess their good character: if correct, they die before dusk.

Geologíst Each night, choose 2 players: you learn 1 of them that is good. If both are evil, this info is arbitrary

Overman Each night*, if the dead outnumber the living, you learn an evil player.

Metallurgist Each night*, you learn a character which would've died but didn't since dawn or that none did.

ProspectorEach night*, you learn the character you nominated today. If an evil player died since dawn, this info is arbitrary.

Storeman

Once per game, at night, choose a player: you learn & gain their ability. If they are evil, you are poisoned.

Demolitionist Once per game, during the day, publicly choose 2 players: if 1 dies, the other does too.

Once per game, during the day, publicly choose up to 2 players: if all are good, the 1st time each dies, they don't

Once per game, you may visit the Storyteller & privately choose a character type, you learn some of

their neighbours character types.

Surveyor If one of your alive neighbours would die, another player might die instead.

You can't die while a Minion lives.

An alive good player can't die. After they would have died, their clockwise alive good neighbour can't

die instead.

Conscruationist Once per game, if a player would die, they don't & another might die instead.

Moonshiner 1 of the Demon's alive good neighbours is drunk.

Roamer If an evil player is executed, tonight, they may guess you: if correct, a player dies before dusk.

Counterfeiter 2 players can't register as their alignment or character to Townsfolk. If you die, tonight, learn them.

SkinwalkerYou know a good player. Each night, choose a character & alignment you both register as to Townsfolk until you choose again.

Gargoyle Each night, choose a player: players they nominate tomorrow might die before dusk.

Wraith

You start knowing the in-play Characters. The 1st night no Outsiders live, choose a character: they are poisoned. [-1 to +1 Outsider]

Vessel You cannot die by execution. The 1st Vessel may (once), choose a player to swap characters with.

Chorus Each night, you learn 3 players & their characters. Each night*, choose a player: they die.

Each night*, choose a player: they die. Your alive neighbours might die at any time.

Each night*, choose a player: they die. You can't die to executions by Townsfolk, except if 3 players live. [+1 Outsider]

Vurm





Dawn

Fabled



F

R

Forge

Each night, the Demon might learn this & have the ability "Each night, choose a player: they are poisoned until dusk." instead of their own until dusk.

Travellers



Appraiser

Each day, you may publicly choose 2 players: today, they may only vote if both agree & can't vote for each other.



Greenhorn

On your 1st night, you learn & gain a Townsfolk ability.



Debt Collector

Players may privately make promises to you. Players you catch breaking them: die.



Adversary



You and the other Adversary have the same ability. On your 1st day, you learn a part of it. If one dies, the other does too. [2 opposing Adversaries]



Brawler

You may nominate any number of times & players who have already been nominated. Players you nominate might be drunk until dawn.



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Prospector



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overman



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Counterfeiter



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Roamer



Kakshasa



minW



Chorns



Storeman



lossov



Misith



Gargoyle



Skinwalker



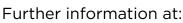
Adversary



Porge



nsug



https://github.com/PowerofMoll/Digging-Deep---A-fancreation-to-Blood-on-the-Clocktower/tree/main