






BLESSED  <p>Alignment: Town Type: Protective 0-1</p> <p>The first time you would die, instead don't. If the prevented death was due to a lynch, the day still ends.</p>	BODYGUARD  <p>Alignment: Town Type: Protective 0-1</p> <p>Each night, pick a player (yourself allowed). They cannot die tonight. You may not pick the same player twice in a row.</p>	CURSED  <p>Alignment: Town* Type: Team-changer 0-1</p> <p>If you would be killed by werewolves, instead become a Werewolf and join their team. (You will wake with them on the following night).</p>
DRUNK  <p>Alignment: Town Type: Deceptive 0-1</p> <p>You think you are another Town role, but you are not. The power you think you have doesn't work (and info you get may be wrong).</p>	EMPATH  <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, after players are killed, learn how many of your living neighbors are Evil/Werewolf.</p>	ESCORT  <p>Alignment: Town Type: Support 0-1</p> <p>Each night, pick someone to seduce. Their power doesn't work tonight (as if drunk - other werewolves still get to hunt).</p>
GRANDMOTHER  <p>Alignment: Town Type: Investigative 0-1</p> <p>You have a grandchild (player who is Town at start of game, gamemaster's choice) and know who, but not their role. If your grandchild dies and is still Town, you die too.</p>	INSOMNIAC  <p>Alignment: Town Type: Investigative 0-1</p> <p>At the end of each night, learn how many of your living neighbors chose to visit someone.</p>	MASON  <p>Alignment: Town Type: [REDACTED] 0-2</p> <p>First night, wake and get told who else (if any) registers as Mason. Even if no Masons are in the game, noone may speak of, refer to, or insinuate their existence. Or else..</p>
PSYCHIC  <p>Alignment: Town Type: Investigative 0-1</p> <p>First night, you are shown a role that some player has.</p>	RECLUSE  <p>Alignment: Town Type: Deceptive 0-1</p> <p>You might register as any non-Town role at any time, even when dead (gamemaster chooses each time).</p>	RETRIBUTIONIST  <p>Alignment: Town Type: Investigative 0-1</p> <p>One night per game, choose a dead player. They are revived at the end of the night and regain their power(s).</p>
SEER  <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, pick a player to know whether they register as a Werewolf (W with hands) or not (X with arms).</p>	SHERIFF  <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, pick a player to know whether they register as Town/Neutral (thumbs up) or Evil/Werewolf (thumbs down).</p>	SLAYER  <p>Alignment: Town Type: Investigative, Killing 0-1</p> <p>First time you stand up, point at a player, and publicly say 'I slay' followed by their name: If they register as Evil/Werewolf, they die and the day ends immediately.</p>
TRACKER  <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night choose a player. You will know one player they visit (if any).</p>	UNDERTAKER  <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, if a player was lynched during the day, you learn their role.</p>	WOLFSBANE MERCHANT  <p>Alignment: Town Type: Protective 0-1</p> <p>You cannot die to werewolves. Ritual Wolf dies (and not you) if they try to guess your role.</p>
AMNESIAC  <p>Alignment: Neutral Type: Team-changer 0-1</p> <p>One night per game, remember (copy) a chosen dead player's team and role. Before remembering, you can't win. Everyone will know remembered role.</p>	GUARDIAN ANGEL  <p>Alignment: Neutral Type: Protective 0-1</p> <p>Keep your target alive to win. Two nights per game (even when dead), protect target for current night and next day. Everyone will know who was protected.</p>	SURVIVOR  <p>Alignment: Neutral Type: Protective 0-1</p> <p>While alive, you can win with any team (not the Tanner). You cannot be killed at night.</p>
ARSONIST  <p>Alignment: Evil (Arsonist) Type: Killing 0-2</p> <p>You cannot die at night. Each night, douse a player OR point at yourself to ignite all doused players, killing them (even if they could not die otherwise)</p>	TANNER  <p>Alignment: Evil Type: Chaos 0-1</p> <p>If you are lynched (or slain by the Slayer), you win and everyone else loses. You cannot win otherwise.</p>	VAMPIRE  <p>Alignment: Evil (Vampire) Type: Chaos 0-1</p> <p>Every third night (starting with 1st), vampires bite a player. Bitten Evil/Werewolves are killed, others are converted into a vampire.</p>
FRAMER WOLF  <p>Alignment: Werewolf Type: Deceptive, Killing 0-1</p> <p>Each night, frame a living player for the current night and next day. While framed, they register as any Evil/Werewolf role (gamemaster chooses each time).</p>	HYPNOWOLF  <p>Alignment: Werewolf Type: Deceptive, Killing 0-1</p> <p>Each night, hypnotize a living player tonight and next day. A hypnotized Town Investigative's power does not work (as if they were drunk).</p>	PSYCHIC WOLF  <p>Alignment: Werewolf Type: Investigative, Killing 0-1</p> <p>First night, you are shown 3 roles that are not in the game.</p>
RITUAL WOLF  <p>Alignment: Werewolf Type: Killing 0-1</p> <p>Each night, you may guess a player's role. If correct, they die (even if they couldn't otherwise). If wrong, you die.</p>	SPELLCASTER WOLF  <p>Alignment: Werewolf Type: Support, Killing 0-1</p> <p>Each night, you may choose a player to be silenced until you die. Hint: A slayer that can't speak is a lot less scary.</p>	WOLF MAN  <p>Alignment: Werewolf Type: Deceptive, Killing 0-1</p> <p>You register as any Town/Neutral role at all times, even when dead (gamemaster chooses each time).</p>

There are no nominations when 2 players are left. If neither player can kill the other, the game is a tie.