

<p>BLESSED</p> <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>	<p>BODYGUARD</p> <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>	<p>CURSED</p> <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>
<p>DRUNK</p> <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>	<p>EMPATH</p> <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>	<p>ESCORT</p> <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>
<p>GRANDMOTHER</p> <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>	<p>INSOMNIAC</p> <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>	<p>MASON</p> <p>Alignment: Town Type: [REDACTED] 0-2</p> <p>Masons know each other. Even if no Masons are in the game, noone may speak of, refer to, or insinuate their existence. Or else..</p>
<p>PSYCHIC</p> <p>Alignment: Town Type: Investigative 0-1</p> <p>First night, you are shown a role that some player has.</p>	<p>RECLUSE</p> <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>	<p>RETRIBUTIONIST</p> <p>Alignment: Town Type: Investigative 0-1</p> <p>One night per game, choose a dead player. If they register as Town, they are revived at the end of the night and regain their power(s).</p>
<p>SEER</p> <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>	<p>SHERIFF</p> <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>	<p>SLAYER</p> <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>
<p>TRACKER</p> <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night choose a player. You will know who they visit.</p>	<p>UNDERTAKER</p> <p>Alignment: Town Type: Investigative 0-1</p> <p>Each night, if a player was lynched during the day, you learn their role.</p>	<p>WOLFSBANE MERCHANT</p> <p>Alignment: Town Type: Protective 0-1</p> <p>You cannot die to werewolves.</p>
<p>AMNESIAC</p> <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>	<p>GUARDIAN ANGEL</p> <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>	<p>SURVIVOR</p> <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>
<p>ARSONIST</p> <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>	<p>TANNER</p> <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>	<p>VAMPIRE</p> <p>Alignment: Evil (Vampire) Type: Chaos 0-1</p> <p>Every other night (starting with 1st), vampires bite a player. Bitten Evil/Werewolves are killed, others are converted into a vampire.</p>
<p>FRAMER WOLF</p> <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>	<p>HYPNOWOLF</p> <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>	<p>PSYCHIC WOLF</p> <p>Alignment: Werewolf Type: Investigative, Killing 0-1</p> <p>First night, you are shown 3 roles that are not in the game.</p>
<p>RITUAL WOLF</p> <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>	<p>SPELLCASTER WOLF</p> <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>	<p>WOLF MAN</p> <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>