BLESSED

Alignment: Town
Type: Protective

The first time you would die, instead don't. If the prevented death was due to a lynch, the day still ends.

BODYGUARD

Alignment: Town
Type: Protective

Each night, pick a player (yourself allowed). They cannot die tonight. You may not pick the same player twice in a row.

CURSED

Alignment: Town*
Type: Team-changer

If you would be killed by werewolves, instead become a Werewolf and join their team. (You will wake with them on the following night).

DRUNK

Alignment: Town
Type: Deceptive

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).

EMPATH

Alignment: Town
Type: Investigative

Each night, after players are killed, learn how many of your living neighbors are Evil/Werewolf.

ESCORT

Alignment: Town
Type: Support

Each night, pick someone to seduce. Their power doesn't work tonight (as if drunk - other werewolves still get to hunt).

GRANDMOTHER

Alignment: Town
Type: Investigative

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.

INSOMNIAC

Alignment: Town
Type: Investigative

At the end of each night, learn how many of your living neighbors chose to visit someone.

MASON

Alignment: Town
Type: [REDACTED]

Masons know each other.
Even if no Masons are in the game, noone may speak of, refer to, or insinuate their existence. Or else..

MASON

DESIGN BY SIMON BREUM

Alignment: Town
Type: [REDACTED]

Masons know each other.
Even if no Masons are in the game, noone may speak of, refer to, or insinuate their existence. Or else..

PSYCHIC

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

First night, you are shown a role that some player has.

RECLUSE

DESIGN BY SIMON BREUM

Alignment: Town
Type: Deceptive

You might register as any non-Town role at any time, even when dead (gamemaster chooses each time).

RETRIBUTIONIST

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

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).

SEER

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, pick a player to know whether they register as a Werewolf (W with hands) or not (X with arms).

SHERIFF

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, pick a player to know whether they register as Town/Neutral (thumbs up) or Evil/Werewolf (thumbs down).

SLAYER

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative, Killing

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.

TRACKER

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night choose a player. You will know who they visit.

UNDERTAKER

DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, if a player was lynched during the day, you learn their role.

WOLFSBANE MERCHANT

DESIGN BY SIMON BREUM

Alignment: Town
Type: Protective

You cannot die to werewolves.

AMNESIAC

DESIGN BY SIMON BREUM

Alignment: Neutral
Type: Team-changer

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.

GUARDIAN ANGEL

DESIGN BY SIMON BREUM

Alignment: Neutral
Type: Protective

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.

SURVIVOR

DESIGN BY SIMON BREUM

Alignment: Neutral
Type: Protective

While alive, you can win with any team (not the Tanner). You cannot be killed at night.

ARSONIST

DESIGN BY SIMON BREUM

Alignment: Evil (Arsonist)
Type: Killing

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)

ARSONIST

DESIGN BY SIMON BREUM

Alignment: Evil (Arsonist)
Type: Killing

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)

TANNER

DESIGN BY SIMON BREUM

Alignment: Evil
Type: Chaos

If you are lynched (or slain by the Slayer), you win and everyone else loses.
You cannot win otherwise.

VAMPIRE

DESIGN BY SIMON BREUM

Alignment: Evil (Vampire)
Type: Chaos

Every other night (starting with 1st), vampires bite a player. Bitten Evil/Werewolves are killed, others are converted into a vampire.

FRAMER WOLF

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Deceptive, Killing

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).

HYPNOWOLF

Alignment: Werewolf
Type: Deceptive, Killing

Each night, hypnotize a living player tonight and next day. A hypnotized Town Investigative's power does not work (as if they were drunk).

PSYCHIC WOLF

Alignment: Werewolf
Type: Investigative, Killing

First night, you are shown 3 roles that are not in the game.

RITUAL WOLF

Alignment: Werewolf
Type: Killing

Each night, you may guess a player's role. If correct, they die (even if they couldn't otherwise). If wrong, you die.

SPELLCASTER WOLF

Alignment: Werewolf
Type: Support, Killing

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.

WOLF MAN

Alignment: Werewolf
Type: Deceptive, Killing

You register as any Town/Neutral role at all times, even when dead (gamemaster chooses each time).