

id	name	ability	firstNightReminder	otherNightReminder	remindersGlobal	reminders
chef	Chef	You start knowing how many pairs of evil players there are.	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.			
empath	Empath	Each night, you learn how many of your 2 alive neighbours are evil.	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.	Show the finger signal (0, 1, 2) for the number of evil neighbours.		
fortuneteller	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.	The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.	The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.		Red herring
investigator	Investigator	You start knowing that 1 of 2 players is a particular Minion.	Show the character token of a Minion in play. Point to two players, one of which is that character.			Minion,Wrong
librarian	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)	Show the character token of an Outsider in play. Point to two players, one of which is that character.			Outsider,Wrong
mayor	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.				
monk	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.		The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.		Protected
ravenkeeper	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.		If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.		
slayer	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.				No ability

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soldier	Soldier	You are safe from the Demon.				
undertaker	Undertaker	Each night*, you learn which character died by execution today.		If a player was executed today: Show that player's character token.		Executed
virgin	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.				No ability
washerwoman	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.	Show the character token of a Townsfolk in play. Point to two players, one of which is that character.			Townsfolk, Wrong
butler	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.	The Butler points to a player. Mark that player as 'Master'.	The Butler points to a player. Mark that player as 'Master'.		Master
drunk	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.			Drunk	
recluse	Recluse	You might register as evil & as a Minion or Demon, even if dead.				
saint	Saint	If you die by execution, your team loses.				
baron	Baron	There are extra Outsiders in play. [+2 Outsiders]				
poisoner	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.	The Poisoner points to a player. That player is poisoned.	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.		Poisoned
scarletwoman	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)		If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.		Demon
spy	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.	Show the Grimoire to the Spy for as long as they need.	Show the Grimoire to the Spy for as long as they need.		

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imp	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.		The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.		Dead
chambermaid	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.	The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.	The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.		
courtier	Courtier	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.	The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.	Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.		Drunk 3, Drunk 2, Drunk 1, No ability
exorcist	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.		The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.		Chosen
fool	Fool	The first time you die, you don't.				No ability

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gambler	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.		The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.		Dead
gossip	Gossip	Each day, you may make a public statement. Tonight, if it was true, a player dies.		If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.		Dead
grandmother	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.	Show the marked character token. Point to the marked player.	If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.		Grandchild
innkeeper	Innkeeper	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.		The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.		Protected,Drunk
minstrel	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.				Everyone drunk
pacifist	Pacifist	Executed good players might not die.				
professor	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.		If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.		Alive,No ability
sailor	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.	The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.	The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.		Drunk

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tealady	Tea Lady	If both your alive neighbours are good, they can't die.				Can not die
goon	Goon	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.				Drunk
lunatic	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.	If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.	Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.		Attack 1,Attack 2, Attack 3
moonchild	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.		If the Moonchild used their ability to target a player today: If that player is good, they die.		Dead
tinker	Tinker	You might die at any time.		The Tinker might die.		Dead
assassin	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.		If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.		Dead,No ability

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devilsadvocate	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.	The Devil's Advocate points to a living player. That player survives execution tomorrow.	The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.		Survives execution
godfather	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]	Show each of the Outsider tokens in play.	If an Outsider died today: The Godfather points to a player. That player dies.		Died today,Dead
mastermind	Mastermind	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.				
po	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.		If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die		Dead,3 attacks
pukka	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.	The Pukka points to a player. That player is poisoned.	The Pukka points to a player. That player is poisoned. The previously poisoned player dies.		Poisoned,Dead
shabaloth	Shabaloth	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.		One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.		Dead,Alive
zombuul	Zombuul	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.		If no-one died during the day: The Zombuul points to a player. That player dies.		Died today,Dead
artist	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.				No ability
clockmaker	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.	Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.			

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dreamer	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.		
flowergirl	Flowergirl	Each night*, you learn if a Demon voted today.		Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).		Demon voted, Demon not voted
juggler	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.		If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.		Correct
mathematician	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.	Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.		Abnormal
oracle	Oracle	Each night*, you learn how many dead players are evil.		Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.		

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philosopher	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.	The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token. Or, if the character is in play, place the drunk marker by that player and the Not the Philosopher token by the Philosopher.	If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token. Or, if the character is in play, place the drunk marker by that player and the Not the Philosopher token by the Philosopher.		Drunk,Is the Philosopher
sage	Sage	If the Demon kills you, you learn that it is 1 of 2 players.		If the Sage was killed by a Demon: Point to two players, one of which is that Demon.		
savant	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.				
seamstress	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.	The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.	If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.		No ability

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snakecharmer	Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.		Poisoned
towncrier	Town Crier	Each night*, you learn if a Minion nominated today.		Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).		Minions not nominated, Minion nominated
barber	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.		If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.		Haircuts tonight
klutz	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.				
mutant	Mutant	If you are “mad” about being an Outsider, you might be executed.				
sweetheart	Sweetheart	When you die, 1 player is drunk from now on.		Choose a player that is drunk.		Drunk

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cerenovus	Cerenovus	Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.	The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.		Mad
eviltwin	Evil Twin	You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.	Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.			Twin
pithag	Pit-Hag	Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.		The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.		
witch	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.	The Witch points to a player. If that player nominates tomorrow they die immediately.	If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.		Cursed

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fanggu	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]		The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.		Dead,Once
nodashii	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.		The No Dashii points to a player. That player dies.		Dead,Poisoned
vigormortis	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]		The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.		Dead,Has ability, Poisoned
vortex	Vortex	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.		The Vortex points to a player. That player dies.		Dead
alchemist	Alchemist	You have a not-in-play Minion ability.	Show the Alchemist a not-in-play Minion token		Is the Alchemist	
amnesiac	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.	Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.	If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.		?
atheist	Atheist	The Storyteller can break the game rules & if executed, good wins, even if you are dead [No evil characters]				

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balloonist	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]	Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.	Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.		Seen Townsfolk, Seen Outsider, Seen Minion, Seen Demon, Seen Traveller
bountyhunter	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]	Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.	If the known evil player has died, point to another evil player.		Known
cannibal	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.				Poisoned, Died today
choirboy	Choirboy	If the Demon kills the King, you learn which player is the Demon. [+ the King]		If the King was killed by the Demon, wake the Choirboy and point to the Demon player.		
cultleader	Cult Leader	Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.	If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.	If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.		
engineer	Engineer	Once per game, at night, choose which Minions or which Demon is in play.	The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.	The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.		No ability

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farmer	Farmer	If you die at night, an alive good player becomes a Farmer.		If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.		
fisherman	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help you win.				No ability
general	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.	Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.	Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.		
hunter	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.		No ability
king	King	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.	If there are more dead than living, show the King a character token of a living player.		
lycanthrope	Lycanthrope	Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.		The Lycanthrope points to a living player: if good, they die and no one else can die tonight.		Dead
magician	Magician	The Demon thinks you are a Minion. Minions think you are a Demon.				
noble	Noble	You start knowing 3 players, 1 and only 1 of which is evil.	Point to 3 players including one evil player, in no particular order.			Seen
pixie	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.	Show the Pixie 1 in-play Townsfolk character token.			Mad,Has ability

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poppygrower	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.	Do not inform the Demon/Minions who each other are	If the Poppy Grower has died, show the Minions/Demon who each other are.		Evil wakes
preacher	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.	The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.	The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.		At a sermon
acrobat	Acrobat	Each night*, if either good living neighbour is drunk or poisoned, you die.		If a good living neighbour is drunk or poisoned, the Acrobat player dies.		Dead
damsel	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.	Wake all the Minions, show them the 'This character selected you' card and the Damsel token.	If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.		Guess used
golem	Golem	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.				Can not nominate
heretic	Heretic	Whoever wins, loses & whoever loses, wins, even if you are dead.				
politician	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.				
puzzlemaster	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.				Drunk,Guess used
snitch	Snitch	Minions start knowing 3 not-in-play characters.	After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.			
boomdandy	Boomdandy	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.				

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fearmonger	Fearmonger	Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.	The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.	The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.		Fear
goblin	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.				Claimed
marionette	Marionette	You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.		Is the Marionette	
mezepheles	Mezepheles	You start knowing a secret word. The 1st good player to say this word becomes evil that night.	Show the Mezepheles their secret word.	Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.		Turns evil, No ability
psychopath	Psychopath	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.				
widow	Widow	On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.	Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.		Knows	Poisoned

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alhadikhia	Al-Hadikhia	Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.		The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.		1,2,3,Chose death, Chose life
legion	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]		Choose a player, that player dies.		Dead,About to die
leviathan	Leviathan	If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.	Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'	Change the Leviathan Day reminder for the next day.		Day 1,Day 2,Day 3,Day 4,Day 5,Good player executed
riot	Riot	Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]				
lilmonsta	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.	Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.	Is the Demon,Dead	
lleech	Lleech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.	The Lleech points to a player. Place the Poisoned reminder token.	The Lleech points to a player. That player dies.		Dead,Poisoned
beggar	Beggar	You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment.				
bureaucrat	Bureaucrat	Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.	The Bureaucrat points to a player. Put the Bureaucrat's '3 votes' reminder by the chosen player's character token.	The Bureaucrat points to a player. Put the Bureaucrat's '3 votes' reminder by the chosen player's character token.		3 votes
gunslinger	Gunslinger	Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.				

id	name	ability	firstNightReminder	otherNightReminder	remindersGlobal	reminders
scapegoat	Scapegoat	If a player of your alignment is executed, you might be executed instead.				
thief	Thief	Each night, choose a player (not yourself): their vote counts negatively tomorrow.	The Thief points to a player. Put the Thief's 'Negative vote' reminder by the chosen player's character token.	The Thief points to a player. Put the Thief's 'Negative vote' reminder by the chosen player's character token.		Negative vote
apprentice	Apprentice	On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).	Show the Apprentice the 'You are' card, then a Townsfolk or Minion token. In the Grimoire, replace the Apprentice token with that character token, and put the Apprentice's 'Is the Apprentice' reminder by that character token.			Is the Apprentice
matron	Matron	Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.				
voudon	Voudon	Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.				
judge	Judge	Once per game, if another player nominated, you may choose to force the current execution to pass or fail.				No ability
bishop	Bishop	Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.				Nominate good, Nominate evil
barista	Barista	Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.	Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).	Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).		Sober & Healthy, Ability twice

id	name	ability	firstNightReminder	otherNightReminder	remindersGlobal	reminders
bonecollector	Bone Collector	Once per game, at night, choose a dead player: they regain their ability until dusk.		The Bone Collector either shakes their head no or points at any dead player. If they pointed at any dead player, put the Bone Collector's 'Has Ability' reminder by the chosen player's character token. (They may need to be woken tonight to use it.)		No ability,Has ability
butcher	Butcher	Each day, after the 1st execution, you may nominate again.				
deviant	Deviant	If you were funny today, you cannot die by exile.				
harlot	Harlot	Each night*, choose a living player: if they agree, you learn their character, but you both might die.		The Harlot points at any player. Then, put the Harlot to sleep. Wake the chosen player, show them the 'This character selected you' token, then the Harlot token. That player either nods their head yes or shakes their head no. If they nodded their head yes, wake the Harlot and show them the chosen player's character token. Then, you may decide that both players die.		Dead
gangster	Gangster	Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.				