

	<b>Villager</b> Town <i>Here is some text to read while you wait to die.</i>	<b>Villager</b> Town <i>Here is some text to read while you wait to die.</i>	<b>Villager</b> Town <i>Here is some text to read while you wait to die.</i>	
	<b>Villager</b> Town <i>Here is some text to read while you wait to die.</i>	<b>Vigilante</b> Town Kill one person per game, during night.	<b>Villager</b> Town <i>Here is some text to read while you wait to die.</i>	
	<b>Blacksmith</b> Town Choose one person to hold your armor each night. Armor prevents one kill action one time. After this the armor is gone for the rest of the game. The Blacksmith will not know if their armor has been used and should give it out every night during the game.	<b>Guilty Vigilante</b> Town Kill one person per game, during night. If you kill a town member you commit suicide.	<b>Doctor</b> Town Save one person from one kill action per night. You cannot save the same person two nights in a row.	

	<b>Investigator</b> Town Check one person each night. Check may be for allegiance or role depending on moderator.	<b>Parity Investigator</b> Town Check if two adjacent people have the same allegiance each night.	<b>Bodyguard</b> Town Protect one person from one kill action each night. If your protection was used, both you and the killer are killed instead. If there are multiple killers, only one dies, which one is up to the moderator.	
	<b>Mayor</b> Town Reveal your role to make your vote worth two votes.	<b>Retributionist</b> Town You may revive a dead person once per game, during night. When this card is in play, dead people must also close their eyes during night.	<b>Escort</b> Town Block one person's night action each night. Immune to role blocks.	
	<b>Veteren</b> Town Go on alert at the beginning of a night, three times per game. While on alert you cannot be killed at night, and any visitors are shot. Immune to role blocks.	<b>Tracker</b> Town Track one person at night to see who they visit	<b>Trapper</b> Town You may setup one trap at one persons house during night, the first time that person is visited any night after the trap is set, the vistor dies. Setting a new trap removes any previously set trap If there are multiple visitors, only one dies, which one is up to the moderator.	

	<div>Lookout</div> <div>Town</div> <div>Check one person at the end of night to see who visited them</div> <div>All visitors are pointed out.</div>	<div>Mafia</div> <div>Mafia</div> <div>Here is some text to read while you wait to kill people.</div>	<div>Mafia</div> <div>Mafia</div> <div>Here is some text to read while you wait to kill people.</div>	
	<div>Mafia</div> <div>Mafia</div> <div>Here is some text to read while you wait to kill people.</div>	<div>Blackmailer</div> <div>Mafia</div> <div>Silence one person each night.</div> <div>A silenced person may not talk during the next day.</div>	<div>Mafia</div> <div>Mafia</div> <div>Here is some text to read while you wait to kill people.</div>	
	<div>Consort</div> <div>Mafia</div> <div>Block one person's night action each night.</div>	<div>Framer</div> <div>Mafia</div> <div>Choose one person to frame at night, if investigated, they will appear to be mafia.</div>	<div>Consigliere</div> <div>Mafia</div> <div>Choose one person and check their exact role each night.</div>	

	<b>Jester</b> <div> <div>Either</div> <div>           After death you can kill one person during a night.            Until he kills someone, the Jester is aligned with the town; afterwards he is aligned with the Mafia.         </div> </div>	<b>Jester (Traditional)</b> <div> <div>Self</div> <div>           After being lynched you can kill one person who voted to lynch you during a night.            In addition to other winners, the jester wins if he is lynched during the game.         </div> </div>	<b>Survivor</b> <div> <div>Self</div> <div>           Put on a bulletproof vest at night, protecting you from one kill action.            In addition to other winners, the survivor wins if he lives until the end of the game.         </div> </div>	
			<b>Executioner</b> <div> <div>Self</div> <div>           You are given a target at the beginning of the game, you must get them lynched. If your target dies during night you become a Jester (traditional).            In addition to other winners, the executioner wins if his target is lynched.         </div> </div>	