























TOWNSFOLK

	Phobos	You start knowing Deimos (or that they're not in play).
	Deimos	You start knowing Phobos (or that they're not in play).
	Luna	Each night, choose 3 characters: you learn if any are in play.
	Neptune	Each night, choose a living player: if executed tomorrow, they don't die.
	Saturn	Each night, you learn 2 characters, 1 of which was chosen by the Demon. If no one was chosen, information is arbitrary.
	Mercury	Each night, living players may choose to visit you. That night, you learn which characters visited you. If more than half of the living players, rounded up, visit you, information is arbitrary.
	Venus	Each night, you learn the character and gain the ability of the 1st player killed by the Demon. If that player is evil, you are poisoned until the Demon kills another player.
	Mars	Each night*, choose a player: if they are a Minion, you both die. There is a good player that registers as a Minion to you.
	Jupiter	Each night, you learn either the characters that nominated or were nominated today (you don't know which). Either way, you learn an additional incorrect character.
	Uranus	If both of your alive neighbors are good, you cannot die.
	Titan	When Saturn dies, that night you are woken to choose a player: if they are good they learn who Saturn is. [+ Saturn]
	Terra	When you die, that night, choose a player: if they are Townsfolk, they become Terra.
	Sol	Once per game, during the day, publicly choose a player: that night, you learn their character.


OUTSIDERS




























	Vesta	The Demon has a not-in-play Minion ability, even if you die.
	Ceres	1 or 2 of your Townsfolk neighbors may be drunk, even if you die.
	Eris	Evil players, if executed, cannot die. All evil players know you.
	Dysnomia	You think you are Eris, but you are not. If you are executed, a good player dies tonight & another is poisoned tonight and tomorrow day.

MINIONS




	Charon	You start by choosing a Townsfolk: you gain their ability (even if in play) & register as that character, even if dead.
	Nix	Each night, the Storyteller gives you a piece of advice or information.
	Styx	Each night, choose 2 players: they don't wake tonight.
	Kerberos	Each night, choose up to 3 players: each silently chooses to be poisoned tonight and tomorrow day, but if none are poisoned, all are poisoned.
	Hydra	When you learn that you died, publicly choose 2 players: they die, even if for some reason they could not.

DEMONS



	Pluto	Each night*, choose a player: they die. If you die, 1 of your alive Minions becomes Pluto.
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	Bootlegger	+ <i>FIRST NIGHT</i> + + + + +		Vesta	+ <i>OTHER NIGHTS</i> + + + + +
M	Minion Info			Styx	
D	Demon Info			Kerberos	
	Vesta			Pluto	
	Eris			Terra	
	Charon			Venus	
	Styx			Sol	
	Kerberos			Jupiter	
	Phobos			Saturn	
	Deimos			Titan	
	Neptune			Neptune	
	Luna			Luna	
	Mercury			Mercury	
	Nix			Nix	
				Mars	

FABLED

	Bootlegger	This script has homebrew characters or rules.
	Nibiru	Once per game, a player might die at any time, even if for some reason they could not.
	Theia	Once per game, when a player learns that they die, they may choose to also kill another player of the same alignment.

TRAVELERS

	Sedna	Each night*, choose a player: if you are of different alignment, you both die.
	Juno	Each night*, choose 2 players: they learn if they are of the same alignment. If you are evil, this information might be false.