

TOWNSFOLK

	Titan	You start knowing the greatest number of steps between evil players.
	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 & the Demon doesn't wake tonight.
	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.
	Deimos	If Phobos is dead, you cannot die by execution. [+ Phobos]
	Phobos	If Deimos is dead, you cannot die by execution. [+ Deimos]
	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

	Eris	Each night, the Demon learns a good player and their character, starting with 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.
	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.

MINIONS

	Charon	You start knowing a not-in-play Townsfolk. You gain that ability and might 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: that night, 1 loses their ability & becomes evil (you learn which).

DEMONS

	Pluto	Each night*, choose a player: they die. If you die, 1 of your alive Minions becomes Pluto. [+0 or +1 Outsider]
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	Bootlegger	+ FIRST NIGHT		Vesta
	Minion Info	+		Styx
	Demon Info	+		Kerberos
	Vesta	+		Mars
	Eris	+		Pluto
	Charon	+		Terra
	Styx	+		Venus
	Kerberos	+		Sol
	Phobos	+		Jupiter
	Deimos	+		Saturn
	Neptune	+		Titan
	Luna	+		Neptune
	Mercury	+		Luna
	Nix	+		Mercury
				Nix



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, information is arbitrary.