

RAGS TO RICHES

. . . by Gatorcat

TOWNSFOLK

Washerwoman You start knowing that 1 of 2 players is a particular Townsfolk. Empath Each night, you learn how many of your 2 alive neighbours are evil. Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability. Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. Artist Once per game, during the day, privately ask the Storyteller any yes/no question. Nightwatchman Once per game, at night, choose a player: they learn who you are. OUTSIDERS Snitch Minions start knowing 3 not-in-play characters.

Drunk



You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



There is an extra Outsider in play. [+1 Outsider]





Each night*, choose a player: they die. If you die (ending the game), publicly guess all players' characters. If you are correct, evil

Bootlegger

This script has homebrew characters or rules.



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Chambermaid Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Artist Once per game, during the day, privately ask the Storyteller any yes/no question.



Nightwatchman Once per game, at night, choose a player: they learn who you are.

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Baron

Drunk

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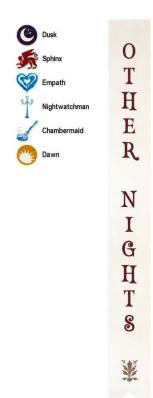
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JINXES



The Marionette does not learn 3 not-in-play characters. The Demon learns an extra 3 instead.

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