


<b>VILLAGER</b> <b>Alignment: Town</b> <b>0-10</b>  <b>You have no special abilities. Use social cues to find and execute the Werewolves!</b>	<b>APPRENTICE SEER</b> <b>Alignment: Town</b> <b>0-1</b>  <b>Each night, if there is no living Seer, pick a player to know whether they register as a Werewolf (W with hands) or not (X with arms).</b>	<b>BLESSED</b> <b>Alignment: Town</b> <b>0-1</b>  <b>The first time you would die, instead don't. If the prevented death was due to an execution, the day still ends.</b>
<b>BODYGUARD</b> <b>Alignment: Town</b> <b>0-1</b>  <b>Each night, pick a player (yourself allowed). They cannot die tonight. You may not pick the same player twice in a row.</b>	<b>CUPID</b> <b>Alignment: Town</b> <b>0-1</b> <b>On the first night, choose two players to be lovers. Their new goal is to stay alive together. If one lover dies, the other commits suicide at the beginning of the next night.</b>	<b>CURSED</b> <b>Alignment: Town* (Team-changer)</b> <b>0-1</b>  <b>If you would be killed by werewolves, instead become a Werewolf and join their team. (You will wake with them on the following night).</b>
<b>HUNTER</b> <b>Alignment: Town</b> <b>0-1</b>  <b>When you die, you may reveal your role to shoot a player. They also die.</b>	<b>LYCAN</b> <b>Alignment: Town</b> <b>0-1</b>  <b>You register as a werewolf, even when dead.</b>	<b>MAYOR</b> <b>Alignment: Town</b> <b>0-1</b>  <b>You may reveal at any time during the day. After revealing, your future votes count as 3, but you can no longer be protected or healed.</b>
<b>PSYCHIC</b> <b>Alignment: Town</b> <b>0-1</b>  <b>First night, you are shown a role that some player has.</b>	<b>SEER</b> <b>Alignment: Town</b> <b>0-1</b>  <b>Each night, pick a player to know whether they register as a Werewolf (W with hands) or not (X with arms).</b>	<b>WITCH</b> <b>Alignment: Town</b> <b>0-1</b>  <b>You have 1 health potion and 1 killing potion, each usable once. While you have your health potion, the gamemaster will point at player(s) who died tonight. You may heal one (thumbs up and point), and/or kill someone (drag finger across neck and point).</b>
<b>WEREWOLF</b> <b>Alignment: Werewolf</b> <b>0-4</b>  <b>Each night*, wake with other werewolves to hunt (kill a player).</b>	<b>PSYCHIC WOLF</b> <b>Alignment: Werewolf</b> <b>0-1</b>  <b>First night, you are shown 3 roles that are not in the game.</b>	<b>WOLF MAN</b> <b>Alignment: Werewolf</b> <b>0-1</b>  <b>You register as any Town/Neutral role at all times, even when dead (gamemaster chooses each time).</b>