BLESSED

Alignment: Town
Type: Protective

The first time you would die, instead don't. If the prevented death was due to a lynch, the day still ends.

BODYGUARD

Alignment: Town
Type: Protective

Each night, pick a player (yourself allowed). They cannot die tonight. You may not pick the same player twice in a row.

CURSED

Alignment: Town*
Type: Team-changer

If you would be killed by werewolves, instead become a Werewolf and join their team. (You will wake with them on the following night).

DRUNK

Alignment: Town
Type: Deceptive

You think you are another Town role, but you are not. The power you think you have doesn't work (and info you get may be wrong).

EMPATH

Alignment: Town
Type: Investigative

Each night, after players are killed, learn how many of your living neighbors are Evil/Werewolf.

ESCORT

Alignment: Town
Type: Support

Each night, pick someone to seduce. Their power doesn't work tonight (as if drunk - other werewolves still get to hunt).

GRANDMOTHER

Alignment: Town
Type: Investigative

You have a grandchild (player who is Town at start of game, gamemaster's choice) and know who, but not their role.
If your grandchild dies and is still Town, you die too.

MASON

Alignment: Town
Type: [REDACTED]

First night, wake and get told who else (if any) registers as Mason. Even if no Masons are in the game, noone may speak of, refer to, or insinuate their existence. Or else..

MASON

Alignment: Town
Type: [REDACTED]

First night, wake and get told who else (if any) registers as Mason. Even if no Masons are in the game, noone may speak of, refer to, or insinuate their existence. Or else..

PSYCHIC
DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

First night, you are shown a role that some player has.

RECLUSE
DESIGN BY SIMON BREUM

Alignment: Town
Type: Deceptive

You might register as any non-Town role at any time, even when dead (gamemaster chooses each time).

RETRIBUTIONIST
DESIGN BY SIMON BREUM

Alignment: Town
Type: Support

One night per game, choose a dead player. They are revived at the end of the night and regain their power(s).

SEER
DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, pick a player to know whether they register as a Werewolf (W with hands) or not (X with arms).

BELIEVER
DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

You do not know your ability. Each day, you may go to church to privately guess it. You learn how accurate you are.

ARTIST
DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Once per game, you may privately ask the gamemaster a yes/no question.

SHERIFF
DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, pick a player to know whether they register as Town/Neutral (thumbs up) or Evil/Werewolf (thumbs down).

SLAYER
DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative, Killing

First time you stand up, point at a player, and publicly say 'I slay' followed by their name: If they register as Evil/Werewolf, they die and the day ends immediately.

UNDERTAKER
DESIGN BY SIMON BREUM

Alignment: Town
Type: Investigative

Each night, if a player died during the day, you learn their role.

WOLFSBANE MERCHANT
DESIGN BY SIMON BREUM

Alignment: Town
Type: Protective

You cannot die to werewolves. Ritual Wolf dies (and not you) if they try to guess your role.

AMNESIAC
DESIGN BY SIMON BREUM

Alignment: Neutral
Type: Team-changer

One night per game, remember (copy) a chosen dead player's team and role. Before remembering, you can't win. Everyone will know remembered role.

GUARDIAN ANGEL
DESIGN BY SIMON BREUM

Alignment: Neutral
Type: Protective

Keep your target alive to win. Two nights per game (even when dead), protect target for current night and next day.
Everyone will know who was protected.

SURVIVOR
DESIGN BY SIMON BREUM

Alignment: Neutral
Type: Protective

While alive, you can win with any team (not the Tanner). You cannot be killed at night.

ARSONIST
DESIGN BY SIMON BREUM

Alignment: Evil (Arsonist)
Type: Killing

You cannot die at night. Each night, douse a player OR point at yourself to ignite all doused players, killing them (even if they could not die otherwise)

ARSONIST
DESIGN BY SIMON BREUM

Alignment: Evil (Arsonist)
Type: Killing

You cannot die at night. Each night, douse a player OR point at yourself to ignite all doused players, killing them (even if they could not die otherwise)

TANNER
DESIGN BY SIMON BREUM

Alignment: Evil
Type: Chaos

If you are lynched or slain by the Slayer, you win and everyone else loses.
You cannot win otherwise.

VAMPIRE
DESIGN BY SIMON BREUM

Alignment: Evil (Vampire)
Type: Chaos

Every third night (starting with 1st), vampires bite a player. Bitten Evil/Werewolves are killed, others are converted into a vampire.

FRAMER WOLF
DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Deceptive, Killing

Each night, frame a living player for the current night and next day. While framed, they register as any Evil/Werewolf role (gamemaster chooses each time).

HYPNOWOLF

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Deceptive, Killing

Each night, hypnotize a living player tonight and next day. A hypnotized Town Investigative's power does not work (as if they were drunk).

PSYCHIC WOLF

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Investigative, Killing

First night, you are shown 3 roles that are not in the game.

RITUAL WOLF

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Killing

Each night, you may guess a player's role. If correct, they die (even if they couldn't otherwise). If wrong, you die.

SPELLCASTER WOLF

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Support, Killing

Each night, you may choose a player to be silenced until you die. Hint: A Slayer that can't speak is a lot less scary.

WOLF MAN

DESIGN BY SIMON BREUM

Alignment: Werewolf
Type: Deceptive, Killing

You register as any Town/Neutral role at all times, even when dead (gamemaster chooses each time).