

Engineer

(Crewmates): As the Engineer, you may access the Vents while Comms Sabotaged is inactive.

Scientist

(Crewmates): As the Scientist, you can see Vitals at any time, showing you who is alive and dead.

Noisemaker

(Crewmates): As the Noisemaker, whenever you die, you will make a noise, and a visual indicator of your death appears on the screen so the Crewmates can run to catch the person who killed you red-handed (even if it's not red).

Tracker

(Crewmates): As the Tracker, press your Tracker button on a player to track their location via the map for a limited amount of time.

Shapeshifter

(Impostors): As the Shapeshifter, you can Shapeshift into other players. It is obvious when you Shapeshift or revert Shifting.

Phantom

(Impostors): As the Phantom, you can press your Vanish button to go invisible to escape a kill. You can click your Appear button if you want to become visible before the timer runs out or not. Note: You will make a smoke cloud whenever you go invisible and become visible. So make sure you are in a safe area where no one will see you.

GuardianAngel

(Crewmates): As the Guardian Angel, you are the first Crewmate to die and can give Crewmates temporary shields.

Impostor

(Impostors): As the Impostor, your goal is to simply kill off the Crewmates. You can Sabotage and Vent.

Crewmate

(Besatzung): Als Besatzungsmitglied ist es dein Ziel, die Verräter zu finden und rauszuwerfen. Die Besatzung kann gewinnen, indem sie die Verräter loswerden, oder alle Aufgaben abschließen.

BountyHunter

(Impostors): As the Bounty Hunter, if you kill your assigned target (indicated by the arrow if you have one), your next Kill Cooldown will be shortened. If you kill anyone other than your target, your next Kill Cooldown will be increased. The target swaps after a certain amount of time.

Fireworker

(Impostors): As the Fireworker, you can Shapeshift to place Fireworks up to the maximum amount the Host sets. When you are the last Impostor and all Fireworks have been placed, Shapeshift again to detonate them and kill everyone in their radius, including you. If you kill all players with your Fireworks, it's considered an Impostor victory.

Mercenary

(Impostors): As the Mercenary, you must kill within your deadline, as shown by your Shapeshift Cooldown (which you cannot use). If you fail to kill, you die.

ShapeMaster

(Impostors): As the Shapemaster, you have no Shapeshift Cooldown.

Vampire

(Impostors): As the Vampire, your kills are delayed. This means that your target still dies even if a meeting is called first. However, if you bite a Bait, you kill normally and report the body. Depending on the settings, you can use double trigger (bite players - single click, kill normally - double click).

Warlock

(Verräter): Als Hexer kannst du einen anderen Spieler verhexen. Wenn du dich formwandelst killt der Verhexte den nächstgelegenen Spieler, je nach Einstellung bist du und/oder die anderen Verräter davon inbegriffen. Während du geformwandelt bist, kannst du normal killen.

Zombie

(Verräter): Der Zombie hat eine kurze Killwartezeit, bewegt sich aber sehr langsam und hat eine sehr geringe Sichtweite. Der Zombie kann von niemandem außer dem Diktator gevotet werden, und die Bewegungsgeschwindigkeit des Zombies verlangsamt sich allmählich, wenn er killt oder Zeit vergeht.

Ninja

(Impostors): As the Ninja, you can use your Kill button to mark a target (single click) or kill normally (double click). You may then Shapeshift to teleport to the marked target and kill them.

Anonymous

(Verräter): Als der Anonymer kannst du dich formwandeln, um dein Opfer dazu zu zwingen, die Leiche zu melden die du getötet hast. Wenn du niemanden getötet hast, wird das Opfer sich selbst melden, so wie als wäre das Opfer die Leiche. Hinweis: Das funktioniert nicht beim Faulen oder faulen Kerl, und die Fähigkeit greift, unabhängig davon ob die Leiche normal gemeldet werden kann oder nicht.

Miner

(Impostors): As the Miner, you can use ShapeShift button to teleport back to the last vent you were in.

KillingMachine

(Impostors): As the Killing Machine, you have a very short Kill Cooldown with tiny vision. However, you cannot Vent, Sabotage, Report, nor call Emergency Meetings.

Note: You will bypass any shields, killing bait and beartrap won't take any effect

Escapist

(Impostors): As the Escapist, you can mark a location with ShapeShift button. Shapeshift again to teleport back to the marked spot. Marked location resets upon every teleport.

Witch

(Impostors): As the Witch, you can use your Kill button to Spell (single click) or Kill normally (double click). During the next meeting, the spelled target(s) will have a 「+」 next to their name visible to everyone. Unless you die by the end of that meeting, all Spelled targets will die.

Nemesis

(Impostors): As the Nemesis, you can only kill if you are the last Impostor. If you are dead, you can use the command /rv [ID] to kill the player whose ID you typed. Use /id to show the ID's of all players, or look next to their names.

Bloodmoon

(Impostors [Ghost]): As the Bloodmoon, attack the enemies to make them drip blood, this means they will die in a time set by the Host, and will be aware of it.

Possessor

(Impostors [Ghost]): As the Possessor, you can possess players when others aren't in the Alert Range. Lead the possessed player as far as possible from other players in the Focus Range. Once the possession duration is up, the possessed player will be killed if others aren't in the Focus Range. If you run into another player in the Alert Range while possessing, the Possessor will immediately unpossess.

Puppeteer

(Impostors): As the Puppeteer, you can use your Kill button to Puppeteer (single click) or kill normally (double click). Those you Puppeteer will kill the next non-Impostor they touch. Depending on options, Puppeteered targets will also die once they kill.

Mastermind

(Impostors): As the Mastermind, you can use your Kill button on a player once to manipulate them. The manipulation does nothing if the target doesn't have a Kill button. But if the target does have a Kill button, whoever you manipulate will be told after a delay that they got manipulated and must kill

someone in a limited time to survive. If the time limit expires or a meeting gets called before killing someone, they die. Double click on someone to kill them normally.

YinYanger

(Impostors): As the YinYanger, you can use your Kill button one time to pick your Yin and then a second time to choose a Yang. When those two players meet, they'll kill each other. When Yin & Yang have been chosen, you can kill normally.

TimeThief

(Verräter): Jedes Mal, wenn der Zeitdieb einen Spieler killt, verringert sich die Besprechungszeit um eine gewisse Zeit. Wenn der Zeitdieb stirbt wird die Besprechungszeit wieder zurückgesetzt.

Sniper

(Impostors): You can shoot players from far away. You have to Shapeshift twice to make a successful snipe. Imagine an arrow pointing from your first Shapeshift location towards your Unshift location. That will be the direction in which the snipe will be made. The snipe kills the first person in its path. You cannot kill people normally until you use up all of your ammo.

Undertaker

(Impostors): Everytime you Shapeshift, you mark the location. Your kills will then teleport to the marked location. After every kill and meeting, your marked location will reset.

After every teleported kill, you will freeze for a configurable amount of time

RiftMaker

(Impostors): As Rift Maker, you can Shapeshift to create a rift. You can teleport from one rift to another by touching the area where the rift was created. Trying to vent will kick you out, therefore destroying all the rifts.

Note: Up to two rifts can be placed at a time; if you try to place a third, it removes the first one.

EvilTracker

(Impostors): The Evil Tracker can track other players, and the Evil Tracker can Shapeshift into someone to switch the tracking target to the Shapeshift target (You will immediately unshift after performing Shapeshift). The arrow below the Evil Tracker's name indicates the direction of the target. When the Evil Tracker's teammate kills, the Evil Tracker will see a kill flash.

EvilHacker

(Impostors): The Evil Hacker can get the last-minute admin information at the meeting beginning. Unoccupied rooms are not shown. A '★' marks rooms with Impostors. Rooms with dead bodies are marked with the number of bodies. Example: ★Cafeteria: 3 (DEAD×1).

EvilGuesser

(Impostors): The Evil Guesser can guess the role of a certain player during the meeting. If correct, the target dies. If wrong, the Evil Guesser dies. The guessing command is: /bt [player id] [role] You can see the player's id before the player's name or use the /id command to view the id of all players.

AntiAdminer

(Impostors): The Anti Adminer can at any time find out if there are Crewmates or Neutrals near Cameras, Admin Table, Vitals, DoorLog, and/or other devices. Note: Anti Adminer does not know if the player uses the device while near it. They only know that someone is near the device.

Arrogance

(Impostors): The Arrogance reduces their Kill Cooldown with each successful kill of theirs.

Bomber

(Impostors): The Bomber can use the Shapeshift button to self-explode, killing players within a certain range. But as a price, the Bomber will also die. Note: All players will see a kill flash when the Bomber explodes.

Scavenger

(Impostors): Scavenger kills do not leave dead bodies behind. In addition, if the victim is a Bait, no self-report will be made.

Trapster

(Impostors): The Trapster has a unique method of killing. By initiating a body report, the Trapster can eliminate the player attempting to report the body the Trapster killed. Note: If Trapster kills the Bait, the Trapster will die immediately.

Gangster

(Impostors): The Gangster, a powerful character, can try to recruit a player to a Madmate by pressing the Kill button. If the recruitment is successful, both the Gangster and the target will see the Shield Animation on each other as a reminder (only visible to each other). The remaining number of available recruits is displayed next to the Gangster's name (the Host sets the maximum). If the Gangster tries to recruit players who cannot be recruited, such as Neutrals or some special Crewmates, they will kill the target normally instead. When the Gangster has no remaining recruitments, they can only make normal kills from that point on.

Cleaner

(Impostors): Cleaner can press the Report button to clean up any dead body they come across (including those they kill). If the cleanup is successful, the Cleaner will see a Shield Animation on their body as a reminder (only visible to himself). The cleaned-up body cannot be reported (including Bait).

Lightning

(Impostors): As the Lightning, you cannot kill normally. Instead, your Kill button quantizes targets, which activates after a delay, causing the next person they encounter to kill them. Those who are actively quantized show a 「■」 next to their name. Additionally, those who have been quantized die if they survive until the end of a meeting. There is a setting to quantize your killer.

Greedy

(Impostors): Greedy kills with odd and even kills will have different Kill Cooldowns. Greedy's Kill Cooldown is reset every meeting, and Greedy's first kill is always odd.

CursedWolf

(Impostors): When the Cursed Wolf is about to be killed, the Cursed Wolf will curse the killer to death. (The Host sets the maximum of times you can counterattack)

SoulCatcher

(Impostors): As the Soul Catcher, you can use ShapeShift button to swap places with your target as long as they are not dead, in a Vent, swallowed by Pelican, or in a similar odd state.

QuickShooter

(Impostors): When the Kill Cooldown is over, QuickShooter can use the ShapeShift button to store a bullet. After a successful kill, if QuickShooter still has bullets remaining, he will immediately consume one bullet to reset the kill cooldown to zero. Depending on the host's settings, QuickShooter's ability may be restricted by the ShapeShift cooldown.

Camouflager

(Impostors): When the Camouflager uses Shapeshift, all players start to look the same. This state ends when the Camouflager reverts its Shapeshifting. It's important to note that the skills of Communication Sabotage Camouflage, and the skills of the Camouflager can be superimposed. This skill will be invalid if a meeting is held during the skill activation of the Camouflager.

Eraser

(Impostors): Eraser can vote for any target at the meeting to erase the target's roles, and the erasure will take effect after the meeting ends. Note: Players with erased skills will always be considered a vanilla role, including the game result page. A target can only be erased once (including OIIAI)

Butcher

(Verräter): Die Kills des Schlächters, auch passive, hinterlassen mehrere Leichen auf den Zielen, was bei der Leichenmeldung etwas verwirrend sein kann. Hier gilt die Regel: Das gekillte Ziel muss wiederholt die Animation des Killens anzeigen, die nicht übersprungen werden kann, und es kann in diesem Zeitraum nicht normal an der Besprechung teilnehmen. Und wenn der Schlächter den Rächer tötet, wird der Rächer jeden im Zorn rächen.

Hangman

(Impostors): As the Hangman, during the Shapeshifting, you use a unique killing method-strangling. This method ignores any status of the target, such as the shield of the Medic, the Bodyguard's protection, the Super Star's skills, etc. The strangled player will not leave a dead body, nor will it

trigger any of its skills. For example, Veteran kill back (including additional roles), and Seer will not be prompted.

Swooper

(Impostors): As the Swooper, you can Vent to Vanish temporarily. You will still appear visible on your screen. Vent again to become visible.

Crewposter

(Verräterhelfer): Wenn ein Crewposter die benötigte Anzahl an Aufgaben abgeschlossen hat, stirbt der Spieler, der am nächsten zu dem Crewposter ist. Die Aufgaben des Crewpostors setzen sich nach jedem Meeting zurück.

Wildling

(Impostors): As the Wildling, you can Shapeshift but cannot Vent. When you kill, you temporarily become immune to attacks.

Trickster

(Impostors): As the Trickster, you function as a regular Impostor but with one key difference. You appear as a Crewmate to Crewmate roles.

The Sheriff cannot kill you. Psychic does not see you as evil. Snitch cannot find you.

Vindicator

(Impostors): As the Vindicator, you have extra votes like a <color=#204d42>Mayor.

Stealth

(Verräter): Wenn der Turner killt werden die Spieler im gleichen Raum für eine bestimmte Zeit geblendet.

Penguin

(Impostors): As the Penguin, you can restrain the target by pressing the Kill button and drag it around. While dragging, the target dies by pressing the Kill button again or after a certain period. Press the Kill button twice for a direct kill.

Parasite

(Madmates): As the Parasite, you are an Impostor that does not know the other Impostors.

You may Kill, Vent, Sabotage, whatever. Just know that you are an Impostor.

Disperser

(Impostors): Disperser can use Shapeshift button to teleport all players to random Vents.

Inhibitor

(Impostors): As the Inhibitor, you can only kill when there is not a Critical Sabotage active.

If Light or Comms Sabotage is active, then you can kill.

Saboteur

(Impostors): As the Saboteur, you can only kill when there is a Critical sabotage active.

If Reactor or O2 Sabotage is active, then you can kill.

Councillor

(Verräter): Als Stadtrat kannst du Spieler killen wie ein Richter, wenn du während einem treffen killst, wird das angezeigt als Prozess durch einen Richter.

Befehl: /tl [Spieler ID] du kannst die Spieler IDs neben den Namen der Spieler sehen, oder nutze den Befehl /id um eine Liste zu erhalten. Abhängig von den Einstellungen wird der Stadtrat Selbstmord begehen, wenn er seine Teamkameraden beurteilt.

Dazzler

(Impostors): As the Dazzler, you can reduce the vision of the target of your Shapeshift permanently. When you die, their vision will turn back to normal.

Deathpact

(Impostors): As the Deathpact, You Shapeshift to mark your targets for a deathpact. If you have enough players marked for a deathpact, they must meet within a specific period; if they fail to do so, they die. If a marked player dies before the deathpact becomes complete, the pact is withdrawn.

Devourer

(Impostors): As the Devourer, you use your Shapeshift to change the appearance of the target of the Shapeshift permanently. Additionally, when each player's appearance changes, you will have your Kill Cooldown reduced by a defined number of seconds. If the Devourer dies or gets voted out during a meeting, the player's appearance will change back to their normal appearance.

Morphling

(Impostors): As the Morphling, you are a Shapeshifter but cannot kill while not Shapeshifted.

Twister

(Impostors): As the Twister, you can use Shapeshifting to swap the position of all players randomly. The swap happens twice, once when you start your Shapeshift and once when you return to your original appearance. The Twister itself will not swap places with anyone, and players in vents will not teleport.

Lurker

(Impostors): As the Lurker, you can jump into a Vent to reduce your Cooldown by a certain number of seconds. After you kill, your Cooldown resets to its original value.

Visionary

(Verräter): Als Visionär siehst du den Aufenthaltsort von lebenden Spielern während einem Treffen. Folgende Information wird bei den Spielern angezeigt:

- Roter Name bedeutet Verräter.
- Türkiser Name bedeutet Besatzung.
- Grauer Name bedeutet Neutral.

PlagueDoctor

(Neutral): (Seuchendoktor von TOH) Als Seuchendoktor musst du jeden lebenden Spieler infiziert bekommen. Du startest mit einem beliebigen Spieler, den du infizierst, wenn wer für kurze Zeit in unmittelbarer Nähe dieses Infizierten verbringt, wird er selbst auch infiziert. Der Infizierungsprozess ist kumulative, also er resetet sich nicht nach Distanzierung oder nach Treffen.

Refugee

(Madmates): As the Refugee, you were either: -An Amnesiac who remembered an Impostor -A killer who killed the Godfather's target. -A Romantic whose partner was an Impostor -Or an Imitator that imitated an Impostor.

Now your job is to help the Impostors kill the Crewmates.

Underdog

(Verräter): Als Unterlegener kannst du nicht killen bis eine bestimmte Anzahl an lebenden Spieler bleibt.

Consigliere

(Impostors): As the Consigliere, you can reveal the roles of other players using your Kill button.

Single click: Reveal role Double click: Kill

If you run out of reveal uses, your Kill button functions normally.

Ludopath

(Impostors): As the Ludopath, your Kill Cooldown is randomized.

Minimum it can be is 1 second, while the maximum is your default Kill Cooldown.

Godfather

(Impostors): As the Godfather, you vote someone to make them your target. In the next round, if someone kills the target, the killer will turn into a Refugee or Madmate.

Chronomancer

(Impostors): As the Chronomancer, you have a charge bar which indicates when the slaughter is ready. When it is at 100% the next time you kill someone, you go into slaughter mode, meaning you can kill indefinitely until your bar runs out of charge. Otherwise, you have a normal KCD.

Exorcist

(Verräter): Als der Exorzist kannst du /ex im Treffen nutzen um einen Spieler der in den nächsten paar Sekunden nach der Nutzung des Befehls redet zu killen. Abhängig von den Einstellungen kann der Exorzist mehrere Spieler in einem Treffen killen. Du verlierst deine Fähigkeit wenn du zu viele Spieler exerzierst.

Pitfall

(Impostors): As the Pitfall, you use your Shapeshift to mark the area around the Shapeshift as a trap. Players who enter this area will be immobilized quickly, and their vision will be affected.

EvilMini

(Impostors): As the Evil Mini, you are unkillable until you grow up and have a very long initial Kill Cooldown, which gets drastically shortened as you grow up.

Blackmailer

(Impostors): As the Blackmailer, when you Shift into a target, you will blackmail that player. This means that during the meetings, they won't be able to speak.

Note: If someone is already blackmailed, blackmailing another person un-blackmails the current person.

Instigator

(Impostors): As the Instigator, it's your job to turn the Crewmates against each other. Each time a Crewmate gets voted out in a meeting, if you are alive, an additional Crewmate who voted for the innocent player will die after the meeting. The Host determines the number of additional players dying.

LazyGuy

(Crewmates): Lazy Guy has only one task. In addition, the Impostor's abilities can't affect the Lazy Guy, such as being a scapegoat for Anonymous, being marked by a Warlock or Puppeteer, and more. Lazy Guy will not have any Add-ons.

SuperStar

(Crewmates): There will be a star logo next to the Super Star's name, so everyone knows who the Super Star is. The Super Star can only die when the murderer is alone with the Super Star (regular kills only). In addition, the Guessers can't guess the Super Star.

Celebrity

(Besatzung): Alle Besatzungsmitglieder sehen den Killblitz wenn der Prominente stirbt (so ähnlich wie der Seher den Killblitz sieht) und bekommen ein Hinweis beim nächsten Treffen. Die Verräter wissen nichts darüber.

Cleanser

(Crewmates): As The Cleanser, you can vote to erase the Add-ons of any target at the meeting. This erasure takes effect after the meeting ends. Depending on the settings, the cleansed player may never receive Add-ons again.

Keeper

(Crewmates): As keeper, you can vote for someone to protect them from being ejected. You can only do this a configurable number of times.

Mayor

(Crewmates): As the Mayor, you have extra votes. Depending on the settings, players can't see your extra votes, you can Vent to call a meeting at any time, or you can have yourself revealed as Mayor upon task completion.

Psychic

(Crewmates): The Psychic can see the names of several players highlighted in red during the meeting; at least one of them is evil. The Psychic will correctly see all Neutrals and Killing Crewmates displayed as red names when becoming a Madmate.

Mechanic

(Crewmates): The Mechanic can use Vents at any time. They can also fix Reactors, O2, and Communications using only one side. You can fix Lights by flicking only one switch. Opening a door will open all doors in the map.

Sheriff

(Crewmates): Sheriff has no task. The Sheriff can kill the Impostor (according to the Host settings, the Sheriff can also kill Neutrals). If the Sheriff tries to kill a Crewmate, the Sheriff will kill himself. The Sheriff can kill anyone when he becomes a Madmate (also according to the Host settings).

Vigilante

(Crewmates): As the Vigilante, you are tasked with eliminating potential threats to the Crewmates, but if they mistakenly kill an innocent Crew member, they become a Madmate driven by guilt and remorse.



Note: Gangster cannot convert Vigilante into Madmate.

Jailer

(Crewmates): As the Jailer, use your Kill button to lock a player in jail. During the next meeting, the jailed player cannot vote or get voted (the vote count will be 0). The Jailer may choose to execute the prisoner by voting for them. If the Jailer executes an innocent player, the Jailer loses the ability to execute for the rest of the game. If the Jailer is evil, then they can execute anyone. The Jailer has limited executions.

Note: Jailed players cannot be guessed or judged, and jailed players can only guess Jailer.

Snitch

(Crewmates): After the Snitch completes all tasks, they can see the Impostor's names displayed in red on the meeting. When the Snitch has only one task left, the Impostors will see a 「」 mark next to the name of themselves and the Snitch. When a Snitch becomes a Madmate, the 「」 mark turns red.

Marshall

(Crewmates): As the Marshall, complete your tasks to reveal yourself to the rest of the Crewmates. Other teams will not be able to see you. However, Madmates CAN see you.

Doctor

(Crewmates): Doctor can see the cause of death for all players. In addition, the Doctor can access Vitals wherever you are while he still has battery left.

Dictator

(Crewmates): When the Dictator votes for someone, the meeting will end on the spot, and the player they voted for will be ejected from the meeting. The moment the Dictator votes someone out, the Dictator will also die. If the setting to use the command is on, the Dictator will have to use '/exp id' in order to exile someone. The Dictator will be able to vote normally.

Detective

(Crewmate): After the Detective reports the body, they will receive a clue message, which will tell the Detective what the victim's role is. According to the Host's settings, the Detective may know what the murderer's role is. Note: Detective won't be Oblivious.

Undercover

(Crewmates): The Impostors knows who Undercover is and sees him as a teammate, but Undercover himself does not know who the Impostors are.

NiceGuesser

(Crewmates): The Nice Guesser can guess the role of a certain player during the meeting. If it is correct, it will kill the target, and if it is wrong, Nice Guesser will suicide. The guessing command is: /bt [player id] [role] You can see the player's id before the player's name or use the /id command to view the id of all players. Nice Guesser can guess Crewmate when become Madmate.

GuessMaster

(Crewmates): As the Guess Master, you will receive information about every attempted guess made during a meeting. You will be informed about the role the Guesser tried to guess, and you will also be notified in case of a misguess.

Knight

(Crewmates): The Knight has no tasks. They can kill anyone but only do it once the whole game.

Transporter

(Crewmates): Whenever the Transporter completes the task, two random players will switch positions, but if there are not enough players left, nothing will happen. Note: Players in a Vent will not be selected.

TimeManager

(Besatzung): Je mehr Aufgaben der Zeitmanager erledigt, desto länger wird die Besprechungszeit. Wenn er stirbt, wird sie wieder zurückgesetzt. Wenn der Zeitmanager ein Verräterhelfer wird, wirkt sich die Fähigkeit genau verkehrt herum aus.

Veteran

(Crewmates): As the Veteran, you can enter the alert state by Venting. If a player tries to kill the Veteran in the alert state, the Veteran will kill the murderer instead. Veteran will see a Shield Animation on their body and a text above their head as a reminder when they enter and exit the alert state.

Bastion

(Crewmates): As the Bastion, bomb Vents to kill off Impostors and Neutrals. Be careful though; Crewmates can also be killed with the bombs.

CopyCat

(Crewmate): As the Copycat, you can use your Kill button to copy the target's role.

You can only copy some Crewmate roles. If you try to copy a Madmate or Rascal, you become the Madmate variation of the target role. If you target an evil with a Crewmate variant, you'll become the Crewmate variant.

Additionally, Your role will be set back to Copycat after every meeting. Note You can't guess people in meetings.

Bodyguard

(Besatzung): Wenn ein Spieler in der Nähe des Leibwächters gekillt wird, verhindert der Leibwächter den Kill und stirbt mit dem Killer. Die Fähigkeit wirkt bei jedem Team. Wenn der Leibwächter ein Verräterhelfer wird und der Killer ist ein Verräter, wirkt die Fähigkeit nicht.

Deceiver

(Crewmates): The Deceiver can sell the counterfeit to other players through the Kill button. If the counterfeit is sold successfully, the Deceiver will see a Shield Animation on their body as a reminder. The counterfeit will take effect after the end of the next meeting. If the player with no kill ability holds the counterfeit, he will kill himself immediately. If the player with the killing ability has the counterfeit, he will commit suicide when he tries to kill someone next time.

Grenadier

(Crewmates): As the Grenadier, you can Vent to Flashbang players nearby, causing them to lose vision if they are an Impostor or, depending on settings, a Neutral.

Medic

(Crewmates): The Medic can place a shield on the target by pressing the Kill button. The Medic can only give one shield for the whole game. Depending on the settings, the target's shield can or cannot deactivate when the Medic dies. The Medic can also see if someone is trying to break the target's shield. Depending on the Host's settings, the Medic or the target can see if the player has a shield (shown as a green circle 「+」 next to the name).

FortuneTeller

(Besatzung): Wenn die Wahrsagerin für einen Spieler votet bekommt sie einen Hinweis zu seiner aktuellen Rolle.

Wenn du alle Aufgaben erledigt hast bekommst du die exakte Rolle anstatt einem Hinweis!

Hinweis: Wenn die Einstellung aktiv ist, einen Hinweis von einem zufälligen Spieler zu bekommen, bist du nicht berechtigt einen Spieler öfters abzuchecken.

Judge

(Crewmates): The Judge can judge a certain player during the meeting. If the target is evil, the target will be killed (whether it is evil or not is set by the Host). If it is wrong, the Judge commits suicide. Command for judgment: /tl [player id] You can see the player's id before the player's name, or use the /id command to view the id of all players. Judges can judge all players when they become Madmate. In meeting the ability count shows how many trails you have in this meeting. Out of meeting the ability counts shows how many trails you have for the whole game.

Mortician

(Besatzung): Als Leichenbestatter werden dir Pfeile angezeigt die in Richtung einer Leiche zeigen und wen er diese meldet, wird er erfahren wer als Letztes in Kontakt mit ihm war. Hinweis: Leichenbestatter werden keine Seher oder Vergessliche.

Medium

(Besatzung): Der Hellseher kann in Kontakt mit den Geistern treten, nachdem jemand eine Leiche gemeldet hat. Der Spieler, der eine Leiche gemeldet hat, muss kein Hellseher sein. Der tote Spieler kann nur mit JA oder NEIN auf die Frage des Hellsehers antworten, welche nur vom Hellseher gesehen werden kann. (Der tote Spieler kann mit /ms yes oder /ms no antworten). Hinweis: Hellseher können keine Vergesslichen sein.

Observer

(Crewmates): As the Observer, you can see all Shield Animations caused by other players after the first meeting. The Shield Animations typically indicate a role ability, so look out for this.

Monarch

(Crewmates): As the Monarch, you can knight players to give them an extra vote.

You cannot knight someone who already has multiple votes.

Knighted players appear with a golden name. If a knighted player is alive, the Monarch cannot be guessed or killed.

Pacifist

(Crewmates): When the Pacifist Vents, they will reset the Kill Cooldown for every player with a Kill button. When they become a Madmate, this ability will only work on Crewmates.

Overseer

(Crewmates): As The Overseer, you have minimal vision, but you can use your Kill button to reveal the role of a nearby player. A 「○」 will be displayed next to the revealed target after you use the Kill button on them, and you will also be scanning them (only you can see this). Stay near the target for a defined time to reveal his role; if you move too far away, the reveal will cancel.

Coroner

(Besatzung): Der Leichenbeschauer kann keine Leichen melden, wenn du eine Leiche meldest wird dir ein Pfeil zum Killer angezeigt. Wenn ein Treffen einberufen wird, verschwindet der Pfeil. Je nach Einstellungen kann man von dir begutachtete Leichen nicht melden.

President

(Besatzung): Der Präsident hat 2 Fähigkeiten: Treffenende und Bekundung.

- Fähigkeit 1: Treffenende - Tippe /finish im Treffen um als Präsident das Treffen sofort zu beenden.
- Fähigkeit 2: Bekundung - Tippe /reveal um dich zu erkennen zu geben. Sobald du dich für alle zu erkennen gegeben hast kannst du nicht mehr geguessed werden, aber derjenige, der dich als nächster killt, hat eine grandios verkürzte Killwartezeit.

Merchant

(Crewmates): As a merchant, you sell a random Add-on to a random player for each task you complete. Each Add-on sold earns you money. If you have a certain amount of money, you can prevent the next killing attempt against you by bribing the murderer. The bribed player won't be able to kill you, but you don't know who it is. The money used is lost and not available for additional bribes.

Retributionist

(Crewmates): As the Retributionist, you can kill a limited amount of players after your death.

Use /ret [playerID] to kill.

Hawk

(Crewmates [Ghost]): As the Hawk, you can kill a limited amount of players decided by the Host, though there's a chance you miss, slicing someone multiple times increases the chances.

Deputy

(Crewmates): As the Deputy, use your Kill button to handcuff a player. The player who is handcuffed will have their next kill attempt treated as a handcuff break, and the Kill Cooldown will be reset.

If the target does not have a Kill button, then the handcuff was a waste.

Investigator

(Crewmates): As an Investigator, you can use your Kill button to investigate someone. When you investigate someone, their name will appear in red if they possess a Kill button (impostor/Shapeshifter basis) or light blue if they lack a Kill button (Crewmate/Engineer/Scientist basis). However, please note that the color of the names will return to normal when someone calls a meeting.

Guardian

(Besatzung): Als der Wächter wirst du unbesiegbar, nachdem du deine Aufgaben beendet hast. Sogar Guesser können dich dann nicht mehr in Treffen guessen.

Addict

(Crewmates): As the Addict, you have a suicide timer. When it expires, you kill yourself. The timer is indicated by the Vent Cooldown. When the Vent Cooldown is 0 seconds, you still have a short time to Vent. If you don't make it, you die; if you make it, the Suicide Timer is reset. Also after you Vent, no one can interact with you for a defined period. After; the period is over, and you are immobilized for another defined period, and cannot Report any bodies.

Mole

(Crewmates): As the Mole, when you Vent, you stay in the Vent for 1 second. When you exit the Vent, you will spawn near a random Vent in the map (Except the one you used).

Alchemist

(Besatzung): Der Alchemist erstellt mit jeder abgeschossenen Aufgabe einen Trank. Die Tränke werden unter dem Rollennamen beschrieben. Du kannst sieben verschiedene Tränke bekommen, zerstörerische wie effektlose. Mit Venten nutzt du einen Trank.

Kamikaze

(Impostors): As the Kamikaze you can single click to mark players. Double-click to kill normally. When you die, all marked also die, with death reason Targeted.

Tracefinder

(Crewmates): As the Tracefinder, you can access Vitals at any time. In addition, you get arrows pointing to dead bodies, with a delay set by the Host.

Oracle

(Besatzung): Als Orakel, wenn du jemanden votest, kannst du sehen ob die Person Verräter, Besatzung, oder Neutral ist. Je nach Einstellungen kann es sein das die Antwort nicht immer korrekt ist.

Spiritualist

(Crewmates): As the Spiritualist, you get an arrow pointing towards the ghost of the last meeting's victim. There is an option for the arrow to disappear and reappear in intervals. Try to notify the ghost about your ability if you can; if they are on your side, they may lead you to an evil role so you can eject them. Be careful, as evil roles can do the same for Crewmates.

Chameleon

(Crewmates): As the Chameleon, you can Vent to Vanish temporarily. You will still appear visible on your screen. Vent again to become visible.

Inspector

(Crewmates): Check If two players are in the same team or not. You will get an affirmation message if they are on the same team or a denial message if they are not on the same team.

All Neutrals and converted players are counted in the same team. Trickster counts as Crewmate, and Rascal counts as Impostor. Checking command: /cmp [player id 1] [player id 2].

Captain

(Crewmates): With each completed task, the Captain gains the power to slow down a random non-Crewmate role. Crewmates can see ☆ besides Captain's name.

If anyone betrays the Captain's trust by voting Captain out, they will lose an Add-on.

Admirer

(Crewmates): As the Admirer, admire a player to make them Crewmate aligned. They'll win with Crewmates and not their original team.

You can only do this once per player.

TimeMaster

(Crewmates): As the Time Master, use the Vents to mark everyone's position. When using the ability again, every alive player will rewind to the marked positions.

During the ability duration, the Time Master gains a time shield, which protects them from death.

Crusader

(Crewmates): As the Crusader, use your Kill button to crusade a player. If that player gets attacked, you'll kill the attacker.

Altruist

(Crewmates): As the Altruist, you can sacrifice yourself to revive a dead body using the «Report» button. Note: If a dead player has left the game, you report that body normally. Also revived player cannot report self dead body Use the Vent button to change between Report & Revive.

Reverie

(Crewmates): As the Reverie, you can kill, but your Cooldown starts high.

It increases if you kill a Crewmate and reduces otherwise. Depending on the Host's setting, you may misfire on reaching the maximum Kill Cooldown, and your target dies with you.

You win with other Crewmates.

Lookout

(Crewmates): As the Lookout, you can see the ID's of every player at all times. This allows you to see through Shapeshifts and Camouflages.

Telecommunication

(Crewmates): As the Telecommunication, you are notified when anyone uses Cameras, Vitals, Door Logs, or Admin.

Lighter

(Crewmate): As the Lighter, you can Vent to increase your vision temporarily. You have increased vision both when lights are not out and when lights are out. Use this power to catch sneaky killers!

TaskManager

(Crewmates): Als Task-Manager ist es dein Ziel, die Aufgaben der Beatzung so schnell wie möglich zu erledigen. Jedes Mal, wenn du eine Aufgabe erledigst, wird die eines zufälligen Besatzungsmitgliedes erledigt. Du wirst mit einem zufälligen Add-on belohnt, wenn jedes Besatzungsmitglied alle seine Aufgaben erledigt. Alle erledigten Aufgaben wirken sich auf dich aus, wenn du mit anderen Rollen gekennzeichnet bist. Abhängig von den Einstellungen erhältst du möglicherweise Informationen darüber, welche visuellen Aufgaben in vergangenen Runden erledigt wurden.

Witness

(Crewmates): As the Witness, when you use your Kill button on someone, you will know if they killed in the last X seconds or not. (X depends on the settings).

Swapper

(Crewmates): As the Swapper, you can swap votes in meetings.

To swap votes, use '/sw [playerID]' twice.

Player ID's are displayed next to player names in meetings, but you can also use /id to get a list of all player ID's.

Note: Depending on the Host's settings, you can exchange your own votes.

ChiefOfPolice

(Crewmates): As the Chief of Police, you can recruit a player to be a Sheriff(only once per game). Depending on the settings, you may recruit non-Crewmates or players without a Kill button. You may suicide when you recruit a wrong player.

NiceMini

(Crewmates): As a Nice Mini, your survival is crucial. You can't be killed until you grow up, and if you die or are evicted from the meeting before you grow up, everyone loses. This unique role adds a new dynamic to the game, where your survival is not just for your benefit but for the entire Crew's success.

Spy

(Crewmates): As the Spy, when someone uses their Kill button on you (any ability used through the Kill button), you'll see their name in orange for a few seconds. Note: If a Crewmate used their ability on you, you'll also see them with an orange name! Note: If you cannot use left, you won't see orange names! Note: If the Kill button interaction is blocked, the player's Cooldown will reset to 10s'

Randomizer

(Crewmates): As this Randomizer, when you die, your killer will do one of the following:

1. self-report your body
2. stand next to your body
3. have their Kill Cooldown set to 600s
4. Randomly avenge a player.

Arsonist

(Neutrals): The Arsonist can douse a player by clicking the Kill button on the player and following them for a few seconds. When the dousing starts and it's successful, a Shield Animation will happen as a reminder (only visible to themselves). When the Arsonist has doused all surviving players, the Arsonist can Vent to start the fire and win alone.

If the player name shows 「△」, that means they are being doused; if the player name shows 「▲」, it means they have been completely doused. Depending on the setting, Arsonist may start the fire anytime. But if he fails to kill everyone, he loses.

Enigma

(Crewmates): As the Enigma, you get a random clue about the killer each meeting. Depending on the settings, you may have to report the body to receive a clue. The more tasks you complete, the more precise the clues get.

Socialite

(Crewmates): Der Sozialist kann sein Kill Knopf auf einem Spieler nutzen um "eine Party zu schmeißen" auf dem Spieler für die Runde. Jeder der versucht mit dem gepartieten Spieler zu interagieren wird abgelehnt diese Runde und wird benachrichtigt das eine Party auf diesem Spieler war. Diese abgelehnten Spieler werden zu einer "Gäste Liste" hinzugefügt, von der der Sozialist benachrichtigt wird im nächsten Meeting. Jeder auf der Gäste Liste wird dann mit jedem interagieren können mit dem der Sozialist eine Party veranstaltet. Der Sozialist darf auf einen Spieler im Meeting voten der zu der Gäste Liste hinzugefügt wird. Spieler können nicht von der Gäste Liste entfernt werden.

Pyromaniac

(Neutrals): As the Pyromaniac, you can douse players (single click) or kill normally (double click). Dousing players do nothing immediately, but killing a doused player will significantly shorten your Kill Cooldown. To win, be the last player alive.

Huntsman

(Neutrals): As the Huntsman, you are given a certain number of targets that reset every meeting. If you successfully eliminate one of your targets, your Kill Cooldown goes down permanently by the set amount. However, if you kill someone not one of your targets, your Kill Cooldown permanently increases by the set amount. A colored name indicates your targets.

Mini

(Crewmate or Impostor): The Mini has two roles. A Nice or Evil Mini is chosen.

Use '/r nice mini' and '/r evil mini' respectively for more details.

Jester

(Neutrals): If the Jester gets voted out, the Jester wins the game alone. If the Jester is still alive at the end of the game, the Jester loses. Note: Jester, Executioner, and Innocent can win together.

Terrorist

(Neutral): Wenn der Terrorist stirbt, nachdem er seine Aufgaben erledigt hat, gewinnt er das Spiel allein. (Er kann durchs Rausvoten oder durch einen Kill gewinnen).

Executioner

(Neutrals): The Executioner is a role with an execution target, indicated by a diamond symbol [♦] next to their name. If the execution target is killed, the Executioner's role will change to Crewmate, Jester, or Opportunist, depending on the game settings. However, if the execution target is voted out in the meeting, the Executioner wins. Note: Jester, Executioner, and Innocent can win together.

Lawyer

(Neutral): Der Anwalt hat ein Ziel zum Beschützen, welches mit einem Diamanten [♦] neben dem Namen angezeigt wird. Wenn dein Ziel gewinnt, gewinnst du. Wenn dein Ziel verliert, verlierst du.

Opportunist

(Neutral): Wenn der Opportunist bis zum Ende des Spiels überlebt, gewinnt er mit den gewinnenden Spielern.

Vector

(Neutrals): Vector will win alone by Venting a certain number of times.

Jackal

(Neutrals): As the Jackal, you win if you are the last player alive. Additionally, you may recruit using the Kill button. If the target is not one you can recruit, you have run out of uses, or you don't have the option to recruit, then you will kill people normally (i.e., don't use Kill buttons in front of others thinking it'll recruit). If the target has a Kill button and the option to turn into a Sidekick is on, they will become a Sidekick. Otherwise, they will gain the Recruit Add-on if the option to give the Recruit Add-

on is on. Depending on the settings, when Jackal was killed, a Sidekick will be randomly selected as the new Jackal. Recruit may be selected if no Sidekick is alive.

God

(Neutrals): As the God, you know everyone's role from the beginning. If you live until the end of the game, you steal the win, i.e., everyone else loses, and you win.

Innocent

(Neutrals): The Innocent can use the Kill button to plant any player, and the planted target will immediately kill the Innocent. If the target gets voted out in the meeting, the Innocent wins. Note: Jester, Executioner, and Innocent can win together.

Pelican

(Neutrals): As the Pelican, you can use the Kill button to swallow a player alive, teleporting them off-bounds but not killing them yet. Those swallowed will only die if you're still alive at the end of the round. If you die or leave during the round, all alive swallowed players will spawn into the map where you were.

Revolutionist

(Neutrals): As the Revolutionist, you can recruit players by clicking the Kill button on the player and following them until the Shield Animation plays for you. Recruiting has a chance, set by the Host, to kill players (though they are still recruited). When the required number of players are recruited (displayed next to your name), you must Vent within the specified time to win the game immediately with all your recruits. If you do not Vent in time, you lose and die.

Hater

(Neutrals): As the Hater, you have no Kill Cooldown. However, depending on the settings, you can only kill Lovers and other Recruiting Roles and Add-ons. Killing anyone else will make you suicide. You win at the end of the game with the winning team if none of the killable roles are alive. You will not be Lovers.

Demon

(Neutral): Als Dämon killst du, indem du ihm Lebenspunkte entziehst. Du siehst neben jedem Namen die prozentualen Lebenspunkte, und jeder Angriff, den du ausführst, entzieht diesen einen Prozentsatz, ohne dass das Opfer davon weiß. Sobald du die Lebenspunkte deines Opfers auf 0 senkst, stirbt es. Du gewinnst, wenn du der Letzte bist, der noch übrig ist.

Stalker

(Neutrals): The Stalker can kill anyone, and every kill will immediately cause a Lights Sabotage (if Lights Sabotage is already active, nothing will happen). Stalker cannot Vent. If the Impostor wins while the Stalker is alive or the Crewmate wins by killing the Impostors (according to the Host's setting, the Stalker may also win when the Crewmate wins by killing the Neutrals), then the Stalker wins alone.

Workaholic

(Neutral) Der Fleißige-Arbeiter, gewinnt alleine wenn er alle seine Aufgaben erledigt hat. Abhängig von den Einstellungen des Hosts, kann er nur gewinnen wenn er lebt und oder wenn er ganz am Anfang offenbart wurde (diese Einstellungen sind selten beide an).

Solsticer

(Neutrals): As the Solsticer, you won't die, and you win by finishing all your tasks in a single round. After every meeting finishes, your tasks reset, and you need to start all over again. Votes on the Solsticer will be directly canceled. Kill attempts on the Solsticer will teleport it out of the map like Pelican until the meeting is finished. The killer's Kill Cooldown will be reset to 10 seconds. Solsticer is counted as nothing in-game.

Collector

(Neutrals): As the Collector, when you vote for a player, for each other player that voted for them, you gain a point. When you collect the required votes, the game ends, and you win alone, even if you voted a Jester or Executioner's target out.

Glitch

(Neutrals): As the Glitch, you can hack players (single click) or kill normally (double click). Those who have been hacked cannot kill, Vent, or report for the hack duration. Additionally, calling a Sabotage other than doors will have no effect and will instead disguise you as a random player. You cannot disguise during or after Sabotages. To win, be the last player alive.

Sidekick

(Neutral): Als Kumpan hilfst du dem Schakal, alle umzulegen um mit ihm zu gewinnen. Je nach Einstellungen wirst du zum Schakal, wenn dieser stirbt. Eventuell kannst du als Kumpan noch nicht killen.

Provocateur

(Neutrals): As the Provocateur, you can kill any target with the Kill button. If the target loses at the end of the game, the Provocateur wins with the winning team.

BloodKnight

(Neutrals): The Blood Knight wins when they're the last killing role alive, and the amount of Crewmates is lower or equal to the amount of Blood Knights. The Blood Knight gains a temporary shield after every kill, making them immortal for a few seconds.

PlagueBearer

(Apocalypse): As the Plaguebearer, plague everyone using your Kill button to turn into Pestilence. Once you turn into Pestilence, you will become immortal and gain the ability to kill, and you will kill anyone who tries to kill you.

Also, when infected players interact with uninfected players, they will also be infected.

Pestilence

(Apocalypse): As Pestilence, you're an unstoppable machine. Any attack towards you will be reflected towards them. Indirect kills don't even kill you.

Only way to kill Pestilence is by voting them out or the Pestilence misguessing. **Your presence is announced to everyone at the meeting after you transform.**

SoulCollector

(Apocalypse): As Soul Collector, you can use your Kill button on a player to predict their death. You will gain a Soul if your target dies in the round you select them or the meeting after. Your target resets after each meeting or after they die, whichever comes first.

Once you collect the configurable amount of Souls, you become Death. If the gain passive Souls setting is enabled, you will gain a Soul each meeting.

Death

(Apocalypse): Once the Soul Collector has collected their needed souls, they become Death. Death kills everyone and wins if Death is not ejected by the end of the next meeting. A configurable amount of extra meeting time will be given on the meeting Death transforms to have more discussion to find Death.

You are invincible, and your presence is announced to everyone at the meeting after you transform.

Baker

(Apokalypse): Als der Bäcker, kannst du deinen Kill Knopf an einem Spieler pro Runde nutzen um dem Spieler ein Brot zu geben. Abhängig von den Einstellungen, wenn ein Spieler mit Broot stirbt kann der Bäcker wieder Brot in der gleichen Runde geben. Sobald eine bestimmte Anzahl an Spielern mit Brot leben wirst du Famine.

Wenn das Brot zusätzliche Effekte gibt und die Einstellungen an ist, kannst du auch venten um das Brot zu ändern was du aus gibst. **Brot Effekte:** Offenbarung: Offenbart die Rolle des Zieles zum Bäcker (bleibt das ganze Spiel gezeigt) Rollenblock: Setzt den Cooldown des Zieles zurück wenn sie versucht den Kill Knopf zu nutzen. Barriere: Gibt dem Ziel eine Barriere über die nur der Bäcker weiß (Barriere verschwindet nach dem Meeting)

Famine

(Apocalypse): Once the Baker has a set amount of people with bread alive, they will become Famine. If the Famine does not get voted out after the meeting, then they will become Famine, and every player without bread will starve (excluding other Apocalypse members). After this starvation of everyone without bread, Famine can use their Kill Button to starve any remaining players, which will kill those players right before the next meeting.

You are invincible, and your presence is announced to everyone at the meeting after you transform.

Berserker

(Apocalypse): As the Berserker, you level up with each kill. Upon reaching a certain level defined by the Host, you unlock a new power.

Scavenged kills make your kills disappear. Bombed kills make your kills explode. Be careful when killing, as this can kill your other Apocalypse members if they are near. After a certain level, you become War.

War

(Apocalypse): As War, you are invincible, have a lower Kill Cooldown, and can kill anyone with your previous powers. **Your presence is announced to everyone at the meeting after you transform.**

Follower

(Neutrals): The Follower can use their Kill Button on someone to start following them and can use the Kill Button again to switch the following target. If the Follower's target wins, the Follower will win along with them. Note: The Follower can also win after they die.

Cultist

(Neutrals): As the Cultist, your Kill Button is used to Charm others, making them win with you. To win, charm all who pose a threat and gain the majority. Depending on settings, you may be able to charm Neutrals, and those you Charm may count as their original team, nothing, or a Cultist to determine when you win due to majority.

SerialKiller

(Neutrals): As the Serial Killer, you win if you are the last player alive.

Juggernaut

(Neutrals): As the Juggernaut, your Kill Cooldown decreases with each kill you make.

Kill everyone to win.

Infectious

(Neutrals): As the Infectious, your job is to infect as many players as you can.

If you infect all the killers, you can outnumber the Crew and win the game.

If you die, all the players you've infected will die after the next meeting. If they achieve your win condition before then, you can still win.

Virus

(Neutrals): The task of the Virus is to kill or infect all other players. When the Virus murders a Crewmate, their corpse is infected with a virus. The Crewmate who reports this corpse is infected joins the virus team or dies at the end of the meeting if the Virus doesn't get voted out, depending on the settings. If more players are on the Virus team than the Crewmate team, the Virus team wins.

Pursuer

(Neutrals): As the Pursuer, you can use your ability on someone to make them misfire when they try to kill.

To win, survive to the end of the game.

Specter

(Neutral): Als Geister-Arbeiter musst du sterben und deine Aufgaben erledigt haben um zu gewinnen. Du kannst deine Aufgaben als Lebender machen. Du kannst nicht gewinnen, wenn du am Leben bist. Wenn du getötet wirst, gewinnst du mit dem Gewinner Team insofern deine Aufgaben fertig sind.

Pirate

(Neutrals): As the Pirate, use your Kill button to select a target every round. You will duel with your target in the next meeting. If both the Pirate and the target choose the same number, the Pirate wins. Additionally, if the Pirate wins the duel or the target doesn't participate in the duel, the Pirate kills the target.

Dueling command: /duel X (where X can be 0, 1, or 2)

You win after winning a certain number of duels set by the Host.

Note: The kill would not count towards Pirate victory if the target did not participate in the duel.

Agitater

(Neutrals): As the Agitator, your premise is essentially Hot Potato.

Use your Kill Button on a player to pass the bomb. This can only be done once per round.

The player who receives the bomb will be notified when receiving said bomb, in which they need to pass it to another player by getting near a player.

When a meeting is called, the player with the bomb dies.

If trying to pass to Pestilence or a Veteran on alert, the bombed player dies instead. Optionally, the Agitator cannot receive the bomb.

Maverick

(Neutrals): As the Maverick, you can kill and, depending on options, Vent and have Impostor vision. If you survive until the end of the game, you win with the winning team. Use your killing ability to eliminate threats to your life, but don't get voted out.

CursedSoul

(Neutrals): As the Cursed Soul, you steal the victory if you survive to the end of the game.

You can steal the win from a Jester or Executioner.

Additionally, you can steal the Souls of other players. Soulless players win with you and count as dead.

Pickpocket

(Neutral): Als der Taschendieb kannst du Votes deiner Kills stehlen.

Kille alle um zu gewinnen.

Traitor

(Neutral): Der Betrüger wurde von den Verrätern verraten. Du weißt wer die Verräter sind aber sie erkennen dich nicht, Problem? Sie können dich killen aber du nicht sie.

Beseitige die Verräter auf andere Weise und kille dann alle um zu gewinnen!

Troller

(Neutrals): As a Troller, you can complete tasks so that random events can happen to players. For example, changing the speed of all players, teleportation, influencing Sabotage, etc. Also you can win with the winning team.

Vulture

(Neutrals): As the Vulture, report bodies to win!

When you report a body, if your Eat Cooldown is up, you'll eat the body (makes it unreportable). If your eat ability is still on Cooldown, then you'll report the body normally.

Additionally, you'll report bodies normally if the maximum bodies eaten per round is reached.

Abyssbringer

(Impostors): As the Abyssbringer, you can place black holes. Black holes will suck in players and kill them when colliding with them.

Taskinator

(Neutrals): As the Taskinator, whenever you finish a task, the task will be bombed. When another player completes the bombed task, the bomb will detonate, and the player will die.

You win if you survive till the end and Crewmates don't win.

Note: Taskinator bombs ignore all protection.

Benefactor

(Besatzung): Immer wenn du als Gönner eine Aufgabe erledigst, wird diese markiert. Wenn ein anderer Spieler diese Aufgabe erledigt bekommt er ein temporäres Schild.

Hinweis: Schilde schützen nur vor direkten Kills.

Spiritcaller

(Neutrals): As the Spiritcaller, your victims become Evil Spirits after they die. These spirits can help you win by freezing other players briefly or blocking their vision. Alternatively, the spirits can give you a shield that protects you briefly from an attempted kill.

Amnesiac

(Neutrals): As the Amnesiac, use your report button to remember a target and get its role. To balance the game, you will not be able to Vent after remembering your role if you can't Vent as Amnesiac.'

Imitator

(Neutrals): As the Imitator, use your Kill button to imitate a player.

You'll either become a Sheriff, a Refugee, or some Neutral.

Bandit

(Neutrals): As the Bandit, you can click your Kill button one time to steal a player's Add-on and twice to kill. Depending on the settings, you may instantly steal the Add-on or after the meeting starts. After the maximum number of steals is reached, you will kill normally. Additionally, if there are no stealable Add-ons on the target or the target is Stubborn, you will kill the target.

Kill everyone to win.

Note: Cleansed, Last Impostor, and Lovers cannot be stolen. Note: If Bandit can Vent is on, Nimble will become unstealable.

Doppelganger

(Neutrals): As the Doppelganger, use your Kill button to steal a player's identity (their name and skin) and then kill your target.

Kill everyone to win.

Note: You cannot steal the target's identity when Camouflage is active.

PunchingBag

(Neutral): Als Boxsack gewinnst du, indem man einige Male versucht dich killen.

Du kannst nicht geguessed werden, das würde die Angriffsanzahl erhöhen.

Doomsayer

(Neutrals): The Doomsayer can guess the role of a certain player during the meeting. If the Doomsayer guesses a certain number of roles (the number depends on the Host settings), then he wins. The guessing command is: `/bt [player id] [role]` You can see the player's id before the player's name, or use the `/id` command to view the id of all players.

Shroud

(Neutrals): As the Shroud, you do not kill normally. Instead, use your Kill button to shroud a player. Shrouded players kill others. If the shrouded player doesn't make a kill, they'll kill themselves after a meeting.

Shroud sees shrouded players with a 「◆」 mark next to their name. Shrouded players who did not make a kill will also have the 「◆」 mark in meetings, where they'll die if the Shroud is alive by the end of the meeting.

Werewolf

(Neutrals): As the Werewolf, you can kill much like any killer. However, when you kill, any nearby players also die. Any player who dies to this will have their death reason as Mauled.

To balance this, you have a higher Kill Cooldown than anyone else.

Shaman

(Neutrals): As the Shaman, you can use your Kill button to select a Voodoo Doll once per round. If the Kill button is used on you, the effect will be deflected onto the Voodoo Doll. If you survive until the end, you win with the winning team. Note: If the killer cannot kill the chosen target, murder is canceled, but if the killer rechecks the Shaman, the killer will kill the Shaman.

Seeker

(Neutrals): As the Seeker, use your Kill button to tag the target. If the Seeker tags the wrong player, a point is deducted, and if the Seeker tags the correct player, a point will be added. Additionally, the Seeker will not be able to move for 5 seconds after every meeting and after getting a new target.

The Seeker needs to collect a certain number of points set by the Host to win. Seeker will see a ★ mark on target's name.

Pixie

(Neutrals): As the Pixie, mark up to an X amount of targets each round by using the Kill button on them. You must have one of the marked targets ejected when the meeting starts. If unsuccessful, you will commit suicide, except if you didn't mark any targets or all the targets are dead. The selected targets reset to 0 after the meeting ends. If you succeed, you will gain a point. You see all your targets in colored names.

You win with the winning team when you have certain amounts of points set by the Host.

SchrodingersCat

(Neutrals): As Schrodingers Cat, if someone attempts to use the Kill button on you, you will block the action and join their team. This blocking ability works only once. By default, you don't have a victory condition, meaning you win only after switching teams. In Addition to this, you will be counted as nothing in the game.

Note: If the Killing Machine attempts to use their Kill button on you, the interaction is not blocked, and you will die.

Romantic

(Neutrals): The Romantic can pick their lover partner using their Kill button (this can be done at any point of the game). Once they've picked their partner, they can use their Kill button to give their partner a temporary shield that protects them from attacks. If their lover partner dies, the Romantic's role will change according to the following conditions:

1. If their partner was an Impostor, the Romantic becomes the Refugee
2. If their partner was a Neutral Killer, then they become Ruthless Romantic.
3. If their partner was a Crewmate or a non-killing Neutral, the Romantic becomes the Vengeful Romantic.

The Romantic wins with the winning team if their partner wins. Note: If your role changes, your win condition will be changed accordingly

RuthlessRomantic

(Neutrals): You change your roles from Romantic if your partner (a Neutral Killer) is killed. As a Ruthless Romantic, you win if you kill everyone and are the last one standing. If you win, your dead partner will also win with you.

VengefulRomantic

(Neutrals): You change your roles from Romantic if your partner (a Crewmate or non-Neutral Killer) is killed. As a Vengeful Romantic, your goal is to avenge your partner, which means you must kill the killer of your partner. If you succeed, then you and your partner win with the winning team at the end. If you try to kill someone other than your partner's killer, then you will die by misfire.

Wraith

(Neutrals): As the Wraith, you can Vent to Vanish temporarily. You will still appear visible on your screen. Vent again to become visible. You win if you are the last player remaining.

Shocker

(Neutrals): As the Shocker, you can mark rooms by doing tasks in them, and then Vent to electrocute anyone in those rooms for a set period of time. When you finish all of your tasks, you get new ones. Note: Doing tasks during that period will mark them for the next ability use.

Coven

(Hexenzirkel): Hexenzirkel-Mitglieder sind in einem separaten Team, das zusammenarbeitet und gewinnt. Wenn es mehrere Hexenzirkel-Rollen im Spiel gibt, können sie gegenseitig die Rollen sehen. Abhängig von den Hosteinstellungen können Hexenzirkel-Rollen geguesst werden. Nutze /coveninfo für weitere Informationen.

Poisoner

(Bündnis): Der Vergifter kann seinen Kill Knopf an einem Spieler nutzen um ihn zu rollenblockieren. Das nächste mal ein Rollenblockierte Spieler versucht seine Fähigkeit auszuführen, tut es nichts und ihr Wartezeit wird zurückgesetzt. **Mit dem Necronomicon, kannst du auch Doppel-clicken zum töten. Diese Kills werden verzögert.**

HexMaster

(Bündnis): Der Hex Meister kann seinen Kill Knopf nutzem um ein Spieler mit dem ✂ Symbol zu markieren. Wenn eine Person dieses Symbol am ende des Meetings hat und der Hex Meister nicht gestorben ist - dann stirbt sie. **Mit dem Necronomicon, der Hex wird umgeleitet - ähnlich wie eine Agitator Bombe. Du kannst auch den Kill Knopf doppelclicken um normal zu töten.**

Jinx

(Bündnis): Der Jinx kann sein Kill Knopf nutzen um einen Spieler zu jinxen. Jeder der mit dem gejinxten Spieler interagiert wird sterben mit der Begründung gejinx. **Mit dem Necronomicon kann der Jinx auch doppelclicken um normal zu töten. Außerdem stirbt der gejinxte Spieler und die Person die mit dem gejinxten Spieler interagiert hat.**

Medusa

(Bündnis): Die Medusa kann ihren Kill Knopf nutzen um Spieler aus eingesteinert zu markieren. Wenn Meduse den Formwandel Knopf drückt, kann sich jeder eingesteinert Spieler nicht mehr bewegen und wird eine kleinere Sicht haben für eine einstellbare Zeit. **Mit dem Necronomicon, kannst du auch den Kill Knopf doppelclicken um normal zu töten. Getötete Spieler kann man nicht melden.**

PotionMaster

(Coven): The Potion Master has two potions available for their use. The Reveal potion reveals a player's role. The Barrier potion places a shield on a player for one round, the player will not be notified of this unless they are Coven as well. Click the Shapeshift button to change potions. **With the Necronomicon, the Potion Master can double-click their Kill button to kill.**

Necromancer

(Bündnis): Als Necromancer, kannst du dich formwandeln um die Rolle eines zufälligen toten Spieler zu werden für eine bestimmte Zeit. Manche Rollen können nicht benutzt werden. Sobald eine Rolle genutzt wurde, kann es würde den Rest des Spieles nicht mehr benutzt werden. **Mit dem Necronomicon, kannst du zusätzlich töten. Wenn du formwandelst um eine andere Rolle zu werden, wird der Necronomicon zu einem anderem Bündnis Mitglied gegeben, aber wird zurück gegeben wenn du zurück Necromancer bist. Während du Necomancer bist, wenn jemand versucht dich zu töten wirst du den Kill blockieren und du wirst zu einem zufälligen Vent teleportiert. Du hast eine beschränkte Zeit deinen Mörderer zu töten. Wenn die Zeit vorbei ist oder du versucht wenn anderes zu töten, stirbst du. Das funktioniert nicht wenn du eine andere Rolle bist.**

CovenLeader

(Bündnis): Als Bündnis Leiter kannst du den Kill Knopf auf einem anderem Bündnis Mitglied nutzen um ihn in eine zufällige Bündnis Rolle zu ändern die grade nicht im Spiel ist. Im nächsten Meeting wird dieser Bündnis Mitglied benachrichtigt das der Bündnis Leiter sich wünscht ihre Rolle zu ändern. Er kann sich selber voten und es anzunehmen oder wenn anderes voten um es abzulehnen. Die Änderung abzulehnen nimmt die Fähigkeit Nutzbarkeit nicht weg. **Mit dem Necronomicon, schaltest du den Kill Knopf frei und kannst jeden ändern der der Bündnis hilft (Zum Beispiel Anwalt oder Medic den Ein Bund Mitglied beschützt hat.) Du bist auch Immun gegen Rekrutierungen.**

Ritualist

(Coven): During a meeting, the Ritualist can perform a Blood Ritual to guess a player's exact role. If the Ritualist is correct, that player will be converted to Coven. If the Ritualist is incorrect, they will not

die but will be unable to Blood Ritual until the next meeting. The command is /rt id role. **With the Necronomicon, the Ritualist can additionally kill.**

Conjurer

(Coven): Shapeshift once to mark a location. Shapeshift again to conjure a meteor at the place you marked, killing everyone in the radius. **With the Necronomicon, you can additionally kill. You can also mark a player using the Shapeshift UI. When the Conjurer clicks the Shapeshift button again, all the players in the radius of the marked player will die, including the marked player.**

Dreamweaver

(Coven): The Dreamweaver can dreamweave a player. The dreamwoven players will be notified of this during the next meeting. If the Dreamweaver is not voted out, these players be driven to insomnia and will be unable to use their abilities, and their votes will not count until the Dreamweaver dies. **With the Necronomicon, the Dreamweaver can additionally double-click to kill.**

Illusionist

(Coven): The Illusionist can use their Kill button on a player to reverse the results of any investigative role. For example, if someone with a Kill button is Illusioned, they will appear not to have a Kill button to the Investigator, and vice versa. Illusions wear off after meetings. **With the Necronomicon, you may additionally double-click to kill. Every kill you make appears as a random death reason.**

VoodooMaster

(Coven): The Voodoo Master can craft a Voodoo Doll of a player by using their Kill button, similar to the Shaman. All the interactions with you using Kill button will be deflected to the Voodoo Doll and the Voodoo Doll will destroy. Unlike the Shaman, this voodoo will last during the meeting (eg. If the Voodoo Master is judged, then the voodoo'd player will be judged instead). **With the Necronomicon, you can additionally double-click to kill. Additionally, the voodoo'd player will be unable to report. The next person to interact with them will die.**

Sacrifist

(Coven): The Sacrifist can Shapeshift to cause a random debuff to a non-Coven member, however, the Sacrifist will also receive this effect (when applicable). The random player will be the same player until the round ends. Depending on the Host's settings, if the Sacrifist is voted out, some random non-Coven who voted the Sacrifist will die too. Normally, the Sacrifist can not kill, however, to prevent

prolonging of the game, Sacrifist can kill if they are the last Coven member alive. **With the Necronomicon, when you Shapeshift, you will commit the Ultimate Sacrifice. When you do this, you die. However, the entire Coven for the rest of the game receives a lowered Kill Cooldown.**

MoonDancer

(Coven): The Moon Dancer can use their Kill button to use their ability, Baton Pass. If used on a Coven member: Gives a Helpful Add-on at the next meeting. If used on a non-Coven member: Gives a Harmful Add-on at the next meeting. **With the Necronomicon, the Moon Dancer can additionally double-click their Kill button to kill. When killing, the player is teleported off the map. They will appear alive on Vitals and will not show up in Tracefinder's arrows etc. They die when a meeting/body report with the death reason Blasted Off.**

Harvester

(Coven): The Harvester can use the shapeshift menu to pick two players. These players will have their add-ons swapped upon the next meeting. While the Harvester is alive, every player killed by a Coven member will have a configurable amount of their add-ons stolen by their killer. **With the Necronomicon, the Harvester can additionally kill. While the Harvester is alive, every player killed by a non-Coven member will have a configurable amount of their add-ons stolen and given to the Harvester.**

LastImpostor

(Add-ons): This special effect is given to the last surviving Impostor. It significantly reduces their Kill Cooldown.

Overclocked

(Add-ons): As the Overclocked, your Kill Cooldown is reduced by a percentage.

This feature is only assigned to roles with a Kill button.

Lovers

(Add-ons): Lovers are a combination of two players. The Lovers win when they are the last ones standing, and their victory is shared. When one of the Lovers wins, the other also wins together. Lovers can see the 「♥」 next to each other's name. If one of the Lovers dies, the other will die in love (may not die in love according to the Host's settings). When one of the Lovers is exiled in the meeting, the other will die and become a dead body that cannot be reported.

Madmate

(Add-ons): Only Crewmates can become Madmate. Madmate's task is to help the Impostors win the game. Madmate will lose if all Impostors are killed/ejected. Madmates may know who are Impostors, and Impostors may know who are Madmates (Host settings).

Lazy Guy, Celebrity can't become Madmate. Sheriff, Snitch, Nice Guesser, Mayor, and Judge may become Madmate (Host settings). Skill changes when the following roles are converted into Madmates:

Time Manager => Doing tasks will reduce meeting time. Bodyguard => Skill won't activate if the killer is an Impostor. Grenadier => Flash bomb will work on Crewmates and Neutrals instead of the Impostors. Sheriff => Can kill anyone, including Impostors (Host settings). Nice Guesser => Can guess Crewmates and Neutrals. Psychic => All evil Neutrals and Crewmates' names with the ability to kill will be displayed in Red. Judge => Can judge anyone. Pacifist => Their ability only works on Crewmates.

Watcher

(Add-ons): Während dem Treffen, sieht der Beobachter jedes Vote.

Flash

(Add-ons): Die Standardgeschwindigkeit des Flitzers ist schneller als Andere. (Die Geschwindigkeit hängt von den Hosteinstellungen ab)

Torch

(Add-ons): Torch has maximum vision and is not affected by Lights Sabotage.

Seer

(Add-ons): Whenever a player dies, the Seer will see a kill-flash (a red flash, possibly accompanied by an alarm sound like Sabotage).

Tiebreaker

(Add-ons): Wenn ein unentschiedenes Vote herauskommt, wird der Spieler ausgeworfen, auf den der Tiebrecher gevotet hat. Hinweis: Haben 2 Tiebrecher entgegengesetzt gevotet wirkt diese Fähigkeit nicht.

Oblivious

(Add-ons): Detective and Cleaners won't be Oblivious. The Oblivious cannot report dead bodies. Note: Bait killed by Oblivious will still report automatically, and Oblivious can still be used as a scapegoat for Anonymous.

Bewilder

(Add-ons): Bewilder may have a smaller/bigger vision. When the Bewilder has died, the murderer's vision may become the same as the Bewilder's, depending on the settings.

Workhorse

(Add-ons): The first player to complete all the tasks will become Workhorse, and Workhorse will give the player extra tasks. The Host sets the number of additional tasks.

Fool

(Add-ons): Mechanik, Alchemist und Troller werden nicht zum Tollpatsche. Tollpatsche können keine Sabotage reparieren.

Avanger

(Add-ons): Host can set whether the Impostor can become an Avenger. When the Avenger is killed (voted out, and irregular kills will not count), the Avenger will revenge a random player.

Youtuber

(Add-ons): Only Crewmate will become YouTuber. When the YouTuber is the first player to die in the game, the YouTuber will win alone. If the YouTuber does not meet the win conditions, the YouTuber will follow the Crewmate to win. Note: Indirect killing methods such as being exiled, being guessed by the Guesser, etc., will not trigger the skills of the YouTuber.

Egoist

(Add-ons): Verräterhelfer und Neutrale können nicht Egoist werden. Wenn das Egoistenteam gewinnt, gewinnt er anstatt seinem ursprünglichen Team.

Stealer

(Add-ons): Every time a Stealer kills a person, he gets an additional vote (the Host sets the vote number, and the decimal is rounded down). Also, extra votes from the Stealer are hidden during the meeting depending on the options.

Paranoia

(Add-ons): As the Paranoia, you will be considered as two players in the game to determine when the game ends due to killers having the majority. Additionally, this grants you an extra vote, depending on options. Not assigned to Neutrals nor Madmates.

Mimic

(Add-ons): Nur Verräter können Nachahmer werden. Wenn der Nachahmer stirbt bekommen die anderen Verräter beim nächsten Treffen eine Nachricht, in der die Rollen aufgelistet sind, die der Nachahmer getötet hat.

Guesser

(Add-ons): As a Guesser, guess the roles of players in meetings to kill them. Guessing the incorrect role kills you instead. The guessing command is: `/bt [player id] [role]` You can see the player's id before the player's name or use the `/id` command to view the id of all players.

Necroview

(Add-ons): The Necroview can see the teams of dead players. The following info will be displayed on the dead player's name while in a meeting:

- The Red name indicates the Impostors.
- The Cyan name indicates the Crewmates.
- The Gray name indicates the Neutrals.
- The Purple name indicates the Coven.

Reach

(Add-on) Only roles with a Kill button can get this Add-on. Unlike everyone else, you have the longest kill range possible in the game.

Bait

(Erweiterungen): Wenn der Köder getötet wird, löst der Mörder eine (Selbst)Meldung aus. Jedoch wird das nicht passieren, wenn der Mörder Aasgeier oder Reiniger ist. Die Selbstmeldung kann verzögert auftreten, je nach den Einstellungen des Gastgebers.

Trapper

(Add-ons): When Beartrap dies, Beartrap immobilizes killer for a configurable amount of time.

Charmed

(Betrayal Add-ons): The Charmed Add-on is obtained by being charmed by the Cultist. Once charmed, you are now on the Cultist's team and no longer on your original team.

Cleansed

(Add-ons): Gereinigte Add-ons kannst du nur wieder erhalten, wenn der Reiniger alle deine Add-ons weggereinigt hat. Je nach Reinigereinstellungen kannst du noch Add-ons bekommen oder nicht.

Infected

(Betrayal Add-ons): The Infected Add-on is obtained by being infected by the Infectious. Once infected, you work for the Infectious and do not win with your original team.

Onbound

(Add-ons): With the Onbound Add-on, you cannot be guessed in meetings.

Rebound

(Add-ons): With the Rebound Add-on, if a Guesser successfully guessed you or a Judge successfully judged you, they will die instead. If a player with Double Shot guesses you correctly, they will die instantly.

Mundane

(Add-ons): Als Weltlicher kannst du guessen nachdem du all deine Aufgaben erledigt hast.

Knighted

(Add-ons): Wenn der Monarch jemanden zum Ritter schlägt, bekommt dieser einen Extra-Vote.

Unreportable

(Add-ons): With the Disregarded Add-on, your corpse will be unreportable.

Contagious

(Verräterische Add-ons): Wenn du vom Virus infiziert bist, bist ein Angesteckter. Angesteckte Spieler gehören dem Virusteam an.

Je nach Einstellungen stirbst du nach einem Treffen oder nicht.

Lucky

(Add-ons): With the Lucky Add-on, there is a probability for you to evade the kill; the Host sets the specific probability. The killer will see a Shield Animation when the evasion takes effect, but you will not know anything.

DoubleShot

(Add-ons): When a player with Double Shot guesses a role incorrectly, they will get a second chance to guess, but the next wrong guess will result in suicide.

Rascal

(Add-ons): As the Rascal, you can die to the Sheriff, and Snitch can find you if Snitch can find Madmates.

Only assigned to Crewmates, cannot be assigned by the Merchant.

Soulless

(Add-ons): When a Cursed Soul steals your soul, you get this Add-on.

You are not counted as alive.

Gravestone

(Add-ons): As the Gravestone, your role is revealed to everyone when you die.

Lazy

(Add-ons): Als Fauler erhältst du nur eine kurze Aufgabe, und du bist immun gegen Hexenmeister, Puppenspieler und Gangster.

Autopsy

(Add-on): Als Autopsie kannst du sehen woran jemand starb.

Wird keinem Arzt, Spurensucher, Wissenschaftler, oder Sonniger gegeben werden.

Rebirth

(Add-ons): As the Rebirth, if you're the player about to be ejected, you will swap skins with a random Crewmate who voted for you. Notice: The Host vote never counts Rebirth will be removed from you if you exhausted all your rebirths.

Loyal

(Add-ons): As the Loyal, you cannot be recruited by roles such as Jackal or Cultist.

Cannot be assigned to Neutrals.

EvilSpirit

(Add-ons): As Evil Spirit, it's your job to help the Spiritcaller to victory. You can use your Haunt button to freeze players and reduce their vision. Alternatively, you can use your Haunt button to give the Spiritcaller a shield against a kill attempt temporarily.

Recruit

(Betrayal Add-ons): As a recruit, you are on the Jackal's team and help out the Jackal and their Sidekicks. You cannot win with your original team. Depending on the settings, you may turn into Jackal if old Jackal was killed and no Sidekicks is alive.

Admired

(Betrayal Add-ons): As an Admired player, you win with the Crewmates and not your original team.

You can see the Admirer.

Enchanted

(Betrayal Add-ons): The Enchanted Add-on can only be obtained through being converted by the Ritualist or upon killing the OIIAI as a non-Nerconomicon holder. Once Enchanted, you are apart of the Coven team and are no longer apart of your original team.

Glow

(Add-ons): During lights out, you and players nearby you will receive a vision boost.

Radar

(Add-ons): Als Radar hast du immer Pfeile in die Richtung der Person, die dir am nächsten ist.

Diseased

(Add-ons): When someone tries to use the Kill button on you, their Cooldown will be increased by a configurable amount of time.

Antidote

(Add-ons): When someone tries to use the Kill button on you, their Cooldown will be decreased by a configurable amount of time.

Stubborn

(Add-ons): With the Stubborn Add-on, Eraser can't erase your role, Cleanser can't cleanse you, Bandit can't steal from you, and Monarch can't knight you. Additionally, you can't gain any new Add-ons

from the Merchant.

Swift

(Add-ons): Als Flinker bewegst du dich nicht auf die Leiche beim Killen. Hinweis: Du ignorierst auch Köder

Unlucky

(Add-ons): As Unlucky, when you Complete Tasks, Kill, Venting, or open a Door, you have a chance to die.

Spurt

(Add-ons): When you start walking, you gain an enormous speed boost, which swiftly deteriorates, until you have to rest still for a while to rejuvenate your speed.

VoidBallot

(Add-ons): Holder of this Add-on will have 0 vote count.

Aware

(Add-ons): Als Bewusster, wirst du darüber informiert, dass eine offenbarende Rolle mit dir in Kontakt getreten ist.

Fragile

(Add-ons): As Fragile, you will instantly die if someone tries to use the Kill button on you (even if the role cannot directly kill).

Ghoul

(Add-ons): As the Ghoul, one of two outcomes can occur on task completion.

If alive: Suicide If dead: You kill your killer if they're alive.

This is only assigned to Crewmates, and not Crewmates with no tasks or are task-based.

Bloodthirst

(Add-ons): As the Bloodthirst, doing tasks allows you to become bloodthirsty and kill players. When you finish a task, the next player you come in contact with dies.

Your Bloodthirst remains after a meeting. Upon making a kill, your Bloodthirst clears till the next task you complete. Bloodthirsts do not stack.

Only assigned to Crewmates with tasks.

Mare

(Add-ons): As the Mare, you have a low Kill Cooldown and have higher speed but can only kill during lights.

Additionally, your name will appear in red during lights.

Only assigned to Impostors and cannot be guessed.

Burst

(Add-ons): As the Burst, your killer explodes if they aren't inside a Vent after a set amount of time.

Sleuth

(Add-ons): Als Pathologe erhältst du Informationen von Leichen.

Optional erfährst du die Rolle des Killers.

Wird nicht dem Detektiv oder dem Leichenbestatter verliehen.

Clumsy

(Add-ons): As the Clumsy, you have a chance to miss your kill.

When you miss, your Cooldown is reset, and the target remains untouched.

Only assigned to killers.

Circumvent

(Add-ons): As the Circumvent, you can't Vent.

Only assigned to Impostors.

Nimble

(Add-ons): As the Nimble, you gain access to the Vent button.

Only assigned to certain Crewmates.

Influenced

(Add-ons): As the Influenced, your vote will be forced to the player with the most votes. Influenced vote won't be counted while choosing the exiled player' Note that your vote skill still functions on the player you voted first If all the alive players are Influenced, then the vote result won't shift Collector cannot become Influenced.

Silent

(Add-ons): Als leiser Spieler werden beim Voting dein Skin nicht angezeigt. Also weiß niemand für wen du gevotet hast.

Susceptible

(Add-ons): Als Anfälliger wird der Grund deines Todes zufällig sein.

Tricky

(Add-ons): Als Komplizierter werden deine Kills einen zufälligen Grund haben.

Tired

(Add-ons): Immer wenn ein Müder killt (oder die Killfähigkeit nutzt) und oder eine Aufgabe fertig macht, wird er automatisch langsamer und seine Sichtweite wird kleiner.

Statue

(Add-ons): Whenever many people are near the Statue, the Statue is completely frozen or slowed down depending on the settings.

Evader

(Add-ons): When the Evader gets voted out, there is a chance they will not get ejected. (Chance set by the Host.)

Cyber

(Add-ons): As the Cyber, you cannot die while in a group. Depending on the settings, Impostors, Neutrals, and or Crewmates will know if you die.

Hurried

(Add-ons): As the hurried, you must finish all your tasks to win with your team! If you fail with your tasks, you lose. Hurried hurries to his goal, so it won't get Madmate, Charmed or so.

OiiAi

(Add-ons): As the OIIAI, when you die, you will make your killer forget their role. Additionally, you may pass OIIAI on to the killer, depending on settings.

Rainbow

(Add-ons): As the Rainbow, you change your colors like crazy.

GM

(Kein Team): Der Spielmeister ist eine Beobachtungsrolle. Alle wissen wer Spielmeister ist aber er hat keinen Einfluss auf das Spielgeschehen. Die Rolle wird dem Host zugeteilt wodurch er ein Geist zum Spielstart wird.

Sunnyboy

(Neutrals): As the Sunnyboy, you win if you are dead by the end of the game. The game will not end when you are alive due to killers gaining the majority. Additionally, you have access to portable Vitals.

Bard

(Impostors): When a Bard is alive, the exile confirmation will display a sentence composed by the Bard. Whenever the Bard completes a creation, the Bard's Kill Cooldown will be permanently halved.

Warden

(Besatzung [Geist]): Als der Aufseher warnst du jemanden vor nahen Gefahren, zusätzlich gibst du ihm einen vorübergehenden Geschwindigkeitsschub.

Ghastly

(Besatzung [Geist]): Nimm als Grausiger eine ahnungslose Person in Besitz und suche dann anschließend ein Opfer für sie aus. Jetzt kann sie den Kill (oder die Killfähigkeit) nur auf das Opfer anwenden, bis du jemand anderen in Besitz nimmst oder die Zeit für die Besessenheit abläuft.

Minion

(Impostor [Ghost]): As the Minion, you can temporarily blind non-Impostors.

DollMaster

(Impostor): As the Dollmaster, you can temporarily take control of any player by using the `<color=#ff0000>Shapeshift` button and to make them do your deeds!

DoubleAgent

(Impostor): As the Double Agent, you cannot access the Kill button. However, you can vote for someone in a meeting to pass a bomb onto them, which can only be done one player at a time. Once the meeting has finished, the bomb will activate and explode in a set amount of time. Note: when you pass the bomb onto someone in a meeting, you can vote afterward.

Additionally depending on settings the Double Agent can diffuse `<color=#696969>Bastion` and `<color=#F4A460>Agitator` bombs when Venting.

The Double Agent can change roles when they are the `<color=#ff1919>Last Impostor`, depending on the settings the role can be a `<color=#ee43c3>Admired Impostor`, `<color=#ff1919>Trickster`, `<color=#BA2E05>Traitor`, or stay as the Double Agent.

Sloth

(Add-ons): The Sloth's default movement speed is slower than others. (Speed depends on the setting of the Host)

Prohibited

(Add-ons): As the Prohibited, you have specific Vents that you can't use. How many Vents are disabled depends on the Host's settings.

Eavesdropper

(Add-ons): As the Eavesdropper, you have a chance to read other Role/Add-on information-based messages like Mortician or Sleuth.

Apocalypse

(Apocalypse): Apocalypse members are on a separate team that works together and wins together. If there are multiple Apocalypse roles in the game, they can see each other's roles. Depending on the Host's settings, Apocalypse roles can guess or be guessed.

Revenant

(Neutral): As the Revenant, your goal is to be killed. If you are killed, you will take your killer's role and kill your killer instead. You cannot win before being killed. Note that Revenant only works when being directly killed.

Requiter

(Crewmates): The Requiter has no bullets at the beginning. For each Crewmate ejected, the Requiter gains one bullet. The Requiter can kill when they have bullets.