

Informative TB

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TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Savant

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Drunk

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

OUTSIDERS



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

TRAVELLERS



Undertaker

Each night*, you learn which character died by execution today.



Town Crier

Each night*, you learn if a Minion nominated today.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Saint

If you die by execution, your team loses.



Sweetheart

When you die, 1 player is drunk from now on.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Marionette

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.