

Theatre of Love

TOWNSFOLK



Heartthrob

One player is the secret admirer. Each night, learn their character.



Romantic

Each night, you learn the character of one of your alive neighbours. Minions and Outsiders register as Townfolk to you.



Bachelor

Each night, you learn a random player's character.



Drama Queen

Each night*, learn the character of a player that thought you were evil yesterday.



Delinquent

You may publicly claim to be the Delinquent. If so, next night learn the character of another alive player who also publicly claimed to be the Delinquent yesterday.



Caretaker

Each night, learn an arbitrary character. The next day, you may ask the Storyteller in private, a yes or no question about the character.



Goth

Each night*, if someone was executed today learn the character of the last player killed by the Demon. Otherwise, see an arbitrary character.

OUTSIDERS



Dropout

Each night, learn an arbitrary character. If in play, silently swap characters with that player.



Stagehand

If you're dead, the storyteller has the ability to silently swap 2 players each night.

MINIONS



Body Double

Each night, you may choose a player: Silently swap characters with them. You might register as the Demon. The Demon might register as a Townfolk or Outsider.



Director

Each night, you may choose 2 players. They silently swap characters.

DEMONS



Cupid

Each night*, choose a player: they die. Or choose 2 players: they silently swap characters and one of them dies.



Lilgth

Each night*, choose a player: they silently swap characters with the last player you killed. Choose another player: they die.

FABLED



Hall Monitor

Travelers cannot have their characters swapped.

TRAVELERS



Usher

Once per day you may publicly elect a player. If a majority of players agree, you may silently swap their character with a privately chosen player and then lose this ability.



Evil Ex

You start knowing one player of opposite alignment who is your ex. The first time they are executed, change alignments. You know a minion rather than the demon, if evil.



Loner

Each night*, you may choose a player: if good, they silently swap characters with you and is then safe from the Demon. A chosen evil silently turns you into a not in play Townsfolk.



Pickpocket

Once per game at night, choose an alive player. A chosen non-Demon swaps characters with you & then becomes a not in play outsider. Only you learn your new role.



Stargirl

Each night, learn a character according to a certain rule. Each day, privately guess what the rule is: you learn how accurate you are.



Method Actor

Each night, learn your character. You might register as a not in play Minion or Demon.



Spectator

If your character is about to change, prevent it and wake up that night.



Relict

Each night, choose 3 players: learn the most common alignment between them.



Jester

Each night, learn an arbitrary character. If you aren't mad as this character the following day, you might be executed.



Troublemaker

One of your neighbours registers as the Troublemaker.



Costumer

Each night, choose a player (not yourself) and learn their character. Then choose a character (not Costumer): that player registers as that character.



Playwright

Each night*, if you died from execution, you may silently swap 2 players.



Paranoia

You think you are a townfolk but you are not. Each night*, someone dies. Minions know who you are.



Saraab

Each night*, choose a player: they die. Your 2 Townsfolk neighbours might register as Demons.



Duelist

Once per day, you may publicly declare a duel with another player and privately guess their character. If correct: they die.



Matchmaker

Once per game at night, choose 2 players: they silently swap characters if they are the same alignment.