

**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.

**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.

**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 Dashi**

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.