



Town Of Terror

by Bluwe

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TOWNSFOLK



Bodyguard

You start knowing the character of the Assassins target. If the target changes, you learn how many steps from them to the newest target tonight. (Or that Assassin isn't in play.)



Serial-Killer

Each night, choose a player: learn on a scale of 1 to 3 how exciting their execution would be. You might register as evil & as a Minion.



Underling

Each night, choose 3 players (not yourself or Travelers): learn if any are a Minion.



Survivalist

Each night*, choose a living player (different to last night): players who target them target you & vice versa. Chosen evil players are safe from the Demon tonight.



Looter

Each night*, choose a player: if dead, learn their character. If you chose an Outsider, you are drunk tonight.



Pierrot

Each night*, cloak a player (different to last night): they can't die tonight.

OUTSIDERS



Jester

If you are executed, a good player turns evil tonight. You might register as evil & as a Minion.



Obsessed

You start knowing a player. If they die, you die too. If you die by execution, a player of your alignment dies tonight.

MINIONS



Assassin

You know an alive opposing player. If they are executed, your team wins. [+ The Bodyguard]



Minion

You think you are an Outsider, but you are not. The Demon knows who you are. You might die at any time. [+1 Outsider]

DEMONS



Juggernaut

Each night*, choose a player: they die. If an Outsider dies tonight, you may choose an additional player. If 5 or more players live, the first time you die, you don't. [+1 Outsider]



Infected

Each night*, choose a player: they die. Outsiders you kill become Zombies, evil wins if the majority of living players are Zombies or Infected. [+1 Outsider]

FABLED



Bees

Once per game, at night, the ST wakes a player at the wrong time in the night order. A player knows if Bees were used on them.



Broken

If a good player turns evil, all players know. If the Demon chooses no one, they die, a Minion becomes the new Demon, and all players know.



Moderator

Each day the Storyteller suggests a rule. If the majority of players agree, it becomes a rule for this game immediately.

TRAVELERS



Detective

Only you can nominate & your vote counts twice. Executions fail if only good voted.



Romantic

Each night, choose a living player (different to last night): the currently chosen player will die or be exiled with you if you are killed or exiled.



Marker

Each night*, choose a player not chosen before (not yourself): they are marked. Marked players become drunk the night after you are killed or exiled.



Gunslinger

Each night*, choose a player (not yourself): if they die tonight, the next time you die, you don't.



Repriever

Once per game, during the day, publicly choose a player: they are drunk until you die. Deaths are arbitrary if the Demon is drunk.



Vigilante

Once per game, at night*, choose a player: they die, if you chose a good player you die.



Phoenix

If you die you revive at the start of the following night once. Your good Townsfolk neighbors are sober and healthy.



Arsonist

If the Demon kills you, choose a player and learn their alignment, a chosen Minion has no ability.



Innocent

If you die, you learn the character most responsible for your death. If you're executed you might not die.



Glitch

The Minions and Demon think you are a Minion. Minions do not know the Demon. If you die, the Demon learns who the Minions are that night.



Quisling

You turn evil if the Survivalist dies, even while dead. [+ The Survivalist]



Neutral

You are evil, you become good if you lose this ability. The Demon knows who you are and all players learn you are in play.



Traitor

If you publicly claim to be the Traitor when nominated, your nominator dies. If executed, you don't die. [-1 Outsider]



Zombie

If you die you poison a Townsfolk neighbor and might revive at the start of the following night.



Harlequin

Each night*, slap a player: they die. If a Minion is executed you slap twice. Players who choose you target themselves.



Cheater

Can cheat if the ST allows it. If accused of cheating before nominations by a living good player, you die, even if for some reason you could not. Wrong accusations might execute accusers regardless if in play.



Randomat

Gives each player a random weapon decided by the Storyteller, giving them the power to use a different ability once. [+ The NPC]



C4

Each day, evil players may privately arm the C4 before the Moderation has passed. When armed, if the Moderation would pass it fails instead (once). [+ The Moderator]



NPC

Players can consult the ST to receive a hint of what was cheated most recently. Each player can only receive a hint once. If no cheats were made the hints are arbitrary.



Barnacle

You learn the role of a player who voted today, they might die tonight.



Renegade

Each night*, choose a player: they become a different role of the same character type. You swap roles with chosen Travelers.