



# Trouble In Waterloo

by kervina

TOWNSFOLK

**Astrophysicist**

A random player is the "sun". Each night, choose a character (not astrophysicist), you learn the closest distance they are from the "sun". If the character is not in play, the distance is arbitrary

**Hacker**

Each night, choose a player. You learn a yes if they are evil or if their player or character was selected by an evil player tonight.

**Musician**

Each night, learn a player of a different character type than yesterday [+0/1 outsiders]

**Eavesdropper**

Each night, choose a townsfolk character. You learn what they learned last night. If not in play, information is arbitrary.

**Theorycrafter**

Each day, privately ask the ST a question. You learn how relevant the ST believes that question is to this game.

**Psychologist**

Each night, up to three alive players are chosen (by the ST). Tomorrow, those players may publicly claim a player/character pair. Each night\*, you learn how many claimed pairs were correct.

**Proctor**

On your first night, the closest non-you evil player receives a "cheat sheet". Each night\*, you either learn the distance the cheat sheet was passed OR the player holding the sheet

**Drunk**

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

**Intern**

You do not know you are the Intern. You think you are an in play townsfolk character but you are not

OUTSIDERS

**Distraction**

On the first night, choose up to 3 players. They may be shown their alignment is evil but retain their original alignment. When those players die, they are shown their true alignment (even when you are dead)

**Peer Pressure**

You start knowing all outsiders. Once per game, at night\*, you may choose an outsider's neighbor and transform them permanently into the drunk [+0/1 outsider]

**Mr. Goose**

Each night\*, choose a player, they die. If all your minions are dead, you may choose two players instead.

**Final Exam**

Each night\*, choose a player, they die. Once per game, at night\*, you may additionally guess a character for each player, each player you guess correctly dies. [-minions, +evil town/outside]

MINIONS

**Cheat Sheet**

The player holding the cheat sheet will be woken up at night and can either hold onto the sheet or pass on the sheet to another player. If the player holding the cheat sheet is dead, they automatically pass it to the nearest evil player.

**Competitor**

Each night\*, if both of your neighbors are dead, you wake up to learn an outsider or player of different alignment. If your neighbor was executed and dies, you cannot die tonight

**Campus Security**

Each night\*, if the number of alive evil players is greater than or equal to the number of alive good players, you wake up to learn the number of alive evils.

**Exch. Student**

Each night\*, choose an alive player: If they are the same alignment, you swap characters with them. Otherwise, you may transform into a not in play role, they learn that character if you do.

**Advisor**

Once per game, at night, choose a player: if they are an outsider, they transform into a not in play townsfolk [+0/1 outsiders]

**Gamer**

Once per game, you may publicly reveal yourself as the gamer and name a role for a player. If they are the opposite alignment, and you are correct, they die and you may repeat this ability again (up to 2 times)

**Procrastinator**

When you die, at night, you learn all the roles of players who have died before you, one of which is incorrect. You also learn how many were evil.

**Prodigy**

You think you are and have the ability of an out of play townsfolk. On any night, you may permanently transform into a different out of play townsfolk.

**Coward**

If both of your neighbors are dead, you are and register as the opposite of your current alignment. You lock your alignment when you die.

**Narcissist**

If the demon dies while 5 or more players are alive, swap characters and alignments with them. Minions know who you are.

**Instigator**

Each night, choose up to 2 players. Tomorrow, they must correctly claim another alive player's role to the ST or may become poisoned that night. You learn correct claims at night

**Gaslighter**

Each night, choose a player, you learn their character. Then choose a character, the targeted player believes that they transformed into the selected character.

**The Council**

Each night\*, choose a player, they die. There are evil townsfolk and outsiders who the demon knows (check fabled) [+0/1 outsider]

**Waterloo Warrior**

You think you are a good character, but you are not. The 1st Waterloo Warrior to die, becomes good. Each night\*, Minions choose a player: they die. [+1 Waterloo Warrior]

**Final Exam Rules**

All minions are removed in favor of townsfolk, there are a number of townsfolk/outside evil equal to the number of minions

**Council Counts**

(7) - (normal) (8/9/10) - (1 evil townsfolk/outside) (11/12/13/14/15) - (1 evil townsfolk, 1 evil outsider, -1 minion)