

# 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.



### Lilgh

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 Townfolk.



### 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 Townfolk 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.