



Trouble In Waterloo

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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

OUTSIDERS



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

MINIONS



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 Pressurer

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]

DEMONS



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]

FABLED



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)