Chef

You start knowing how many pairs of evil players there are.



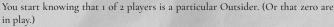
Washerwoman



You start knowing that 1 of 2 players is a particular Townsfolk.



Libraria





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.



Kecluse

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.



lmp

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.



Informative TB
by Kevin L.

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.



Slauer

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, I player is drunk from now on.



Godfather

You start knowing which Outsiders are in play. If I 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 Dashii

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.