

Trouble in Waterloo

by kervina

TOWNSFOLK



Chef

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



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.



Note Taker

Each day before nominations, choose a word. At night* you learn if an evil player spoke that word during the past public discussion/nomination phase



Aviator

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



Club Leader

A townsfolk, outsider and minion are part of your club (unless count = 0). You start knowing a character in your club. Each night*, you learn the names of dead club members.



Psychologist

Each day, choose a different alive player (not yourself). If they are good, you learn something true. Otherwise you learn something false.



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



Distraction

On the first night, choose up to 3 players, if they are or think they are a townsfolk, they are shown that 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

Once per game, at night*, choose a player. You learn their role and transform them permanently into The Drunk [+0/1 outsider]



Mr. Goose

Each night*, minions or Mr. Goose choose a player, they die. When the last minion dies at night, Mr. Goose possesses their closest alive townsfolk neighbor who becomes an evil Mr. Goose. As long as a minion is alive, evil cannot lose before Mr. Goose arrives, but they will lose if there is ever no townsfolk available to summon Mr. Goose. [+1 minion, -1 Mr. Goose]



Waterloo Warriors

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]



Perfectionist

Each night*, choose two character types (can be same) which was different from last night. Any players who have those character types as their alive neighbors can't die tonight.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Advisor

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



Gamer

Once per game, you may reveal yourself as the gamer and name a role for a player. If they are evil and you are correct, they die and you may repeat this ability



Procrastinator

When you die, at night, you learn all the roles of players who have died before you. You also learn how many evils there were amongst them



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.



Accomplice

At the start of the game, you learn 3 characters, one of which will be in play. If all 3 were in play at the start of the game, you are secretly evil.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Plagiarizer

Each night, choose a player: you learn their role. If they die before tomorrow dusk, and there are 5 or more players remaining, you become their role.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Final Exam

Each night*, choose a player, they die if they are good. Once per game, at night*, you may additionally point to any amount of additional players and assign a character to each, any player you guess correctly dies. [- all minions, replace with evil outsiders/townsfolk]



The Council

You wake up alongside your minions, your minions wake up alongside you. Each night*, choose a player, they die [+1 evil townsfolk/outsider]