Noble
You start knowing 3 players,
1 and only 1 of which is evil.

Grandmother
You start knowing a good player & their character.
If the Demon kills them, you die too.

Bounty Hunter
You start knowing 1 evil player.
If the player you know dies, you learn another
evil player tonight. [1 Townsfolk is evil]

Town Crier
Each night*, you learn
if a Minion nominated today.

Empath
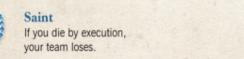Each night, you learn how many
of your 2 alive neighbours are evil.

Innkeeper
Each night*, choose 2 players:
they can't die tonight, but 1 is drunk until dusk.

Acrobat
Each night*, choose a player:
if they are drunk or poisoned,
you die.

Village Idiot
Each night, choose a player:
you learn their alignment.
[+0 to +2 Village Idiots. 1 of the extras is drunk]

Dreamer
Each night, choose a player (not yourself or Travellers):
you learn 1 good and 1 evil character,
1 of which is correct.

Lycanthrope
Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.

Professor
Once per game, at night*, choose a dead player:
if they are a Townsfolk, they are resurrected.

Sage
If the Demon kills you,
you learn that it is 1 of 2 players.

Atheist
The Storyteller can break the game rules,
and if executed, good wins, even if you are dead.
[No evil characters]

Saint
If you die by execution,
your team loses.

Mutant
If you are "mad" about being an Outsider,
you might be executed.

Politician
If you were the player most responsible for your team losing,
you change alignment & win,
even if dead.

Damsel
All Minions know you are in play.
If a Minion publicly guesses you (once),
your team loses.

Devil's Advocate
Each night, choose a living player
(different to last night):
if executed tomorrow, they don't die.

Witch
Each night, choose a player:
if they nominate tomorrow, they die.
If just 3 players live, you lose this ability.

Psychopath
Each day, before nominations,
you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.

Wizard
Once per game, choose to make a wish.
If granted, it might have a price &
leave a clue as to its nature.

No Dashii
Each night*, choose a player: they die.
Your 2 Townsfolk neighbours are poisoned.

Imp
Each night*, choose a player: they die.
If you kill yourself this way,
a Minion becomes the Imp.

Vigormortis
Each night*, choose a player: they die.
Minions you kill keep their ability & poison 1
Townsfolk neighbor. [-1 Outsider]

Legion
Each night*, a player might die.
Executions fail if only evil voted.
You register as a Minion too. [Most players are Legion]

*Not the
first night

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon.

	Demon Info	If there are 7 or more players, wake the Demon:
		   Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
		   Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

	Wizard	Run the Wizard's ability, if applicable.
	Devil's Advocate	The Devil's Advocate chooses a living player. ◎
	Witch	The Witch chooses a player. ◎
	Damsel	Wake each Minion. Show the Damsel token.
	Empath	Give a finger signal.
	Grandmother	Point to the grandchild player & show their character token.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
	Noble	Point to al three players marked **KNOW**.
	Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

	Bounty Hunter	Wake any player with a Townsfolk character:
		   Show them the **YOU ARE** token, & a thumbs down. Put them back to sleep.
		   Turn their token upside-down. (This shows they are evil.)
		Wake the Bounty Hunter, point to an evil player. Place the **SEEN** token beside the shown player. ◎

	Dawn	Wait a few seconds. Call for eyes open.

Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
Innkeeper	The Innkeeper chooses 2 players. ◎◎◎
Wizard	Run the Wizard's ability, if applicable.
Acrobat	The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎
Devil's Advocate	The Devil's Advocate chooses a living player. ◎
Witch	The Witch chooses a player. ◎
Lycanthrope	The Lycanthrope points to a player. If the chosen player is good: Mark them with the **DEAD** reminder. ◎ Demon doesn't kill tonight.
Legion	You may decide a player that dies. (Once per living Legion) ◎
Imp	The Imp chooses a player. ◎ If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.
No Dashii	The No Dashii chooses a player. ◎
Vigormortis	The Vigormortis chooses a player. ◎ If that player is a Minion, poison a neighbouring Townsfolk. ◎◎
Sage	If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.
Professor	The Professor might choose a dead player. ◎◎
Damsel	TBD
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ◎
Empath	Give a finger signal.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Town Crier	Either nod or shake your head.
Village Idiot	Wake any Village Idiot, they chooses a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.
Bounty Hunter	If the player with the **SEEN** token died today or tonight, point to an evil player. Move the **SEEN** token to the shown player. ◎
Dawn	Wait a few seconds. Call for eyes open & immediately say who died.