

**Chef**

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

**Oracle**

Each night\*, you learn how many dead players are evil.

**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.

**Balloonist**

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

**Mathematician** 

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

**Dreamer**

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

**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 two things in private: 1 is true & 1 is false.

**Seamstress**

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Soldier**

You are safe from the Demon.

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

**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.

**Godfather**

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

**Spy**

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.

**Marionette** 

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

**Scarlet Woman**

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

**No Dashii**

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

\*Not the first night