

**Steward**

You start knowing 1 good player.

**Chef**

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

**Noble**

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

**Librarian**

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

**Pixie**

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

**Monk**

Each night*, choose a player (not yourself): they are safe from the Demon tonight.

**Balloonist**

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

**Exorcist**

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Savant**

Each day, you may visit the Storyteller to learn two things in private:
1 is true & 1 is false.

**Professor**

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

**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

**Choirboy**

If the Demon kills the King, you learn which player is the Demon.
[+ the King]

**Pacifist**

Executed good players might not die.

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**Sweetheart**

When you die, 1 player is drunk from now on.

**Saint**

If you die by execution, your team loses.

**Godfather**

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

**Pit-Hag**

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

**Cerenovus**

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

**Psychopath**

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

**Yaggababble**

You start knowing a secret phrase. For each time you said it publicly today, a player might die.

**Lord Of Typhon**

Each night*, choose a player: they die.
[Evil characters are in a line. You are in the middle.
+1 Minion. -? to +? Outsiders]

**Pukka**

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

**Al-Hadikhia**

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.