

**Noble**

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

**Washerwoman**

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

**Shugenja**

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

**Bounty Hunter**

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

**Innkeeper**

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

**Balloonist**

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

**Recluse**

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

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, 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]

**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

**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.

**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.

**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.

**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.

**Cannibal**

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

**Sage**

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

**Fool**

The first time you die, you don't.

**Pacifist**

Executed good players might not die.

**Politician**

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

**Zealot**

If 5 or more players are alive, you must vote for every nomination.

**Mastermind**

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

**Xaan**

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

**Lil' Monsta**

Each night, Minions choose who babysits Lil' Monsta & is the Demon. Each night*, a player might die. [+1 Minion]

**Vigormortis**

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