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

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

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

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]

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.

Engineer
Once per game, at night, choose which Minions or which Demon is in play.

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk.
[+the Damsel]

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

Fool
The first time you die, you don't.

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

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

Tinker
You might die at any time.

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

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

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

Vizier
All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Lleech
Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

*Not the first night

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Boffin — Wake the Boffin and the Demon.
  Show the **THIS CHARACTER SELECTED YOU** info token, then the Boffin token, then the good character token.
  Place this second character token by the Demon character token.

Magician — If there are 7 or more players, instead of the normal Minion Info and Demon Info steps, do the following:
  Wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon & the Magician.
  Put the Minions to sleep. Wake the Demon.
  Show the **THESE ARE YOUR MINIONS** token. Point to al Minions &the Magician.
  Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

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.

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

Lleech — The Lleech picks a player. Mark them with the **POISONED** token. ◎

Huntsman — If the Huntsman points to a player:
  Put them to sleep. Mark them with the **NO ABILITY** token. ◎
  If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
  Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Librarian — Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

Chef — 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.

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.

Spy — Show the Grimoire to the Spy for as long as they need.

Ogre — The Ogre points to a player:
  If the player is evil, flip the Ogre's token upside down.

Mathematician — Give a finger signal.

Dawn — Wait a few seconds. Call for eyes open.

Vizier — Declare that the Vizier is in play, and which player it is.

Dusk — Check that all eyes are closed. Some Travellers & Fabled act.

Engineer — If the Engineer points to a Demon or Minions on their character sheet:
  Swap all appropriate character tokens with new character tokens.
  Wake each evil player that changed character, show the **YOU ARE** info token, then their new character token. Put them to
  Mark the Engineer with the **NO ABILITY** reminder token. ◎

Innkeeper — The Innkeeper chooses 2 players. ◎◎◎

Acrobat — The Acrobat chooses a player. If the chosen player is drunk or poisoned, place the **DEAD** reminder. ◎

Zombuul — If no one died today, the Zombuul chooses a player. ◎

Fang Gu — The Fang Gu chooses a player. ◎ If they chose an Outsider (once only):
  Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target.
  Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ◎

Ojo — The Ojo points to a role. If a player has that role, they die. ◎
If the role is out of play, the Storyteller chooses any number of players that die. ◎

Lleech — The Lleech chooses a player. Mark them with the **DEAD** token. ◎

Barber — If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens
If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

Sage — If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

Huntsman — If the Huntsman points to a player:
  Put them to sleep. Mark them with the **NO ABILITY** token. ◎
  If they chose the Damsel, wake the Damsel, show the **NO ABILITY** info token, then a not-in-play Townsfolk token.
  Put the Damsel to sleep. Replace the Damsel character token with their new Townsfolk character token.

Tinker — The Tinker might die. ◎

Grandmother — If the grandchild was killed by the Demon, the Grandmother dies too. ◎

Dreamer — The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

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.

Spy — Show the Grimoire to the Spy for as long as they need.

Mathematician — Give a finger signal.

Dawn — Wait a few seconds. Call for eyes open & immediately say who died.