

# Punchy

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



## Steward

You start knowing 1 good player.



## Pixie

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



## Balloonist

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



## General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



## Monk

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



## Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true and 1 is false.



## Philosopher

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



## Huntsman

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



## Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



## Princess

On your 1st day, if you nominated and executed a player, the Demon doesn't kill tonight.



## Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



## Cannibal

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



## Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



## 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.



## Mutant

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



## Damsel

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



## Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



## Cerenovus

Each night, choose a player and 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.



## Vizier

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



## Pukka

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



## Ojo

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



## Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



## Vigormortis

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

\*Not the first night