

TOWNSFOLK

	Steward	You start knowing 1 good player.
	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.)
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	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.
	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.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Lycanthrope	Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.
	Alsaahir	Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

OUTSIDERS

	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.
	Damsel	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
	Snitch	Each Minion gets 3 bluffs.

MINIONS

	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
---	--------------	--

DEMONS

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