

Townsfolk

Citizen

Basics

The Citizen has no special abilities. All the innocents vote during the day on whomever they suspect to be an enemy, and hope during the night that they won't get killed.

Assassin

Basics

After night 1, the Assassin may choose a player to kill during the night. The Assassin may only kill a total of 3 players throughout a game.

Details

The Assassin's kill is an end effect; the attacked player will die at the end of the night.

Runner

Basics

Once per game, if attacked by a werewolf team member, the runner shall escape.

Details

When they are attacked, the Runner will not die, but will be vulnerable to future attacks. Runners are informed that they were attacked. If a runner is targeted by any kill other than the werewolf kill or lone wolf kills, they will die the first time. If a Runner evades the wolves, the wolves are told why.

Werewolves

Werewolf

Basics

The Werewolves receive a secret channel to communicate among themselves securely. Each night, the Werewolves vote to kill one player.

Details

The Werewolf is a player who acts like a regular player during the day, but secretly kills players during the night, together with all the other werewolves. The werewolves win when all players that aren't part of the werewolf team have been killed.

The following roles join the Werewolf secret channel and are considered part of the "wolfpack": Werewolf, Bloody Butcher, Hellhound, Infected Wolf, Psychic Wolf, Scared

Wolf, Wolf's Cub, and White Werewolf. The Lone Wolves join the wolfpack and wolf channel after the first death of a member of the wolfpack. Tanner and Warlock are not part of the wolfpack and do not know who the other members of the Werewolf team are.

Scared Wolf

Basics

The Scared Wolf will be protected from the first night kill to target them.

Details

The scared wolf is the runner of the werewolves. If it is attacked by anyone at night, it will escape unharmed the first time. After being attacked once, it will lose its ability.

Solo

Evil Scientist

Basics

The Evil Scientist has invented a new disease, lethal and highly contagious. His desire is to kill off the entire town.

Details

He starts off with one (or two for larger games) vial(s) of a substrate containing the contagion. At any night, he may use one vial to infect another player. Infected players will be affected by *the disease*.

If the Evil Scientist attempts to infect an already infected player, they are not informed and the vial is used up.

The Disease

[All effects are end effects]

No - Player is infected

D1 - Player becomes contagious, and remains so till their death. Any player (except the Evil Scientist) who visits or is visited by a contagious player gets infected (werewolf etc kills counts as a visit, but only one random person who voted for the contagious player is infected)

D2 - Player is informed of infection

N2 - Player dies (no possible way to survive), cause of death is announced publicly

Neutral

Survivor

Basics

The only goal for the Survivor is to survive until the end of the game. They are able to win with any team, even if that teams win condition is to kill all others.

Details

The Survivor must vote in *every* lynch poll. If they miss one, they will die immediately.

Immune Survivor

Basics

The Immune Survivor is basically a Survivor, but is immune to the evil scientist's disease and requires the Evil Scientist to be dead in order to win.

Details

If the Evil Scientist attempts to infect the Immune Survivor, it fails and the vial is used up. Both the Evil Scientist and the Immune Survivor are informed of the failure, however.