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| <p>Distant Voice: [Misc.]</p> <p>{This is a Secondary role that you can be while still retaining your original role}</p> <p>[When you Die]</p> <ul style="list-style-type: none"> -You are Silenced until the next Execution. -You lose all conditions besides Dead and Silenced. <p>[All Phases]</p> <ul style="list-style-type: none"> -You cannot gain conditions except Silenced. <p>[Nominations]</p> <ul style="list-style-type: none"> -You cannot Nominate players for Execution or Second Nominations. You may not speak during the Nomination, Defense, or Voting phases. <p>[Voting]</p> <p>If you vote for an execution you are Silenced until after the next Execution.</p> | <p>Distant Voice: [Misc.]</p> <p>{This is a Secondary role that you can be while still retaining your original role}</p> <p>[When you Die]</p> <ul style="list-style-type: none"> -You are Silenced until the next Execution. -You lose all conditions besides Dead and Silenced. <p>[All Phases]</p> <ul style="list-style-type: none"> -You cannot gain conditions except Silenced. <p>[Nominations]</p> <ul style="list-style-type: none"> -You cannot Nominate players for Execution or Second Nominations. You may not speak during the Nomination, Defense, or Voting phases. <p>[Voting]</p> <p>If you vote for an execution you are Silenced until after the next Execution.</p> |
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| <p>Doctor: [Healer] [Evening][Prevention]</p> <p>-You Awaken and may target a player. If you Target a player who would be Slain or Replicated tonight, you prevent that Attack. Your Target loses all conditions. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)</p> | <p>Biologist: [Observer] [Small Hours][Learning]</p> <p>-You Awaken to learn how many Evil Players were Alive at the beginning of Small Hours. Foul players register as Evil. (Then the ST shows you a number of fingers equal to the number of Evil players, max. 5)</p> |
| <p>Boatswain [Early Bird] [Small Hours][Learning]</p> <p>-On the First Night only, you Awaken to learn the role of a number of random other Good players equal to the number of THINGS in the game, each of whom survived the first night. (The ST points to each survivor in turn).</p> | <p>Empiricist: [Deducer] [Small Hours][Learning]</p> <p>-You Awaken and may Target another player who isn't your Neighbor. You learn how many amongst your Target and your Neighbors are Evil. Foul players register as Evil. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one. Then the ST shows you a number of fingers, max 3)</p> |

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| <p>Captain: [Judge] [Voting] -Your vote for Executions secretly counts as two votes. (When counting the votes the ST silently adds an extra vote to the person you Voted for. Secret votes may make it look like the wrong person gets Executed.) [Execution] -If you would be Executed by a Good player, you go Missing instead. (The ST reveals that when brought to your Execution, you were found Missing. If other players were Nominated, one of them is Executed instead.)</p> | <p>Drunk: [Fool] [Beginning of Game] -You begin the game Twisted. (Passive) [Small Hours][Learning] -You Awaken each Night and must Target two other players. You learn how many of them are THINGS. (Point at each Target and the ST will point at them to confirm. Target players one at a time. Then the ST shows you a number of fingers, max 2.)</p> |
| <p>First Mate: [Socialite] [Evening][Prevention] -You Awaken and may Target another player. Players nominated tomorrow by your target cannot be Executed. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)</p> | <p>Cook: [Resilient] [All Phases] -You cannot be Frenzied. (The ST will awaken you at Midnight if you are attacked and show you a clawed hand over their lower face, then shakes their head to reveal you have been attacked but Frenzy doesn't work on you) -If you are not Foul, and would be Slain or Replicated, you are Made Foul instead. (Passive) [Execution] --If you would be Executed by a Good player, you go Missing instead. (The ST reveals that when brought to your Execution, you were found Missing. If other players were Nominated, one of them is Executed instead.)</p> |

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| <p>Memory: [Martyr] [All Phases] -You have no ability while you are Alive. (Passive) [Dead][All Phases] -You are not Silenced when you are Slain or Executed, and cannot be Silenced once Dead.</p> | <p>Investigator: [Deducer] [Small Hours][Learning] -You Awaken and may Target two other players. You learn if they are the same alignment or not. Foul Players register as Evil. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one. Target players one at a time. The ST shows Thumbs Up for “same alignment” and Thumbs Down for “different alignment”.)</p> |
| <p>Chaplain: [Judge] [All Phases] -You cannot register as Evil to other players even if you are Foul and/or they are Twisted. (If you are Foul or other players are Twisted, you will still register as Good to them.) [Voting] -If you Vote for a Survivor you didn't Nominate, your vote is secretly not counted. (When counting the votes the ST silently removes your vote. Secret votes may make it look like the wrong person gets Executed) [Nomination] -Your vote secretly counts as two votes when you Nominate a player. (When counting the votes the ST silently adds an extra vote to the person you Voted for. Secret votes may make it look like the wrong person gets Executed)</p> | <p>Pyro: [Accident] [Beginning of Game] -You begin the Game Frenzied. (Passive) [All Phases] -If you admit you're the Pyro, you Self-Destruct. (Passive) -If you Self-Destruct, a number of other random players close to you, equal to the number of players that have been Executed, Self-Destruct immediately. (The ST calls for a Hold on the current Phase, then narrates your death. Then, for each other player to Self-Destruct, the ST draws a card. If Black Suited, the nearest Evil Player to you Self-Destructs, if Red Suited the nearest Good Player to you Self-Destructs, if two are equidistant, the nearest clockwise player breaks ties.)</p> |

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| <p>Lookout: [Socialite] [Evening][Prevention]</p> <p>-You Awaken and may Target a player. Your Target cannot be Executed tomorrow. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)</p> | <p>Engineer: [Responder] [All Phases]</p> <p>-If you are Slain, you survive until Dawn and are Slain then instead. (Passive)</p> <p>[Small Hours][Revealing]</p> <p>-If you are Targeted by one or more players at Night, you Awaken that Night and those players are revealed to you, max 2. (The ST points to one player, or to one player and then to the other, to reveal up to two players who targeted you)</p> |
| <p>Sleepwalker [Accident] [Evening]</p> <p>-You go Missing every Night you aren't already Missing. (Passive)</p> <p>[Small Hours]</p> <p>-You Awaken the Night before your Return, and must Target another player. Your Target goes Missing.</p> | <p>Navigator: [Assailant] [Small Hours][Attack]</p> <p>-If an unused Execution Point was available at Dusk, you Awaken at Night, and may Target either of your Neighbors or any player who was Missing today. They are Slain and go Missing. If you Slay someone, the group loses an Execution. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)</p> |

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| <p>Explorer: [Observer] [Small Hours][Learning] -You Awaken to learn if both your Neighbors are Good or if one or both are Evil. Foul players register as Evil. (The ST gives a Thumbs Up if both are Good, or Thumbs Down if one or both are Evil.)</p> | <p>Spectre: [Martyr] [All Phases] -You have no ability while you are Alive. (Passive) [Dead][Evening][Revealing] -You Awaken the Night after you are Executed or revealed Slain; two Players are revealed to you, one of them is a THING.</p> |
| <p>Quartermaster: [Healer] [Evening][Prevention] -You Awaken and may Target another player. Attacks that make your target Foul, Frenzied, Replicated, or Twisted are Prevented. Your Target loses all conditions. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)</p> | <p>Muscle: [Resilient] [All Phases] -You cannot be Slain. (Passive) -You cannot be Replicated unless you are Foul. (Passive)</p> |

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| <p>Stowaway: [Fool] [All Phases] -You register as Evil and as a THING, ignoring conditions. (Passive) -If you register to a Learning ability, all other players that register to that ability alongside you register correctly, ignoring conditions. (Passive)</p> | <p>Steward: [Assailant] [Small Hours][Attack] -If an unused Execution Point was available at Dusk, you Awaken at Night, and may Target either of your Neighbors or any player who made a Nomination today. They are Slain and go Missing. If you Slay someone, the group loses an Execution Point. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)</p> |
| <p>Soldier: [Responder] [All Phases] -If you are Slain, you survive until Dawn and are Slain then instead. (Passive) [Small Hours][Revealing][Attack] -If you are Attacked by a player you Awaken that Night and two players are revealed to you; one of them is your attacker. (The ST points to one player, then to the other.) -You may target either revealed player, they are Slain. (Point at your Target and the ST will point at them to confirm, or raise one palm towards the ST to Target no one.)</p> | <p>Wiper [Early Bird] [Small Hours][Learning] -On the First Night only, you Awaken to learn how many seats the nearest THING is from you. (The ST reveals a number of fingers, max 5 fingers. You are 1 seat away from each of your neighbors)</p> |

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| <p>The THING in The Ice</p> <p>-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes your Target Foul, and Missing. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)</p> <p>-If you are Executed by a THING, they may make up to two Attacks against two different players tonight. (Passive)</p> <p>-If you are Executed or Slain by a Survivor, you Survive until next Midnight. You Awaken then, and may make one final Attack. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)</p> <p>-If you Target yourself, you go Missing and on the Night before your Return, you may make two Attacks against two different players. You must be Present for an Execution before targeting yourself again. (Point at your Target and the ST will Point at them to confirm, then draw the card for the first Attack. Then repeat for the second Target.)</p> | <p>The THING in The Ice</p> <p>-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes your Target Foul, and Missing. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)</p> <p>-If you are Executed by a THING, they may make up to two Attacks against two different players tonight. (Passive)</p> <p>-If you are Executed or Slain by a Survivor, you Survive until next Midnight. You Awaken then, and may make one final Attack. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)</p> <p>-If you Target yourself, you go Missing and on the Night before your Return, you may make two Attacks against two different players. You must be Present for an Execution before targeting yourself again. (Point at your Target and the ST will Point at them to confirm, then draw the card for the first Attack. Then repeat for the second Target.)</p> |
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| <p>The THING From Beyond the Stars</p> <p>-You may open your eyes during Nominations, anytime after the ST asks everyone to close their eyes.</p> <p>-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes Target Foul, and Frenzied. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)</p> <p>-If you Target yourself, you go Missing and the closest Non-Frenzied Survivor becomes Frenzied, and Foul. You must be Present for an Execution before Targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)</p> | <p>The THING From Beyond the Stars</p> <p>-You may open your eyes during Nominations, anytime after the ST asks everyone to close their eyes.</p> <p>-If you Slay your Target, you may make a second Attack against one of their neighbors. This Attack cannot Slay them. This Attack makes Target Foul, and Frenzied. (Point at your Target and the ST will Point at them to confirm, or raise one palm towards the ST to Target no one.)</p> <p>-If you Target yourself, you go Missing and the closest Non-Frenzied Survivor becomes Frenzied, and Foul. You must be Present for an Execution before Targeting yourself again. (The player clockwise breaks ties if two players are equidistant.)</p> |
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