



















	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>Mathematician</b>	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Innkeeper</b>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	<b>Gambler</b>	Each night*, choose a player & guess their character: if you guess wrong, you die.
	<b>Exorcist</b>	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Soldier</b>	You are safe from the Demon.
	<b>Fool</b>	The 1st time you die, you don't.
	<b>Magician</b>	The Demon thinks you are a Minion. Minions think you are a Demon.




## OUTSIDERS

	<b>Butler</b>	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	<b>Tinker</b>	You might die at any time.
	<b>Golem</b>	You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
	<b>Moonchild</b>	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

## MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Summoner</b>	You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [-1 Demon]
	<b>Mastermind</b>	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

-  Dusk
-  Philosopher
-  Magician
-  Minion info
-  Summoner
-  Demon info
-  Godfather
-  Pukka
-  Chef
-  Empath
-  Fortune Teller
-  Butler
-  Chambermaid
-  Mathematician
-  Dawn

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## BINARY SUPERNOVAE

### JINXES



The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.



The Summoner may choose a player to become the Pukka on the 2nd night.

### TOKEN SUBSTITUTIONS



Use the Mayor token as the Magician token.



Use the Drunk token as the Golem token, and "is the Drunk" as "cannot nominate"



Use the Pit-Hag token as the Summoner token.



Use the Fang Gu tokens as the Ojo tokens. Use "dead" as necessary

*If a second Pukka token or fifth Imp token is needed, use the blank token.*

### OJINN RULE



If a Demon dies by execution, good wins. Summoner only removes 1 Demon. [+1 Demon]

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- Dawn 
- Mathematician 
- Chambermaid 
- Butler 
- Oracle 
- Fortune Teller 
- Empath 
- Moonchild 
- Tinker 
- Godfather 
- Assassin 
- Ojo 
- Pukka 
- Imp 
- Exorcist 
- Summoner 
- Gambler 
- Innkeeper 
- Philosopher 
- Dusk 