

Andres

Misunderstood—it takes one vote less to kill you, cause for some reason people just love killing you! You also automatically lose any tied votes*, which is fun!

Bugged—there's a bug in this code! Any night actions targeting you have a 25% chance to fail, including the factional kill.

*There are other factors that may supersede this in very specific scenarios.

Chess

Supremely Confident—if you correctly guess the scum team N1, you exit the game immediately with a win. This only applies if both scum are alive and you only get one guess. If you guess incorrectly, you can only vote for one of your guessed players the following day. Unfortunately this doesn't apply if you're mafia, then you'll probably just, ya know, die. From a confidence overdose probably.

The Fuckin Best In The World, Man—you're so good and you know meta so good that you're super accurate, man. But accuracy is a process, you know, you can't expect the first vote to be the right one! As such, you can't stick to the same vote for more than 24 hours or bad things will happen to you, but you have to be voting someone, cause no votes are for weaklings.

You did this to yourself.

Dan

Bilingual—you can speak two languages, that's pretty impressive! Enough reward on its own, some would say.

Unfeeling Computer With Human Skin—if you correctly guess either the entire scum team OR 5 town players by the end of D1, you will exit the game immediately with a victory. If you don't guess or guess incorrectly, you cannot be protected at night. Much like Elli, this is useless if you're mafia.

Doggo

Standoffish—you can't explain your reads. Any of them. At all. If you do, your vote won't count that day. BUT, if you don't explain any of them, your vote decides the tiebreak.*

Cocky—you're so confident that you're good and pure and townie, you just can't understand how anyone could possibly be scumreading you. At night you can target someone that voted for you the prior day, which gives you a 1/4 chance to vig kill them.

*There are other factors that may supersede this in very specific scenarios.

Dusk

Really Good At This Game—if you don't win, you don't get to rub it in your friend's faces. Like Nuxl, for example. There isn't an ability attached to this, I just wanted to remind you what's at stake here—your dignity and your ability to look people in the eye. Go get em, killer!

Super Good At Making Reads—You're really good at reading people. So good. So, so good. So good in fact, that if you don't make at least one associative read (i.e., Player X cannot be scum with player Y; Player X and Player Y are never both town) in a day, your vote doesn't count that day! Yeah your role's kinda shitty, idk what to tell you. Glhf.

Elli

Beauty Sleep—you're so handsome, but handsomeness comes at a price, and that price is a solid 12-15 hours of sleep a night! In fact, you're such a sound sleeper that there's a 1/3 chance that you won't even wake up if someone targets you (I think the usual name for this is ascetic?).

Too Nice For Your Own Good—you're a nice guy. A super nice guy. Because you're so nice, people like to talk to you! You get a neighborhood with someone. A nice neighborhood. A Mister Rogers-esque neighborhood even. Where you can be nice.

Erika

Activist—you're a bleeding heart activist! If you're on a wagon at EOD that kills town twice, you will become vanilla and lose all your power.

Hammer Time!—if you hammer someone, the following night you can target anyone else that was on the wagon you hammered. You have a 2/5 chance to rolecop them, cause roles are cool!

Gtacc

Defensive Troll—pick one person before the game begins. If that person dies during the day, you lose your power, but it takes one more vote to kill you.

Offensive Troll—pick one person before the game begins. If that person votes you during D1, you can roleblock them and only them moving forward, but only on non-consecutive nights (so if you RB N1, you can't do it again until N3, etc.). If this power is activated your targets vote counts for two against you.

Row

Town Leader—any day that ends with you either being on a successful scum wagon or off a successful town wagon (successful meaning the player that dies during the day), the following night you can target someone and you have a 1/3 chance to protect them.

Anxious—any day that goes the full length means you don't get to use your power the following night.

Andres

Starv and Urist

Chess

KTS and DS

Dan

Andres and Elli

Doggo

Elli and M2H

Dusk

Nuxl and Seth

Elli

Elli and Clem

Erika

Tier and Ffery

Gtacc

KTS and TommyTwoHands

Row666

Chess and Seth