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|-----------------------------------------------------------------------------------|-----|-------------------------------------------------------------------|
|  | 半仙  | 任何在夜晚使用自身能力选择你的其他玩家，会改为选中另一名邪恶玩家作为替代。                             |
|  | 变脸师 | 每个白天，如果你“疯狂”地证明自己是一个善良角色（与之前不同），你会在当晚获得那个角色的能力，直到下个黄昏。            |
|  | 打更人 | 每个夜晚*，你要猜测今晚首个死亡的玩家与你的距离。如果你猜测正确，则除你以外的所有玩家今晚不会死亡，但你可能会死亡。        |
|  | 店小二 | 在你的首个夜晚，你会得知两名善良玩家。他们之中会有一人醉酒，即使你已死亡。                             |
|  | 歌伶  | 每局游戏限一次，在白天时，你可以提议所有玩家观看你的演出，并从同意参加的玩家中选择你的观众。如果恶魔成为了观众，你会在当晚死亡。  |
|  | 和尚  | 每个夜晚，当有邪恶玩家的能力首次选择或影响与你邻近的存活玩家时，改为此次能力不生效并持续至下个黎明，且你会得知你的能力被触发。   |
|  | 锦衣卫 | 每个夜晚*，你要选择一名玩家：如果他在下个黄昏前死亡，你代替他死亡。                                |
|  | 郎中  | 每个夜晚，你要选择一名玩家：你会得知一个与他能力相关的词语。                                    |
|  | 钦天监 | 在你的首个夜晚，你会得知离你最近的邪恶玩家位于你的哪一侧（左/右/相同）。如果你邻近的玩家中有邪恶阵营，你会得知错误信息作为替代。 |
|  | 悟道者 | 你以为你是一个外来者，但你实际上不是。如果有邪恶玩家的能力选择或影响了你，你会立即变成一个不在场的镇民角色。            |
|  | 戏子  | 所有戏子互相认识。不论在场的戏子数量多少或存活与否，胜负结果会被对调。<br>[所有善良玩家都是戏子]               |
|  | 熊孩子 | 每个夜晚，你要选择一个镇民角色：他的能力会产生错误信息，直到下个黄昏。                               |
|  | 阴阳师 | 在你的首个夜晚，你会得知两个善良角色和两个邪恶角色，其中有且只有两个角色在场。                           |

## 外来者

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|  | 逆臣 | 在你的首个夜晚，你要选择除你以外的一名玩家：如果他先死于处决，你转变为邪恶；如果你先死于处决，他转变为邪恶。               |
|  | 煞星 | 如果你死亡，当晚与你邻近的存活玩家之一可能会死亡。                                            |
|  | 使节 | 每个夜晚限一次，一名玩家在使用自身能力选择邪恶玩家时会改为选中你，即使你已死亡。                             |
|  | 书生 | 恶魔知道你在这场。每局游戏限一次，恶魔可以拜访说书人并猜测谁是书生。如果恶魔猜测正确，即使你已死亡，当晚该恶魔可以选择一名玩家：他死亡。 |

## 爪牙

|                                                                                     |     |                                                |
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|  | 赶尸人 | 与你邻近的两名镇民玩家会在其首次死亡时被当作仍然存活。[-1外来者]             |
|  | 狐媚娘 | 在你的首个夜晚，你要选择一名玩家：他会知道狐媚娘在场。如果你死于处决，当晚他转变为邪恶阵营。 |
|  | 禁卫军 | “疯狂”地想要死亡的玩家可能会立即被处决。                          |
|  | 养蛊人 | 在你存活时提名你的玩家会在当晚死亡，即使你已死亡。                      |

## 恶魔

|                                                                                     |    |                                                                                |
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|  | 混沌 | 每个夜晚*，你要选择一名玩家：他死亡。如果你以这种方式杀死了一名与你邻近的镇民玩家，所有善良玩家会中毒直到下个黄昏。                     |
|  | 穷奇 | 每个夜晚*，你要选择一名玩家：他死亡。如果今天白天有外来者死亡，当晚改为你要选择一名玩家：他死亡，但被当作仍然存活，随后会有一名其他玩家死亡。[+1外来者] |
|  | 饕餮 | 每个夜晚*，你要选择任意数量的非旅行者玩家或一名旅行者玩家：如果他们的角色类型均不相同，他们死亡。[+1外来者]                       |
|  | 檮杌 | 每个夜晚*，你要选择一名玩家：他死亡。当你将要死亡时，改为一名存活且具有能力的爪牙失去能力。你不会得知恶魔信息。                       |

Red are disclaimer/explanations by me

Disclaimer: This is NO official translation, if by any chance an official CN->EN translation is released, do not mess it up with this custom one.

From top to bottom:

Townsfolk:

Half-Shian: Any player that chooses you with their own ability at night would retarget to another evil player instead.

Mask-changing actor: Each day, if you “madly” prove to be a good character (different than before), you gain their ability tonight, until dusk.

Firewatcher: Each night\*, you guess the distance between you and the first player who dies tonight. If you are correct, other players don't die tonight, but you might die.

Waiter: You start learning 2 good players. 1 of which is drunk, even if you are dead.

Singer: Once per day, you may publicly announce to perform, and choose any players among the ones willing to watch; if a demon is among them, you die tonight.

Buddhist monk: Each night, the first evil player's ability that chooses or affects you or your living neighbour loses effect until dusk, and you learn your ability is triggered.

Brocade guard: Each night\*choose a player; if they died before next dusk, you die instead.

Unauthorised doctor (ok that's the most relevant translation i can come up with) : Each night,choose a player: you learn a word related to their ability.

Astronomer: On your 1st night, you learn which side the closest evil player to you is at (left/right/same), if you neighbour an evil player, you learn false info.

Enlightened: You think you are an outsider. If any evil player's ability chooses or affects you, you become a not-in-play townsfolk before the ability's effect takes place.

Actor: All good players know each other. Who loses, wins; who wins, loses; no matter how many actors are alive or not. [all good players are actors]

Naughty child: each night, choose a townsfolk character; their ability yields false info until dusk.

Yin-yang teller: You start learning 2 good & 2 evil characters. Only 2 are in play.  
(I know Onmyoji is the word but I just want a more Chinese translation here)

Outsiders:

rebellious minister: You start choosing another player; if you are executed earlier, they become evil; if they got executed earlier, you become evil.

Cursed: If you die, one of your living neighbours might die tonight.

Envoy: Up to once per night, a player who chooses an evil player with their own ability would retarget to you instead, even if you are dead.

Student: The demon knows you are in play. Once per game, the demon may visit the storyteller and guess who is the Student; if they are correct, they may choose a player tonight (even if you die after the guess): that player dies.

Minions:

Corpse walker: Your townsfolk neighbours register as alive after their 1st death. [-1 outsider] (register as alive: register as alive to player abilities & town square, register as dead to ST & evil win con, actually has no ability (same as droisoned, but won't trigger acrobat or any interactions with droison))

Fox succubus: You start choosing a player: they learn you are in play. If you die from execution, they become evil tonight.

Praetorian: Any player who is "mad" they want to die might be immediately executed.

Bug poisoner: Players who nominate you when you are alive, die that night, even if you are dead.

Demons:

~~Went on~~ Chaos: Each night\*, choose a player; they die. All good players are poisoned until dusk if you kill a townsfolk neighbour.

(specifically during the day, like godfather)

Qiong Qi: Each night\*, choose a player; they die. If any outsider dies today, the player you choose dies & register as alive instead, and a player (not them) dies. [+1 outsider]

Tao Tie: Each night\*, choose any number of non-traveller players or a traveller: if their character types (townsfolk, outsider, minion, demon) are all distinct, they all die. [+1 outsider]

Tao wu: Each night\*, choose a player; they die. If you are about to die, you don't & a minion who is alive & has ability loses their ability instead. You don't learn demon info.

(preacher picked & droisoned minions count as no ability)

(Minion who used their "\_times per game" ability counts as no ability, but baron counts as having ability)