

Credit to Drgrnave's document, this just is that with more elegant formatting and more understandable text in some cases.

Garden Of Sin

Townsfolk

Amnesiac: You have an ability of the Storyteller's own creation that does not come from any existent character. You do not know what your ability is, but you may attempt to use it in whatever means before you learn what it is. Each day, privately guess what it is: you learn how accurate you are; you will receive a one-word response that is either "Cold", "Warm", "Hot", or "Bingo", depending on the accuracy.

Atheist: The Storyteller can break the game rules in any way & if executed, good wins. If not executed before only 2 players are still alive, good loses. [No evils]

Knight: You start knowing 2 players that are not the demon.

Noble: Starts knowing three players, one and only one of which is evil.

Outsiders

Puzzlemaster: One other townsfolk starts & is poisoned for the entire game. Once per game, you may point at someone at night. If you point at the player that you caused to be poisoned, you learn who the Demon is.

Snitch: The Minions also learn three roles to bluff as. The bluff list given to the minions will be the same for each minion but if possible, will not overlap with the list given to the Demon.

Minions

Marionette: You think you are a good player and are given a starting character chosen by the Storyteller, but are poisoned for the entire game. [The demon knows who you are and is sitting next to you].

Demons

Leviathan: If more than one good player is executed, evil wins. Evil wins after 5 days. All players know you are in play.

Riot: Nominees die immediately, but may nominate again first (on day 3 they must). After day 3, you win [All minions are also Riot]. All Riot must die both by the end of day 3 and before reaching the final 2 for good to win.

The Tomb

Townsfolk

Cannibal: Each night*, you gain the ability of the most recent executee. If they are evil, the Storyteller chooses an ability for you of their choice and you are poisoned until a good player dies this way.

Fisherman: Once per game, during the day, privately visit Storyteller for a hint that can help you towards winning the game.

Insomniac: Each night, learn a character that is going to die that same night.

Pixie: You learn a certain townsfolk character is in the game. If you are mad that you are that townsfolk character for the entire time while the player that has that character is alive, and you never break madness until then, you become that townsfolk if/when they die.

Outsiders

Golem: When you nominate for the first time, if the nominee is not the demon, they are executed immediately. If you ever nominate again, you lose.

Minions

Boomdandy: When executed, everyone except 3 players (Demon stays alive) die. After a minute, everyone must choose who they think the demon is. Majority must choose the Demon, or evil wins.

Psychopath: Each day, can publicly kill a player. If executed, must be beaten at best of 1 rock, paper, scissors to be killed. Re-do the RPS challenge in the case of a tie. If you win, you live and the day ends.

Demons

Al-Hadikha: Each night*, select 3 players. They all must choose whether they live or die. But if they all choose life, they all die. (Dead players who choose life come back to life, unless all 3 players that night chose life).

Midnight in the House of the Damned

Townsfolk

Choirboy: [+King] Learn who the Demon is, if and when the Demon kills the King.

Huntsman [+Damsel]: Once per game, you may select a player and a character of your choice, at night. If they are the Damsel, they turn into that character and no longer have their old Damsel ability.

Lycanthrope: Each night*, choose a player. If good, they are killed, the demon doesn't wake up that night, and it is guaranteed that no one else can die tonight besides your target.

Magician: You appear as an extra minion to the Demon and a second Demon to the minions.

Mole: You know who the demon and minions are, and you register as an evil minion for the entire game. If the Demon publicly guesses you to be the Mole (can attempt once per game), you lose, even if dead.

King: Each night, if the dead outnumber the living, learn an alive character. The Storyteller chooses which character you will learn. The Demon starts out knowing who you are!

Poppy Grower: Evil does not get their starting information. Upon death, the demon and minions learn starting information.

Rogue: You may choose to break any rules when alive. If the Storyteller finds out, even if you are already dead, something bad might happen. You will never be informed if the Storyteller has discovered rule-breaking / if there are consequences.

Outsiders

Damsel: [+Huntsman] Minions know you are in the game. Once per game, at any time, a minion may publically choose a player. If they choose you, evil wins.

Heretic: Whoever loses, wins. Whoever wins, loses. Persists after death.

Politician: If you were the player most responsible for your team losing, you change alignment & win, even if dead.

Minions

Goblin: If you publicly claim to be the Goblin after you are nominated but before players vote, and are then executed that same day, you win.

Wizard: Once per game, choose to make a wish. The Storyteller will decide whether or not to grant it, and if granted, your wish will have a price, and ST will publicly tell the court a clue to the nature of this price. Everyone will be alerted if the wish is granted via this public clue, but it will not be publicly revealed if the wish request is denied.

Demons

Legion: (3 Bluffs Collectively) Each night, someone might die. Nominees live if only evil voted for them but die if any good voted for them. At start, you learn all townsfolk in play. You register as a minion too (Most players are Legion)

Greatest Show on Earth

Townfolk

Alchemist: You start with an out of play minion ability.

Engineer: Once per game, you can either change all minions in play to a set of minions of your choice or change the Demon in play to a Demon of your choice.

Farmer: If you die, a living good player becomes a Farmer.

General: Each night, you learn which alignment the Storyteller believes is winning: Good, Evil, or neither.

Stableboy: Each night, learn 1 new in-play character (dead or alive).

Outsiders

Acrobat: Each night*, if either good living neighbor (closest living player to you on either side that is good aligned) is drunk or poisoned, you die.

Hermit: There are no other outsiders and no outsider modification effects work. You have the abilities of every other spawnable outsider in the script.

Minions

Fearmonger: All players know you are in play. Each night, choose a player. The town is told if the chosen player ever changes. If you nominate that player and they are executed, Evil wins.

Mephit: You start knowing a secret word that is chosen by the Storyteller. The first player who says it publicly, turns evil.

Organ Grinder: All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.

Ringmaster: Once per game, at any time, publicly choose to reveal yourself as the Ringmaster in order to become the Storyteller for the rest of the game. You may still vote and you remain a minion.

Widow: On the first night, look at the Grimoire and choose a player. That player is poisoned for the entire game. One good player starts knowing that the Widow is in play, unless you poison yourself.

Demons

Dolomite: Each night*, choose a player: they turn evil & learn who you are. Once per game, when ST chooses, you lose this ability [No Minions].

Leech: Each night*, choose a player. They die. At the beginning of the game, choose a player and they are poisoned for the entire game. You die if and only if that player dies.

Lil' Monsta: Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". The token holder is always informed when they receive the token. A player dies each night*. If the token holder dies, good wins [+1 Minion].

Palabra de Dios: Each dusk*, each alive good player that raises a hand, kills a player of ST's choice. If none do, evil wins.

Ojo: Each night, choose a character. They die. If that character isn't in-play, a player dies.

Travelers

Gangster: Kill one of the two living players next to you each day, but only if the other player agrees first.

Fabled

Storm Catcher: Name a character. If in-play, they can only die by execution, but evil players learn which player it is.

Deus ex Fiasco: Once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.

Other

Townsfolk

Astrologer: Each day, privately ask the Storyteller to tell you 1 piece of false information. Up to once per game, you might unknowingly get true information with this ability instead.

Balloonist: Each night, you learn 1 player (living or dead) of a new character type (between Townsfolk, Outsider, Minion, and Demon), until there are no more types to learn. You do not learn which player is which type [+1 Outsider].

Bon Vivant: Your alive neighboring players are drunk (not including Travelers)

Bounty Hunter: You start knowing 1 evil player. If the evil player you know dies, you learn another that night. [1 Townsfolk starts evil].

Coachman: Each day, choose a 1 word topic on which the Storyteller tells you 1 fact. If an alive neighbor is evil, you get false info.

Cult Leader: Each night, you become the alignment of an alive neighbor. At any time during the day before nominations open, you may call for a Cult Leader claim vote and invite players to join your cult. This request will always be entertained (even if someone is bluffing this role, for instant). If all good players (living and dead, it does not cost or require a ghost vote to join) choose to join your cult on that one day (votes from previous days do not stack), you win.

Leper: If the demon kills you, it's poisoned for the next day and night.

Lion Tamer: If either alive neighbor died by execution today, all players are safe from the Demon tonight.

Moneylender: Each night, choose a player. Turn into their alignment.

Nun: Good players cannot ever be drunk, poisoned, or get false information while you are alive.

Preacher: Each night, choose a player. If they are a minion, they are chosen and learned that they have become chosen. All chosen Minions lose their ability until you die.

Prophet: When you start, choose a day number: if all dead players are good that dawn, they are all resurrected as good travellers of the Storyteller's choice at that Dawn.

Scavenger: If both your starting neighbors die before you do, something good happens for your team.

Witch Hunter: Each night, choose a player: you learn their alignment. If they are not already evil and they are not executed tomorrow, they then turn evil. You cannot ever be evil or become evil.

Village Idiot: Each night, choose a player: You learn their alignment [+0, +1, or +2 Extra Village Idiots, if there are +1 or +2 added Village Idiots, one of them will be drunk for the entire game].

Outsiders

Charlatan: The night after the first execution, you become the alignment of the first player to be executed this game.

Golden Child: The first player to nominate you, turns evil that night if they are not evil already. If you are the first player to nominate yourself, you lose.

Plague Doctor: When you die, the Storyteller gains an out of play minion ability of their choice.

Cooper (assuming outsider, don't know for sure; half of this ability text is inferred): Every time you are nominated, all other players besides travelers are drunk for the rest of the day until dusk.

Bully: Scare people into voting with you, or something bad might happen.

Minions

Hatter: Each night, choose which Minion and Demon players are which in-play Minion & Demon characters. You can swap the evil characters in play around between any of the evil players in any way, including yourself.

Sicilian: When nominations are called, if you publicly choose a living player (not yourself) to declare the Sicilian Defense on before someone is nominated, publicly claiming Sicilian, if they are not executed today, they win.

Vat Dweller: Each night, choose a living player and an outsider. That player and all other living outsiders become that outsider. If the Demon becomes an outsider, some other living evil player becomes some new Demon tonight and all evil players are informed.

Wraith: You may choose to open your eyes at night at any time to try to view what other players are doing but you are liable if you are noticed by others. You wake when each other evil player does as well.

Copycat: Each night, copy the ability of another living minion. If there are no other living minions, you may copy any minion ability in the script.

Demons

Creeping Terror: Each night, either mark two players or kill all marked players. Marked players learn that they are marked.

Shacklewight: Each night, choose any players of any number: they all wake together tonight. Tomorrow during the day, if 1 of them dies, they all die. One good player will die arbitrarily each day that no one dies that day.