		WARNING: N	umbers a	are arbitrary/"	gut feeling"	ROW	OW's effect on Column in each cell (+ is buff, - is nerf); R&C intersection is "role's own power"										
		DefNotShake	Fakerag	URdaShake	Sh, Lord of T&S	CEO	Sh Labs	The Sh Mo	ore Sh&E	ake FB	1&Onl	Order of Sh	Sh III	Dr. Sh Role	Dr & Mr	RealSlim	Notes on role
	DefNotShake	6									х	-1					"Everyone-wins" hinges on him, good except various details
	Fakerag	2	4								x	-1					Buffed, seems good
	URdaShake			3													Needs night action, but role moves around so I dunno
	Sh, Lord of T&S				5												Controls quite a bit, good as-is
	CEO					3											Steals votes and 2ndRoles, which he can use as night action
	Sh Labs					2	4										Needs more to do, or lots of initial gadgets (see edit so far)
	The Sh More							4									Kill-protect and 3 lives; good as-is
	Sh&Bake								3								Investigate-prime, can't unprime; good as-is?
	FBI									3							Investigate, faction-eliminate-if-guess; good as-is
	1&Only	х	х								4						Seems balanced
	Order of Sh											4.5					Very reliant on luck: die quickly -> lose, otherwise -> win
	Sh III												3				Mafia vote shenanigans, so good as-is
	Dr. Sh Role													3			Made an obviously powerful role
	Dr & Mr												1	2	4		Mafia slow JOAT, {defined Mr. Rag role}, moreorless good as-is
	RealSlim															2	"zombie"/sleeper cell role, needs more to do (2ndary role enuf?
Per-player:	Avg: 4.03	8	4	3	5	5	4	4	3	3	4	2.5	4	5	4	2	
Per-team:	Avg: 8.64	12		8		9		10		4	2.5	15					
	Notes	semi-informed		uni	semi-informed		uninformed			single	single->inf'd		informed				
		15.6		8		11.7		10			4	5		22.5			
				Town	21.7		22.5	Mafia									
				Anti-Sh	15.6	VS	13	AA-Sh + Cul	τ								