

Ax MAFIA	<ul style="list-style-type: none"> Choose a person every night You can chop off either their hand (vote) or tongue (speech) by pointing at your hand/tongue That person cannot vote/speak for the next day You cannot axe the same person two nights in a row
Mafia MAFIA	<ul style="list-style-type: none"> Choose a person to kill every night; majority decides
Strongman MAFIA	<ul style="list-style-type: none"> Once in the game, you can choose to guarantee that the kill is successful (bypassing any bulletproof vests and bodyguard protection) by giving a thumbs-up
Bodyguard TOWN	<ul style="list-style-type: none"> Choose a person every night; that person is protected from a single kill for that night Can be overpowered if the Strongman uses his power You cannot protect the same person two nights in a row
Cupid TOWN	<ul style="list-style-type: none"> On Night 1, choose two people to be Lovers You may make yourself a Lover After you choose the Lovers, you do not wake up at night for anything else for the rest of the game
Lover VARIES	<ul style="list-style-type: none"> You are a Lover <i>in addition to</i> whatever role you already have If one Lover dies, so does the other If both the Lovers have the same alignment, they win with that alignment; otherwise, they become their own team, and must be the last two players standing to win If both Lovers are Town-aligned and are executed, the Mafia wins automatically
Policeman TOWN	<ul style="list-style-type: none"> Choose a person every night The narrator will tell you whether he is Mafia or not
Prince TOWN	<ul style="list-style-type: none"> You have two characteristics as Prince The first: <ul style="list-style-type: none"> Agree to a signal with the narrator on Night 1 Once in the entire game, you can make the signal during the day. The narrator (who is hopefully watching) will put everyone to sleep and say "Whoever gave me the signal, wake up. Whom do you want to kill?" You will wake up and choose who is going to be executed The narrator will then wake up everyone up and announce that someone has been executed, ending the day.

	<ul style="list-style-type: none"> The second: <ul style="list-style-type: none"> If you die in any way, the Town cannot execute anyone on the day immediately following your death, which will be announced by the narrator at the start of the day
Townsperson TOWN	<ul style="list-style-type: none"> No power! Enjoy trying to figure stuff out.
Thief VARIES	<ul style="list-style-type: none"> Choose one of the two remaining cards and assume that role for the rest of the game If one of the cards is Mafia-aligned, you have to pick it You are the only character who knows which card is missing in the game, so use it to your advantage!
Warlock WARLOCK	<ul style="list-style-type: none"> Choose a person every night If that person is executed the next day, you get 1 point You need 2 points to win You get a bulletproof vest every night, protecting you from a single night kill, till you get 1 point Can you predict that no one is going to get executed because the Prince will die at night? YES! Make a circle with your hand at night. You can get your second point by predicting your own execution – if this happens, you win the game

Note that the WARLOCK is on his OWN team. It does NOT win with the TOWN or the MAFIA. Note that the LOVERS can also be their own team. If a WARLOCK is also a LOVER, the LOVERS can win if the WARLOCK wins individually.