Estou Fazendo Meu Melhor v1.0.0 *by JG*

TOWNSFOLK

Knight
You start knowing 2 players that are not the Demon.

Noble
You start knowing 3 players, 1 and only 1 of which is evil.

Empath
Each night, you learn how many of your 2 alive neighbours are evil.

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

Town Crier
Each night*, you learn if a Minion nominated today.

Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Lil' Monsta
7. Poisoner
8. Godfather
9. Cerenovus
10. Amnesiac
11. Empath
12. Noble
13. Balloonist
14. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Cerenovus
5. Legion
6. Imp
7. Lil' Monsta
8. Godfather
9. Acrobat
10. Choirboy
11. Amnesiac
12. Empath
13. Town Crier
14. Balloonist
15. King
16. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7 **Poisoner**
The Poisoner points to a player. That player is poisoned.

8 **Godfather**
Show each of the Outsider tokens in play.

9 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

10 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

12 **Noble**
Point to 3 players including one evil player, in no particular order.

13 **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 **Legion**
Choose a player, that player dies.

6 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

7 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

8 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

10 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

11 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

13 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

14 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

15 **King**
If there are more dead than living, show the King a character token of a living player.

16 **Dawn**
Wait for a few seconds. End the Night Phase.