In Broad Daylight v3.2 v3.2.0 *by Hallow*

Djinn

TOWNSFOLK



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Fool
The first time you die, you don't.



Tea Lady
If both your alive neighbours are good, they can't die.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Baron
There are extra Outsiders in play. [+2 Outsiders]



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

In Broad Daylight v3.2 — by Hallow

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Devil's Advocate
5. Witch
6. Pukka
7. Pixie
8. General
9. Mathematician
10. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

RECOMMENDED TRAVELLERS

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Gambler
3. Devil's Advocate
4. Witch
5. Lycanthrope
6. Zombuul
7. Pukka
8. Gossip
9. Acrobat
10. Sweetheart
11. Moonchild
12. Ravenkeeper
13. General
14. Mathematician
15. 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		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
5		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
6		**Pukka** The Pukka points to a player. That player is poisoned.
7		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
8		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
9		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3. 
   Devil's Advocate
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5. 
   Lycanthrope
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
7. 
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8. 
   Gossip
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9. 
   Acrobat
   If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10. 
    Sweetheart
    Choose a player that is drunk.
11. 
    Moonchild
    If the Moonchild used their ability to target a player today: If that player is good, they die.
12. 
    Ravenkeeper
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
13. 
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14. 
    Mathematician
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.