

CHARACTERS AND ABILITIES

GOAL: COLLECT 15 CARDS



The Enforcer is by far the most straightforward character. A good pick for new players learning the ropes, but not as effective as the others generally.

HINT: Sow seeds of distrust among the others to distract from yourself.

BASE ABILITY: Every 3 turns the Enforcer can either damage a player regardless of their defense cards or can haggle with his target, exchanging cards for protection.

BACK ALLEY DOC: Once a game, the Enforcer can play this card to regain 5 HP. This card must then be discarded.

KNEECAPPED: Once a game, the Enforcer can play this card to deal 2 damage to another player as well as stun them so that their next turn gets skipped.

TELL: The Enforcer is unable to use expose cards at all. They still get him closer to his goal, but aside from that they are worthless.

GOAL: KILL 1/2 OF THE PLAYERS



The Psycho has the highest potential damage output and can flip between stealthy to berserk in an instant. Choose him if you want to be manipulative

HINT: Try to use your Loving Gift as a killing blow.

BASE ABILITY: Once revealed, use two attack cards in a single turn capped out at 8 damage every 3 turns.

LOVING GIFT: The Psycho may slip this bomb card into an opponents hand by any methods possible. The recipient takes 8 damage once they receive it.

CORNERED: When someone uses an expose card on the psycho, he can lash out and deal 5 damage to his accuser.

TELL: The Psycho has to use an attack card at least every other turn if they have the ability to do so; otherwise do not act.

GOAL: CREMATE 1/2 OF THE PLAYERS



The Arsonist can easily sabotage other players and swoop in like a vulture afterwards. Direct confrontation is not advisable.

HINT: Make sure the Cannibal can't eat a body before you burn it!

BASE ABILITY: In place of a turn action, the Arsonist may discard cards and then redraw the same amount.

CREMATION: When this card is invoked, the Arsonist can pick through a body's cards, then discard the rest and get rid of the body. After, this player can't be eaten.

FIREBOMB: The Arsonist must get this bomb card into another's hand. The recipient must discard all their cards. The victim can re-draw 7 cards on their next turn.

TELL: The Arsonist must burn a body using their cremation ability within six turns of a someone losing all HP.

GOAL: HOLD 25 CARDS



The Grifter is for players who have a fast mouth and faster hands. You have to be sneaky and clever to accomplish his goal.

HINT: Be a pal and shuffle the deck for all your friends.

BASE ABILITY: The Grifter can steal as many cards as possible from either the deck or even other players. The only rule is don't get caught. Then it becomes cheating.

FAST TALKER: The Grifter can play this card once in lieu of a defense card and can avoid all damage from the incoming attack as long as it isn't a bomb.

GRAVEROBBER: If the Grifter lands the last blow on another player and shows this card, he can take all the cards from the dead player.

TELL: If the Grifter is caught stealing cards, they take damage equal to the number of cards they tried to steal. The stolen cards must also be put back into the deck.

GOAL: EAT 1/2 OF THE PLAYERS



The Cannibal is far from helpless when exposed, but not impervious to harm. Be careful to not bite off more than you can chew.

HINT: Don't let the Arsonist burn up your precious people meat.

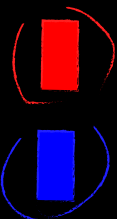
BASE ABILITY: The Cannibal can eat the body of a dead player in order to regain 5 HP. This ability destroys the body, meaning it can no longer be cremated.

FERAL BEAST: This ability can be used to deal 3 damage to another player in lieu of defending or when being exposed. The Cannibal also gains 2 HP from using it.

ROTTEN BITE: This card can be played once every 3 turns to deal 4 damage to a chosen player without using a weapon card. The attacked player may defend this.

TELL: The Cannibal must eat a body using their base ability within six turns of a someone losing all HP.

GOAL: EXPOSE 3 PLAYERS



The Dirty Cop is a glass cannon who can quickly accomplish their goal if the player is logical and keenly observant.

HINT: The longer the game, the less likely you are to win. Think fast!

BASE ABILITY: If the Cop is already revealed, he can play as many expose cards he has in a single turn. Only one card may be redrawn.

WITNESS PROTECTION: When activated, the Cop can not be hurt the rest of the turn. This even works against all other abilities except for the bomb cards.

PRIVATE FILES: When activated, the Cop can make 3 guesses about any player's identity without using any expose cards. This can be used to target multiple players.

TELL: If the Cop lands the finishing blow on a player, they must reveal themselves if they have not previously been exposed.

HOW ABILITIES INTERACT

Hey buddy! Thought I was gone, huh? Well, I figured it might be handy if you had a convenient list detailing how abilities affect each other. 'Cuz if I'm being honest, you strike me as kind of a rube and I don't want you to be taken for too bad a ride. If you're feeling forgetful or think you're being played just come back here again and I'll set you right.

- Remember, you might gain an ability after being exposed, so be sure to check your character card.
- The Grifter has no limit on how many cards he can steal per turn.
- If the Grifter uses Graverobber on someone, they can still be eaten by the cannibal or cremated by the Arsonist, but all their cards go to the Grifter, not the Arsonist.
- Both Cremation and Cannibalism destroy bodies, so only one of the two can be used on a single dead person.
- The Arsonist's Firebomb and the Psycho's Loving Gift activate automatically once a player who is not the user finds it in their deck. Players can use any method of their choosing to sneak the card into enemy hands. It is up to the player to come up with ways of doing so. These can be used at any time, regardless of being exposed.
- After losing all cards to a Firebomb, a player must wait until a whole turn later before drawing any more cards. They will then draw seven upon said turn.
- If you see someone placing a bomb and decide to call them out, they must discard it.
- The Grifter's Fast Talker and the Dirty Cop's Protective Custody protect them from any attack or non-bomb ability. Fast Talker can only be used while being attacked and only blocks said attack, but conversely Protective Custody must be used premeditatedly while protecting for a full turn.
- The Enforcer's Extortion, used every three turns, can let him attack a person without them defending, but he can be bribed not to. There is no limit to cards he can take, but the price must be agreed upon by both parties.
- Ability and Player cards do NOT count towards the Grifter/Enforcer's win conditions.