



**FreeBot**

You may take your turn at any power level, but must reveal this robot card and optionally your true power.

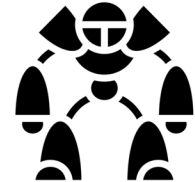
*Permanent*



**GandalfBot**

On your turn, announce that there is no pass phase in this round.

*Action*



**GroupBot**

You may force up to two people to your allegiance, but must then randomize and hide your own allegiance.

*Action*



**CopyBot**

You may perform the action of any robot that has acted in this round. You choose the target(s).

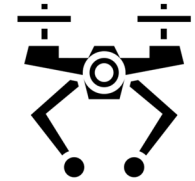
*Action*



**DoOverBot**

After any conversion attempt, whether or not it is successful, you can force that player to your allegiance.

*Reaction*



**ForceBot**

When any conversion fails, once per round you may reveal this card and force it to succeed.

*Reaction*



**BadBot**

If the evil team wins the round you score one additional point, whether or not you are on this team.

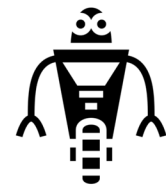
*Permanent*



**BlockBot**

When any conversion occurs, once per round you may reveal this card and force it to fail, or apply to the instigator instead.

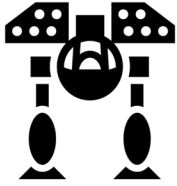
*Reaction*



**CheatBot**

You may optionally cheat when showing your allegiance and lie about whether you have been successfully converted.

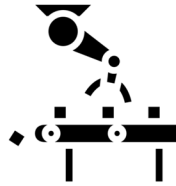
*Permanent*



**RandomBot**

Pick any player to flip their coin now to randomize their allegiance.

*Action*



**ScaredyBot**

If you finish the round without revealing anything other than your power, you score one additional point.

*Permanent*



**SumoBot**

You succeed when converting someone of equal or lower power than you.

*Permanent*



**PassBot**

If you pass, you may act first in the pass round and cannot count as the lowest power player.

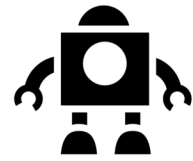
*Permanent*



**PlusBot**

You may set your power level up to three more than your power card shows. You must stick with your choice.

*Permanent*



**PushBot**

You may force any player to the allegiance of your choice.

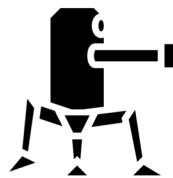
*Action*



**JudasBot**

On your turn, you may pretend to pass and then secretly change your own allegiance. You must pass again in the pass round.

*Action*



**LockBot**

Your allegiance cannot change from Good or Evil. Reveal your robot card if told to convert, and optionally your allegiance.

*Permanent*



**MiseryBot**

If you are on the losing team at the end of the round, and not Neutral, you score two points.

*Permanent*