

Using the Amnesiac (WIP)

Basic Tips

- If you or your players are new to the amnesiac, there is nothing wrong with just riffing on an already existing character (example: each night, pick a player, you learn if one of their alive neighbours is a Demon - basically an empath/fortune teller/seamstress knock off).
- The best abilities give the amnesiac some sort of feedback that they can use to solve their ability; having the amne picking players each night and learning nothing can be frustrating for them, even if you know they're helping the good team win.
- If your ability is so long it wouldn't fit on a token, you need to simplify it.
- If your ability hard confirms an amnesiac in play, that's probably not going to work either, remember that evil should be able to bluff amnesiac if they want to. That doesn't mean you can't get a little wild - one of my favourite abilities I've run was "each night, pick a player, another amnesiac learns their character. If you die, the other amnesiac dies [+1 amnesiac]" in a game with the potential for multiple deaths.

Responding to guesses

- Cold, your question has no relation to your ability.
- Warm, your question has some relation to your ability.
- Hot, you're close to guessing your ability.
- Bingo, you've guessed your ability.

Some Abilities

- Each Night, select drunk or poisoned. You learn if either of your living neighbours are effected by your choice.
- Each night, choose a player. Tomorrow night, you learn the alignment of whoever nominates them tomorrow.
- Each night, select a player. If they are a Townsfolk, you cannot die by execution today.
- Each night pick a player (not yourself), if they nominate, you learn the character that they nominate.
- Each night*, learn a not in play townsfolk
- Each night*, if an Outsider is executed that day, select a player, learn their role. You start knowing how which outsiders are in play.
- Each night, select 3 players (except travellers), you learn how many character types are amongst them

- Each night*, select another player, if they are also the Amnesiac, you both become a not in play townsfolk and learn your ability. [+1 Amnesiac]
 - Each night, select a player, you learn what type of character selected them first in the night.
 - You start knowing that your ability is passive and that the minions know you. All minions know you. You cannot die in the night. If a minion targets you with their ability, they are drunk until dusk.
 - Each night*, learn a player who caused a death in the night (this one was built for a BMR style script with Tinker, Assassin, Grandmother, Gossip, Gambler, Godfather etc)
 - You start knowing the evil team. (The evil team was a Goblin, Lleeche, Vizier)
 - Each night, learn if the Heretic is sober.
 - You start knowing whether there is an Athiest in play.
 - You start knowing two players of opposite alignment. If one died today, learn a new name tonight.
 - Each night, choose a player, you learn if they are a townsfolk.
 - Each night, choose a player, learn how many syllables their character has.
 - Each night, you learn if the executed player and their nominator is the same alignment.
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Revision #2

Created 19 August 2024 03:33:39 by Brodin

Updated 24 September 2024 15:07:40 by Brodin