Cut Time v1.2.0 *by Marelyn C*

Sentinel Djinn

TOWNSFOLK



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Empath

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

OUTSIDER



Drunk

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



Recluse

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

MINION



Poisoner

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



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

Cut Time — by Marelyn C

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Empath
6. Fortune Teller
7. Seamstress
8. Dawn

FABLED, JINXES & LORIC

Boffin & Drunk

The Demon cannot have the Drunk ability.

FABLED

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Empath
4. Fortune Teller
5. Seamstress
6. 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

Cut Time — by Marelyn C

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

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

6  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

7  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

Other Nights

Cut Time — by Marelyn C

1	D	**Dusk** Start the Night Phase.
2		**Poisoner** The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		**Empath** Show the finger signal (0, 1, 2) for the number of evil neighbours.
4		**Fortune Teller** The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
5		**Seamstress** If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
6	D	**Dawn** Wait for a few seconds. End the Night Phase.