Reputation Track 6 v2.0.0 *by tomathy & Immortal Jack*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



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.



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



Alchemist
You have a not-in-play Minion ability.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



Tinker
You might die at any time.



Snitch
Minions start knowing 3 not-in-play characters.

MINION



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

DEMON



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Reputation Track 6 — by tomathy & Immortal Jack

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Magician
6. Snitch
7. Marionette
8. Witch
9. Pixie
10. Amnesiac
11. Librarian
12. Empath
13. Seamstress
14. Noble
15. Balloonist
16. Leviathan
17. D — Dawn

FABLED, JINXES & LORIC

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Magician & Marionette
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED

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

OTHER NIGHTS

1. D — Dusk
2. Witch
3. Vortox
4. Assassin
5. Amnesiac
6. Tinker
7. Empath
8. Seamstress
9. Balloonist
10. Leviathan
11. D — 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

Reputation Track 6 — by tomathy & Immortal Jack

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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Magician**
6		**Snitch** After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
7		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
8		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
9		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
10		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
12		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		**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.
14		**Noble** Point to 3 players including one evil player, in no particular order.
15		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
16		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
17	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Reputation Track 6 — by tomathy & Immortal Jack

1 D **Dusk**
Start the Night Phase.

2 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

3 **Vortox**
The Vortox points to a player. That player dies.

4 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

5 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

6 **Tinker**
The Tinker might die.

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

8 **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.

9 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

10 **Leviathan**
Change the Leviathan Day reminder for the next day.

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