Pukka Up v1.0.0 *by Nexus*

TOWNSFOLK



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



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



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.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Soldier
You are safe from the Demon.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Tinker
You might die at any time.



Mutant
If you are "mad" about being an Outsider, you might be executed.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



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



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

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FIRST NIGHT

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2. Minion Info
3. Demon Info
4. Poisoner
5. Godfather
6. Mezepheles
7. Pukka
8. Pixie
9. Huntsman
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12. Fortune Teller
13. Seamstress
14. Balloonist
15. General
16. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Monk
5. Mezepheles
6. Scarlet Woman
7. Pukka
8. Assassin
9. Godfather
10. Acrobat
11. Huntsman
12. Damsel
13. Amnesiac
14. Tinker
15. Fortune Teller
16. Seamstress
17. Balloonist
18. General
19. 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

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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 
Godfather
Show each of the Outsider tokens in play.

6 
Mezepheles
Show the Mezepheles their secret word.

7 
Pukka
The Pukka points to a player. That player is poisoned.

8 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

9 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12 
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.

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 
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.

15 
General
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

Other Nights

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1 **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  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

6  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

7  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8  **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.

9  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

10  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

11  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

14  **Tinker**
The Tinker might die.

15  **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.

16  **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.

17  **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.

18  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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