Feel the Way I Want v1.0.0 *by George*

Djinn

TOWNSFOLK



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



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



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



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]



Oracle
Each night*, you learn how many dead players are evil.



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



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



Farmer
If you die at night, an alive good player becomes a Farmer.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Tinker
You might die at any time.



Sweetheart
When you die, 1 player is drunk from now on.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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

MINION



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



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



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



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Feel the Way I Want — by George

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poisoner
6. Witch
7. Pukka
8. Huntsman
9. Damsel
10. Empath
11. Noble
12. Balloonist
13. Nightwatchman
14. General
15. Dawn

FABLED, JINXES & LORIC

Summoner & Hatter

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Summoner & Pukka

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Deviant

If you were funny today, you cannot die by exile.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Monk
5. Witch
6. Imp
7. Pukka
8. Fang Gu
9. Acrobat
10. Sweetheart
11. Huntsman
12. Damsel
13. Farmer
14. Tinker
15. Empath
16. Oracle
17. Balloonist
18. Nightwatchman
19. General
20. 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

Feel the Way I Want — by George

1. **Dusk**
   Start the Night Phase.
2. **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. **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.  **Philosopher**
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5.  **Poisoner**
   The Poisoner points to a player. That player is poisoned.
6.  **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
7.  **Pukka**
   The Pukka points to a player. That player is poisoned.
8.  **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.
9.  **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10.  **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11.  **Noble**
    Point to 3 players including one evil player, in no particular order.
12.  **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.
13.  **Nightwatchman**
    The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
14.  **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

Feel the Way I Want — by George

1. **Dusk**
   Start the Night Phase.
2. 
   Philosopher
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3. 
   Poisoner
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4. 
   Monk
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
5. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6. 
   Imp
   The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
7. 
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8. 
   Fang Gu
   The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
9. 
   Acrobat
   If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10. 
    Sweetheart
    Choose a player that is drunk.
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. 
    Farmer
    If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
14. 
    Tinker
    The Tinker might die.
15. 
    Empath
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
16. 
    Oracle
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
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. 
    Nightwatchman
    The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
19. 
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
20. **Dawn**
    Wait for a few seconds. End the Night Phase.