

# CLOCKWORK CYBORG

by vaticidalprophet

TOWNSFOLK



## 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.



## General

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



## Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



## 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.



## Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



## Town Crier

Each night\*, you learn if a Minion nominated today.



## Oracle

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



## 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.



## Amnesiac

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



## Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDERS



## Recluse

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



## Plague Doctor

When you die, the Storyteller gains a Minion ability.



## Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



## Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



## Damsel

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



## Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS



## Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



## Scarlet Woman

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



## Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMONS



## Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

\* Not the first night

# CLOCKWORK CYBORG

Fabled & Loric



FIRST NIGHT

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



OTHER NIGHTS