



Welcome to the RNGesus Doc! This is where you two will plan your goal to spread the will of RNGesus throughout the players. It's also where I'll clear up some confusion.

1. TheIrishMan picked RNGesus, and Nodlied picked RNG. It was too tricky to differentiate between the two while maintaining individuality, so I went with two hands of RNGesus.
2. Positive and negative RNG: positive is simply the higher end of the RNG spectrum (>50%), and negative RNG is the lower end of the RNG spectrum (<50%).

That's it. Pick your color and start scheming!

Nodlied, the left hand of RNGesus, spreads good luck.

And so it shall be! Let us spread the joy and misery to further the destinies as they should be. Left and right, good and bad, we will be the judge, jury, and if necessary, executioner! Also, you better use white text on a red background. :v

Sure, matches the garb anyway.

Since we're together I imagine our win conditions don't apply towards each other.

Correct.

:v Let's do this.

So where do I change my theme at? Nvm, found it.

Day one. Time to vote Voe. :v

I'll hold off agreeing with you for now in public :b So, mind sharing the exact details of your ability, so we can try and plan better?

I actually wonder what would happen if we'd play as individually as possible. :v The less we know about each other the less likely it is for one of us to either slip or become too agreeable? Well, maybe. But beyond the standard "increase RNG" night action I have, I can also kill those who refuse to be blessed. Oh, and I'm unable to die during the day. JEOD, does that also mean that I can't die by being lynched?

You can be lynched. I differentiate between "lynched" and "can't die during the day" i.e. gunshots etc. Sorry for the misunderstanding. Meh, it's ok. :v I myself had to update a lot of things in my game.

Alternatively, we can just convince ourselves that we're a town masonry and somehow put up a convincing story that we're town because we're convinced ourselves. :v

It sounds like we have the same abilities. I was thinking maybe we could pretend to be neutral. Mainly because the Jeod's words of "Pick a God and pray," While I already have my avatar as Helioid, The God of the Sun.

Meh, we'll do whatever'll be the best at any given time. Also, I'm waiting for people to call me out on sharing the same flag as Thelrishman. :v Also, praise the sun.

You a fan of Dark Souls?

I couldn't really care less about that game. :v

Ah, "Praise the Sun!" is a common phrase from that game.

Didn't know that. Just heard it many times around the internet together with the Deus Vult. :v

Yeah, the phrase has generally become a meme-esque sort of thing from the game.

By the way, I think that it is a given that you should deliver some bad RNG to Fraydo on N1. :v I'll meddle with Retaliation. Extra hilarity if Retal ends up being Horthy again.

Retaliation never joined this game. Well balls, I thought he did.

Btw, I'm okay with us trying to be mostly separate as long as we make sure to have different targets. It doesn't particularly matter whether we try to team up or not since we're not killing people like scum...for the most part.

@Jeod does the RNG also affect nightkills?

No, night kills are baseline abilities and aren't affected by RNG, and as such not adding RNG to them won't bar you from achieving your goals. The only things affected by RNG are abilities specific to a player's character (i.e. 'just for this game').

Right.

A shame, I was hoping it'd affect the player who tried to nightkill, provided I gave him RNG. Oh well.

I dislike your stupid highlights. :v Anyway, you guys tend to pick powerful roles, especially town roles. Not only does it make sense to keep RNG from affecting basic abilities, it's also better for balance.

Awww. I was hoping either one of us just so happened to influence the RNG in such a way that we'd get killed as a result of it. That would have been the ultimate laugh. Also, deal with our stupid highlights. :v

Meh, I just followed along with Nod's lead. It don't make no nevermind to me. Trying to keep an eye on this while playing Fortnite, btw.

Just a heads up, I think I'm going to try my best to be town aligned. Though it may get me killed by scum.

HUEHUEHUEHUEHUEHUE. Voe shot me. :v AHAHAHAHAHAHA. Fuck you Voe!

Voe doesn't realize that him having a gun means certain players will be bulletproof. Just because it's him and we all know him well. :v

So, fun stuff. I'm debating on how to defend you without trying too hard.

Yep. :v I personally don't care how this day will go, but seeing Voe's disappointment is enough for me to claim victory in this game. Also, you don't really need to defend me, you've already given the necessary information about your previous role. I think that I can manage, even on my own. Verti's post feels rather suspicious though. He likes to buddy up with people to gain their trust and only comes up with the "must be OP non-town" argument instead of bringing them all up. So perhaps once the jokephase is over we or I should take the fight to him.

Jokephase? You seem to be under the assumption that you can change your votes in this game. :v Just kidding, but that's a neat concept. I think I'll do my next game with that mechanic. Maybe have a role or two that can force a player to place a vote, too. Next-level mafia game right there. < Kane could force a vote by another player. :v

I'm just terrible in the jokephase. And Jeod, funny :b I'm going to try and target the scummiest player since giving scum RNG will both be funny and helpful towards us, i.e. help prevent our deaths. Although it won't change nightkill, it will help stop whatever powers scum have, like roleblock or whatever.

Speaking of helping you. I know it's against the rules to PM-test, but I better tell you anyway. All players who are not you two did receive a notice on their actions. At the end of each action description, they are told either "This action can be altered" or "This action cannot be altered". Same with roleblocking. I'm surprised nobody's mentioned it yet, but I bet someone will once they find out RNG has been added to an action.

Well...that's intriguing. I hope scum have some unalterable actions, that way I can kill them >:D I'll have a strong defense at that point as well.

No spoilers there.
Okay, Riversong.

Hmm, interesting. Although this can be used to our advantage as well. Especially for me. As I hand out positive RNG. :v

You're essentially a limited mafia team. Even if one of you dies, as long as the other one is victorious, you'll both win.

I think they'll very quickly realize that there are two people who hand out RNG as long as 2 people report it. I'm not sure if there's anyway we could use it to our advantage though since one will be positive and the other negative.

There are multiple ways we can use that information to our advantage. But that will have to be discussed once or if (probably once) we get there.

You have 11 players you need to target, and with two actions a night, you guys need 5.5 nights so far to win. That doesn't include deaths, which cross a player off your list (you don't need to target dead players), so with each passing night you have a better chance of winning. Assuming you play your cards right.

Well I think I like this game the most so far, since I get to talk :b 3.5 days is the fastest we could win if we chose everyone different from who gets killed and lynched.

Ah, but don't forget: if you find a player who can't be RNGd, you have to kill them eventually. That takes away a night you could be using to RNG another player. One of you will have to make a kill and the other will have to RNG a player. It'll take longer. This assumes you're both alive as well. So plan accordingly. It can get tricky very, very easily.

Well, good luck to us. This seems like a decent challenge. Wonder how much easier it would've been to convert people to the church of RNGesus....except FRAYDO, he has to die. RNGesus does not favor him.

No need for Fraydo to die. Influencing him will be good enough. We should only kill if it is absolutely necessary. The longer we have to influence people, the higher our chances to win. However, we should be wary that people will be trying to either lynch or nightkill us for whatever reasons they might have.

I wasn't actually serious about killing FRAYDO, just a joke since he has such bad luck xD But yeah, definitely true. I think if we can't alter someone's abilities, we should wait to kill them unless we're fairly certain they're scum.

Going to start building up my "proof" for a roleclaim later on. Can't start digging in too quickly. :v

That's a good idea, I'm tempted to as well, but idk if I should completely lie about it, or tell lotsa half-truths. Btw, how does positive RNG work? I mean, if you give them RNG at all, it'll technically be negative since it'll include a chance of failure that wasn't previously there.

Now you see why RNGesus is a false god. I explained the mechanic on the first page of this doc.

Hell if I know how it works. We'll find out once people are influenced by it. As for your digging in, I don't know if you should. People like Cat5 will be able to connect the two dots.

What are your thoughts on scum right now? Personally, I think one is an active player while another is an inactive player. I'm leaning towards Chopbam, don't know about the other though.

You need to get in there to defend yourself. Things are leaning against you and I don't think I can defend you well, nor do I think it'd be wise for me to do so.

There, happy? :v I'll be gone for about 12 hours though. So I'll be back in time.

If you want to go with the concept background. Maybe Fortune or Luck? Your ability could have multiple end results with adding RNG to their abilities being one of the negative ones.

I'll go with good luck whenever I need to.

Fortuna/Tyche?

Nah, I'll just go with actual RNG. :v


Damn you Verti and your stupid arguments that hold no value. He can't even read. I didn't "phase out", the bullet simply "phased through" me.

It's an easily missable resolution, since it's a single line blended in with a CVC in the middle of a bunch of other posts. :v

Bloody hell. If these silly arguments manage to lynch me for all the wrong reasons I'm going to blame Thelrishman for accidentally spilling his RNG onto me. :v

Honestly, I see multiple decent avenues to pursue in deflecting the lynch off of you. However, I'm a GM so I can't participate. :p

Well, I can also see some possibilities, but I'd prefer to wait for a little bit to see if Verti keeps trying to dig deeper so that I can return the fire once more people are online and once we're closer

to hammer.  I can wait.

I can't tell if Verti is being himself or playing to his character, or both sometimes.

Well, Verti has always been a bit aggressive. But he usually goes full tunnel on his "lynch targets" when he's scum whenever they don't want to give an inch or switch to another defensive strategy when they keep using the same right arguments against his aggression. Anyway, dinnertime. I'll be back in an hour. Also, I'm guessing that Verti is God Emperor Trump.

Well, that list took a bit longer than expected. Didn't know as much as I thought I did.

Hey Jeod, will I also be the lucky one in case we have a tie? :v

Oops, seems like Voe spotted your little slips there Irish.

What slip?

I suppose it only makes sense that you have RNG immunity....

Honhonhonhonhon.

Also, it would have made more sense for Irish to be the good luck RNG. You know, luck of the Irish and all that. :v

Jeod, I have an issue. I'm going to get boned if we're going to lynch Irish without me jumping in on it. And I can't vote him due to the "don't buss your allies" rule. Wat do?

Well, does the "don't bus your allies" rule really apply if you voting him results in a tie between him and another player? Because in that case, it's actually saving him. That said, I won't be offering up any advice here. You're in quite the pickle.

Well, it was more about "what if he's on the lynch table 100%" and I don't vote him. I myself made quite the Situation about scum bussing almost a year ago. :v So I'd be really hypocritical if I did it myself without his consent.

1. You two aren't scum, so there is no scum bussing. :v
2. If he already has 100% chance of death, and nothing you do can change that (like sticking with your current vote when there's a chance someone else can change theirs), then it can't be bussing. Bussing is literally saying "hey, vote this guy" to gain town points. Not following the leader to gain town points.

Right now you've got a tie, and unless that changes in the next 9 minutes, Irish is safe.

Oy, new CVC time. :v - Nevermind, you've told me in here. You can bet your ass that people will outvote one or the other, and it'll likely be me or Irish.

Hmm, should I tie myself and Irish and therefore commit to a no-lynch? xD

In the case of you and Irish being tied with no alternatives, RNG will kick in, so no. This is to prevent a recursive loop.

Even better, Irish and I are tied and Kamuix gets lynched anyway. :v

If my latest vote gets me lynched, the better. No matter who gets lynched, it'll be hilarious either way.

Oops, I'm late according to the forum clock. :v

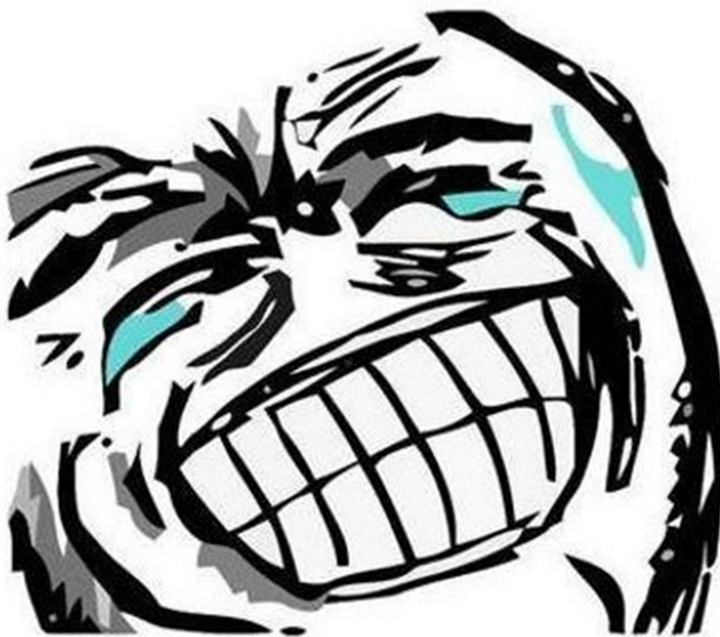
Honhonhon. We killed the monkey. What could the monkey do? Monkey see monkey do?

OY IRISH! Time to start plotting! Whaddoya say you influence Fraydo for shits and giggles and I go after somebody else?



Should I provide Voe with some good RNG for heck of it? :v

Voe: "Uhh, I voted Irishman. It was a tie and not a majority vote."



As if that would have changed anything.

I don't flavortext tiebreakers for you, btw. It still appears as a coinflip, just that the outcome is never you.

Thanks for that! :v It would probably raise the living shit out of Verti's flavour text alarm.

Actually, unless we decide otherwise, I'm just going to bless Voe with some good RNG.

"Good". If all goes through you'll adjust his actions to 75% success rate. On the other end of things, TIM will make actions have a 25% success rate.

Alright, I'm back. Ugh man, gonna vent on the forum with my post, but almost got into an accident. So had 2 bad things almost happen today, but was lucky enough to get by just fine.

Oh man, glad you're alright!

Thanks, it was not fun. I'm gonna reread the posts since I was only able to barely pay attention to people's posts while at the gathering. And I'm all good with fucking with FRAYDO. Um..maybe Cat5 as your target? He seems super happy with whatever his ability is...though it could just be a ploy to kill scum via mine laying, as he's want to do.

Glad to hear you're alright. I think that I'll stick with Voe for now. Cat5 would make a wonderful N2 target. People seem to agree that a potential doctor should go to Voe, so maybe Cat5 will be killed tonight. That is, if he's not scum.

I'm 100% targeting Vert N2 though xD Provided he doesn't die.

Definitely.

Maybe you shouldn't claim to be RNG, just in case I get lynched first. You'd be boxing yourself in with me considering my name as the "Right Hand of RNGesus" would be revealed. Btw, what slips did I have? I don't see how what I said was a slip up.

I too thought that the thing Voe quoted was a slip. Also, I can always claim 'Nodlied's luck'. Voe will spasm out over that.

Anyway, I'll leave for now. Time for bed. I'll see if I can catch up tomorrow, otherwise it'll be on Wednesday at the earliest. Oh the joy of teaching. :v

Nodlied's Luck would be a good one. Have fun teaching!

I still think it's a shame we got ourselves in the crosshairs, even though we're (or at least I am) playing for Town win. We even have the potential to kill off scum. But our abilities hurt both Town and Scum so ~_(ツ)_/~

Well, I was roleblocked. Hit with a flashbang.

Oh, scum was killed. Nice.

Vert is really on your ass thinking you're scum buddies with Orange. Funny that he's half-right since we're like half-scum, but obviously not buddies. Or maybe a quarter right for the wrong reasons.

Question Jeod.

"All players who are not you two did receive a notice on their actions. At the end of each action description, they are told either "This action can be altered" or "This action cannot be altered". Same with roleblocking. I'm surprised nobody's mentioned it yet, but I bet someone will once they find out RNG has been added to an action."

So should we have gotten a notice saying whether our actions can be roleblocked or not as well? And which actions are blockable? Or, more importantly, unblockable, if any.

Lol. I don't give a fuck about Verti. I'll see what I can do once I get home.

The roleblock info is different; players are only notified of their actions cannot be blocked. Saved time on my part.

Alright, I'm back. :v Let's see what's up. Lol, a concept dies. Flavour really isn't giving me a hand now is it? :v

Oh my, isn't this quite the situation I've somehow landed in. Interesting. Hmm, should I got town flavoured or neutral flavoured?

/popcorn

Popcorn comes in salty or sweet flavour, not town or neutral. :v

I'm not about to hand you advice on a silver platter, pal. I'll tell you that Verti's abilities do not remove RNG. No role exists in this game that can undo your work.

I knew that by the virtue of his claim which seems to be a bit out of the world considering our objective. :v Kind of want to go out and lay him out in the open for such a bullshit claim by claiming he's "the bad rng guy". I have a plan for that.

There we go, time for the set-up.

You do realize that no RNG on actions means 100% success rate initially right?

Wut. No I didn't. You told me that "If all goes through you'll adjust his actions to 75% success rate. On the other end of things, TIM will make actions have a 25% success rate."

This clearly implies a base of 50%.

Well, a base for your positive vs negative. But no, all actions without RNG are 100%. You're still bad, just not as bad as Irish.

Hell, even my nightaction impliest that I add a positive amount of RNG, indicating that there is a base. This means I actually nerf people by attempting to buff them. Wut. What's then even the point of "adding possitive RNG" to the entire thing?

We all hate rng bro.

More that I hate it being implied that there is a basis of 50%. :v Again, how is my ability helping somebody when they'd be better of not being targeted? Because that's literally what my ability implies.

You two are two sides of a coin nobody wants.

Then don't try to make it seem as if my action is helping people. :v

Pretty sure I clarified at the start of this doc. Also, they're explaining the concept to you pretty well. Also, I have a history of leaving out as much rng as I can.

Well, it looks more as an additional clarification as to how our actions work against one another's abilities as if we could boost and nerf people by simply changing their chances.

I did provide that clarification. Each player starts with 0 rng (or existing rng) in their actions. You, as the positive aspect of rngesus, add rng to actions to the point of 75% (the higher end of the spectrum), as opposed to Irish, who adds rng to actions to the point of 25% (the lower end of the spectrum). If every player began with a base of 50% rng, then your goal of adding rng to each player would be null and void.

From what I understood it was our job to influence them all. Considering that I didn't know about the 0 RNG actions (save for the unalterable ones) and the fact that you said that we'd change it to 75% and 25% respectively, I'd honestly thought that "adding RNG" meant that we added additional RNG in our own respective manners. Therefore, 50% for all alterable actions is what makes the most sense.

The keyword here should be "convertible", as opposed to "influenced".

"##RNG <player> - Visit a player and attempt to add positive RNG to their actions. You will be notified how many total actions a player has (but not differentiating between Day or Night), and how many of those actions were convertible. If you could not convert all actions, the player becomes eligible to kill."

Convertible can also mean to being able to change it. :v Don't challenge me on the finer workings of words.

I do not presume to challenge you, good sir. I am simply an American, and as well all know, Americans have the absolute best form of the English language. :v

Oh you. :v



We all know that RP English is the best. :v Then again, in uni, both GA (General American) and RP (Received Pronunciation) are accepted as ultimate forms for exams.

Welp, it might seem that Verti is the only guy to only stick up for me with the evidence of a base of RNG. xD

Well, neutral time here we go. Can't see another way out. :v And it all started with that bloody tunnel on the action result flavour of Voe shooting me. Can't believe I'm going to be / was going to be eliminated because of a trap I had set myself. xD

Should I somehow survive the day and get murdered by scum tonight because of my perceived abilities and devotion to town I'm going to have the last laugh. They're in bad luck as they'd have killed an actual hostile party that would have been beneficial to them. :v Fuck you scum!

Time for bargaining.

So, Mojo shouldn't be able to affect us with RNG, right? I feel like we'd be RNG immune.

According to him, I'll get my actions back. Also, according to Jeod, we're immune to RNG. :v (Then again, I got a different interpretation on his words earlier as well, so anything is possible.)

Idk if I should ride the train towards you being TP or Scum with Isaac or not. It'd explain the save, while pushing you under the bus >.>

Do what is necessary should you have not other choice. I'm going to ask for at least additional life time until the end of the day and suggest people will focus on who said what during the past two days to find if there are people who did not truly contribute as much.

I'm still catching up, maybe I can think of another way out of this for you. I think your best bet would be neutral with adding or decreasing RNG.

Clarification: You have only been roleblocked for the day. Your actions were never "stolen", and you still have them all. < Figured, but I'm taking everything with a more careful mindset after the cockup today. :v

Somewhat way ahead of you. :v

If you see reason to vote me in case of an almost tie (with me not being up for the lynch) feel free to vote me to ensure a tie for shits and giggles. If it backfires, then welp, too bad. But hilarious nonetheless. :v That is, if my RNG immunity hasn't gone awol with the block as it technically isn't in my passive abilities. :v

Sure, I'll tie it up if need be. I'm almost caught up with the thread now. Damn, what a clusterfuck with the 75% thing. I actually thought it was 100% base as well, since Jeod went about the whole "RNGesus is a false god."

Meh, I'll blame my education for that. :v The study of language can cause some confusion at times. (And I'm right in what I say! :D)

Anyway, all necessary info on what I'll be doing tomorrow will be in the thread. Hopefully, see you then.

Alright, see ya man.

Question, Jeod. If someone claimed that their ability was unalterable, would I be able to kill them before scouting them out with my ##RNG? And then, just have the action fail if it turns out to be untrue?

Unfortunately not, you still need to scout them first. But, this does help you prioritize.

True, but this does make things a bit tougher for me. Ugh, I hope Nod is able to make it, otherwise it'd be rather obvious if negative RNG started to happen after he died. I was also blocked N1, which, if it was done by town, might easily put me in the crosshairs. And as of right now, I don't think I'm good enough at the game to come up with an entire set of bullshit, unconfirmable abilities.

I'm trying my best to push the lynch towards Isaac and Vert (although I actually do think one of them is scum).

I'm debating whether my cover should be Iroas - God of Victory, Heliod - God of the Sun, Xenagos - God of Revels, Sheogorath (Daedric God of Chaos), or another god altogether.

Oh, looks like it was a success. Even managed to sway the stubborn Vert's opinion >:D You may live yet.

Oh wow, Voe shot me.



HE MISSED. xD Fuck you Voe! This is the second time your attempt to kill me fails! :D

I don't even care about our victory condition anymore. I've already scored two wins in my book. Also, may I suggest you not trying to influence anyone. Perhaps we should base our influence game on the endgame and maybe be done with it in one single strike.

I've basically confirmed Alstar as a night roleblocker. But he'd be really confused if RNG still affected someone after roleblocking you xD Though it might just make it easier to pin us as the RNG team.

Yeah, I noticed.

I think you should ask if there's anyone you should target, so you can follow the public opinion, that way you can continue using your ability. I'll put mine on hold I guess...though I really want to use it on Vert xD

Meh, fuck that for a while. Although I wonder if Mojoman influencing somebody will add up to our victory condition, as that would be rather... "funny".

Pretty sure it should since it counts as converting their abilities towards RNG. BTW Jeod, I'm content with my role as well. (Yes, I know technically he's not giving a thumbs up).



Despite my constant bitching, I'm content as well.

Only thing I would've changed would be day bulletproof for one of us with night bulletproof for the other, to add to the polarity between our roles.

Well, I'm up for the lynch again. :v Maybe something will happen during the final moments of the day, but who knows?

Welp, in the lead by two points now. Try to stay low for as long as necessary with your actions. :v

I think I'll just go with no action tonight and act next night.

Btw, prepare for people to hunt for the "right hand of the RNGesus" because I will flip left hand

Looking forward to it xD Also, can Cat5's RNG ability target me? Since he claims it to be random, I'd figure I wouldn't get screwed over by it. Wish you'd get saved by Cat5, too bad though

There we go, done in by an unrelated flavour text for scum to start the ride on and the misconceptions of my ability.

Cya in the afterlife lad! Let it be known that I never lied about anything other than my alignment and the lie that I designed the BP myself.

Although "Good Luck" was technically a lie too :b Have a good one.

Here I go again on my own.

I wonder if Cat5 can pick up history from dead characters. That way he'll be able to figure out why Orange died .

What in the holy fuck? You're still alive!!!! Cat5 saved your ass. You truly embody RNgesus, I'm so proud.

AHAHAHAHAHAHAHAHAHA. Now, remember that my passives are disabled, I may just yet die if Jeod decides to not be generous and consider my immunity to be a passive.

Oh I fucking hope and pray that Jeod doesn't consider it a passive.

I did have to roll for this one since you were roleblocked, but you won the tie. You get to live another day. Now let me make the night post. :v

Guess I'm truly lucky. :v

Aw, fuck yes. FRAYDO would kill you for this kind of luck. You lived with only a 25% of doing so along with only a 50% chance to not get lynched. In addition to having to sway Cat5 to save you in the first place (which I think my post might've helped). Man, damned good luck.

To be fair, I'm fairly lucky with a lot of things IRL, so it doesn't surprise me. V:

Alright, question is, do we use our abilities now? Or rather, you use yours since it wouldn't be wise for me to use mine after admitting to being roleblocked previously. Unless you claim having 2 abilities >.>

We'll discuss this closer to the day start. I really have to go to bed. As I need to get up again in less than 6 hours and my workday today was already more than 12 hours long. :v (Still, best job in the world, wouldn't have any other.)

Anyway, with all the shit that has been going on so far and with my super favourable rng(fits the role and me IRL!) I'm going to call a victory even if we lose.

I really can't discuss this later. I'll probably be done with work about an hour before hammer with only a half hour or so to send in actions (which would be too late I think since I'm supposed to send them an hour before). Agreed on the Victory part though. I think I'll just hold off on my actions or target Vert so that I can claim trying to help or have you claim trying to help.

If anyone should do it, it'll have to be me. Because having two RNgesus guys in here will make them more suspicious of a TP team. So I'll decide it before day time. Good night! Be blessed and praise the RNgesus! :D

Oh, I meant that I move to RNG Vert while you claim that it was you who did it. That way we lower his chances down to 25% instead of 75% to do whatever he plans to do, but I guess I'll just leave it to you. Goodnight and sleep well!

Wait...I just realized something while creating my table. Mojo has the ability to kill as well, but he said he only gets to steal one random ability. So to give Jeod a question to answer, do the RNG and Kill abilities count as two or one?

Two separate abilities. So, if Mojo finds a player who could not be converted, then you will be notified and able to kill them. However, if he just uses the ability normally and converts to RNG, you won't know who he picked.

Oh, well hopefully he targets someone who can't be converted (other than us). If so, then we'll know who's left for us to target and win quicker.

Heads up, if you ever do get lynched before me, I'm pinning KY as the TP buddy. He's the only one that's constantly defended you and has voted in the correct way :b

<u>Players</u>	<u>Character</u>	<u>Role</u>	<u>Current Active Abilities</u>	<u>Passive Abilities</u>	<u>N1</u>	<u>Town/Scum/TP/N %</u>
Isaac The Madd	Spades Slick	Unknown	Unknown	Unknown	Unknown	0/100/0/0
Kamuixmod	Monkey	Unknown	Unknown	Unknown	Unknown	100/0/0/0
OrangeP47	Capitalism	Unknown	Unknown	Unknown	Unknown	0/100/0/0
Category 5 (A)	Lawyer	Tracker	1. Night – View past: Gather random past action history. 2. Day – Double Vote: Vote can count twice	Unknown	“Nothing” Claims a third person visited	95/0/0/5
TheIrishman	A God of the Theros	Unknown	2	1	Target: Fraydo Blocked	Null
FRAYDO	Unknown	Unknown	1	1	Unknown	50/25/15/10

Mojoman	Lich King	Roleblocker/Stealer	Night – Boost RNG: Grant positive RNG to a player’s abilities. If unable to grant RNG, You may kill them. (unsure if this is a one or two night process). Unknown if anymore	Unknown	Unknown	35/35/5/25
Killing_You (U)	Superhero/villian	Unknown	Night: 2	“Day: Bulletproof”	Visited Voe	50/10/25/15
Verti60	Unknown	Unknown	1. Night: claimed to amplify other abilities 2. Day: Claimed to turn a person’s posts into memes	“Night: Bulletproof”	“Self”	35/65/0/0
Nodlied	“Good Luck”	Modifier	Night – Boost RNG: Grant positive RNG to a player’s abilities. If unable to grant RNG, You may kill them. (unsure if this is a one or two night process). Unknown if anymore	Day: Bulletproof	Targeted Voe with Boost RNG	0/5/45/55

Voe (Converted)	Unknown	Mason and Day Vig	1. 75% Masonry 2. Gun – “2 shots, 75% to hit, 0 shots left”	None	Targeted Cat5 with Masonry	70/5/10/5
Alstar (U)	Unknown	Unknown	At least 1 night action. I’m pretty sure it’s roleblock	Unknown	Targeted TheIrishman I assume	40/35/10/15
Chopbam (A)	Zelda Related	Unknown	At least 1	Unknown	Visited Cat5	50/35/10/5

7 targets left to convert/kill.

The (A) means that we can alter their chances while the (U) means that they’re unalterable and we’ll have to kill them if need be.

Oh damn. Cat5 is asking for you to mess with Vert. I was going to not do anything...but this is tempting.

Since Alstar claims to be unalterable, he’d be our best bet to try to get lynched next (convenient since he also has roleblock) I prefer to keep Mojoman in here since he has your ability. Also I think Alstar is our most likely scum suspect (my percentages aren’t accurate since we’re both TP).

Recommended targets in order.

- 1. Convert Vert, Lynch Alstar, Convert Chopbam, Convert Cat5, Lynch KY, Convert FRAYDO, Convert Mojo. Win. And this is assuming Mojo doesn’t target any of them for us.**
- 2. This the more likely one. Convert Vert, Lynch Alstar, Convert Chopbam, Convert Cat5, You get Lynched, Convert FRAYDO, KY gets Lynched, convert Mojo. Win.**
- 3. is a bit more risky. Convert Vert, Convert Chopbam, Lynch Alstar, Convert FRAYDO, Convert KY. You get Lynched. No more conversions needed. KY gets Lynched.**

I’m holding off on doing anything right now, but on the off chance that I can send an action in time, go ahead and give me your feedback.

So does the night post limit only count if you’re making serious posts? Since including jokes, Vert is as 3 night posts.

I’ll count them closer to hammer time. Jokes and “happy birthday”, and other off-topic posts won’t count.

I might do it. I'll think about it over dinner and the start of the night. Maybe I should just do it for shits and giggles. And if Verti does end up being scum, we might just as well concede as the chances for us to win will be seriously below what we might be able to raise it to. But then again, that will all be worth it in case I'm right and we get to ride the glory of pranks, jokes and seriously good RNG. :v

Nah, not going to nag Verti. I fear that, if he isn't scum, he might very well be the "flamethrower" role that we suspect is a thing. Several reasons for this, Verti came out with a "WE HAVE A BUSSER ROLE", which could be used to hide his own role. More interesting so as nobody claimed to have potentially done anything to Orange on N1. Secondly, Orange killing Verti could have been a simple act of "the lulz" for several reasons, including his "relations" with Verti last game.

That said though, we might have somebody else who might be a possible flame tower and who tries to hide himself to lure in more potential baddies.

Btw, happy birthday Jeod. :v

Alright, I made it. And Happy Birthday, Jeod!

Thanks you two. I'm ready to get this day started! Just missing your PM, Irish.

I...guess I'm going with no action? I'll just lie and say I didn't do anything because I wasn't able to get on in time. Which is almost true anyway. Though, Nod, you there? If so, have any thoughts on other potential targets? Guess it'll timeout before he can respond. Actually...I think I'll ##RNG Nod

That won't do anything to Nod, but it'll show you visited him to any trackers/watchers etc.

But that's better than doing nothing which is even more suspicious, right? Doubt they'd believe the missing the time for doing the last action. Mostly because they could see that I'm on right now. "They" being Vert.

Sorry about that, I was watching videos. :v

It's okay. So yeah, RNGing you so that I'm not suspiciously silent. Especially for next night when I'll most likely use the ability. Btw, stupid question, but any ability that targets a player counts as visiting them, right? Even if it's like super long range?

Now I just have to think of an ability that's appropriate. Maybe lie and say I roleblock? Protections might not be the best to lie about.

Well, depending on what you want to claim, you could wish to claim you visited me whenever necessary.

I'm not entirely sure what there is all to claim. I should reread all the Theros Gods so I can find an appropriate ability.

Well, you do you. :v

Nodlied is now dead and therefore, this doc will be closed.

Doc opened per request by Irishman. Nodlied, stay out. :P

Well well well. I now regret choosing Nodlied as my target. Wish I went for someone other than Vert as well. Interesting that Vert turned out to be Jeod though xD But I feel like that he should be unkillable then as well. Also odd that he claimed night bulletproof but died anyway.

Time to pin everything on KY for being TP (which there's so much "evidence" that it's pretty easy).

And to out Alstar for the scum he is!

Jeod, am I able to Kill KY and RNG someone else at the same time?

Nope.

Well...this game is getting harder and harder to win xD At least Mojo is somewhat able to help.

It looks like I'll be better off claiming to be Thassa, God of the Sea. If I go Iroas, he may seem too offensive of a god. Especially when I'm not claiming to have killed Nodlied >.> Anyway, knowledge is power, so that should work.

Thassa, God of the Sea

Scry: Visit a player and check either their name or true alignment. Choice is random. If scryed twice, the opposite information is shown, e.g. scryed their name the first time, the alignment will be shown next.

Clearing Wave: Visit a player and block all attempts from others to stop the player.

Indestructable: You cannot die during the night.

So my first ability is Scry. I get to see either a player's name or their alignment. Second ability is Clearing Wave, I get to choose one player and they cannot be roleblocked during the night. Night passive is Indestructable, which is bulletproof.

Huh, rather convenient that I barely have to try and defend myself, Cat5 is doing all the work for me.

I might really be able to push the lynch onto KY hahaha xD Sorry KY, no hard feelings. I'm going to try and lynch Cat5 next if I can, so don't feel too bad. Maybe Mojoman first though.

Well, that sucks. Just found out FRAYDO roleblocks any player who visits him. Guess it's impossible for me to win at this point. How fitting for FRAYDO to have a role that makes it so he cannot be RNG'd. GG FRAYDO, you finally beat RNG.

Question Jeod, if a game becomes unwinnable, does it automatically end? For example, if Alstar flips scum and I'm the only TP left, will it be over since I cannot convert FRAYDO and he cannot be killed during the night? If that's the case, FRAYDO's character is OP af >.>

Pretty sure I didn't make any town immune to night kills. If you mean the pricking thing, kills will go through it.

Oh, that information is appreciated. Huh...guess that means Cat5 could be lying about his flametower ability.

Looks like I just assumed that he was a Flamethrower, my bad. This is a CYOR game and it's not good to have rigid thinking when it comes to character abilities.

You need to be careful with your thinking there. Just because I didn't make any town immune to night kills doesn't mean all town can be killed at night each night. You could have RNG in there, for instance.

Appreciate the tip, Jeod. Get well soon, man!

I actually feel kinda bad for lynching Alstar. I realized that it was impossible for him to be scum about halfway through because KY got sent Alstar's PM on accident. If the PM had anything in regards to a player being killed, KY would've known as well. I was going to mention it, but this information could be used to my advantage to lynch KY later. I now suspect KY more so as TP (if there are any others). But for scum (if there are any) Mojo and Voe are the only ones left.

First time I've deviated from Town goals, smh

Options to RNG:

Mojoman - Will draw suspicion onto him, in case people think he's lying.

Cat5 - Will draw suspicion onto him, in case people think he's lying, and to Mojoman.

Chopbam - Will be believed, proving the existence of an RNGesus left in the game and draw suspicion to Mojoman.

FRAYDO - Will be believed, proving the existence of an RNGesus left in the game and draw suspicion to Mojoman. .

Killing_You - Will kill KY, removing a possible scapegoat and lowering the suspect pool, drawing attention to Mojoman, but also putting myself closer to the forefront of suspicion. Not worth it.

Voe - Will only lower his RNG to 25%. Pointless as he's already been converted. Not worth it.

Plan: Target Cat5, draw suspicion towards him and Mojoman, get Mojo lynched. Target Chopbam, draw suspicion towards KY, get him lynched. Target FRAYDO. Win game. Plan is subject to change considering there's still someone who can nightkill. Opposite order between Mojo and KY is still acceptable.

Meh, not a perfect plan, but it's the best I got for now.

It's a shame that KY died, he really would've been a good scapegoat.

Hmm...change in plans. I was going to take a gamble and backtrack while saying I Scryed Cat5 N2, since I had a pretty good guess of who he was the moment he mentioned his ability (well, more like when I googled it and found a game that he mentioned playing months before), provided he was telling the truth (let's hope he was, with only one ability it should be who I think it is). Then just lie about targeting Chopbam, so that suspicion would still be drawn onto Cat5. But now I was tracked by Chopbam, so I can't lie about my N3 action. :\\ I thought I was really clever for a moment. Oh well, guess I have to clear Cat5 as a suspect...

Alright, gambling with fate here. If I'm ever wrong on my guesses regarding alignment or character's now, I'll be outed. *fingers crossed*

Outline #1 get Mojo lynched, convert Chopbam, claim to investigate Voe, call him out as scum, Lynch Voe, convert FRAYDO, Ideally, win.

Outline #1.4 get Mojo lynched, claim to be able to RB Mojo if it fails, convert Mojo, Lynch Mojo, convert Chopbam, claim to investigate Voe, call him out as scum, convert FRAYDO, Win.

Outline #1.8 get Voe lynched, convert Chopbam, claim to investigate Mojo, call him out as TP, Lynch Mojo...

Personally I prefer the above plans even though they take longer and aren't guaranteed in case FRAYDO can RB every night and is made aware that he RB'd someone. Just because I still consider myself half town and want to kill all scum or other TP.

Evil Outline #1 Get Mojo lynched, convert FRAYDO, claim to investigate Chopbam, call him out as scum, get Chopbam lynched. If conversion with FRAYDO failed, Kill FRAYDO.

Hopefully FRAYDO isn't notified of people visiting him >.>

Woot, guessed it successfully. Would've been quite embarrassing to get it wrong...and would've been lynched xD I really hope Cat5 is Town, otherwise I think I might've helped him secure a win as scum.

So far I feel like I've been doing pretty good so far, 0 slips so far (fuck you, Voe, that wasn't a slip). I think working for Town goals helps prevent a shift in perspective.

2/5 Converted so far. If I'm lucky enough to have Voe shoot FRAYDO, I'll win shortly.

Hahaha, Chopbam is soooo close but so far. I really appreciate the compliment though, I agree, it is rather clever. And for future reference, I targeted you, Cat5, before you mentioned the quantum cop stuff, so I didn't "buy" it :b

Huh, not going the way I expected at all. I mean, I'm fine with Cat5 getting lynched, but it makes it all the more likely scum will win (unless Cat5 is scum).

Oh, they're catching on xD

I'm so glad that I guessed Cat5's name correctly right now. A shame that I might bring him down on accident to "prove" that I'm Town.

Hey, Jeod, do I have to ##RNG Voe again to give RNG to his new ability? Or is he already considered converted?

Already converted.

Oh my motherfucking fuck. Wow. FRAYDO, man, I can't help but believe I played a part in that. I'm pretty sure RNG'd abilities can still work against me, but I'd like to think they don't, which would've increased your odds of dying in practical statistics by 5% :b

But thank you Voe and Chopbam, without your combined efforts, or lack thereof, I'm not sure I could win this. FRAYDO's passive made me think I'd have to target him twice to kill him, which would've thrown a wrench into my plans. So thank you very much!

Also FRAYDO, you had only a 3.75% chance to get shot. If I truly can't be RNG killed, you had a 4.69% chance to get shot. May RNGesus be with you *sends prayers your way*

So now there's only Chopbam and Mojoman left to convert.

If Voe doesn't flip scum

Only suspects left:

Cat5 and Mojo

I wonder if I really did save Cat5 from being lynched as scum >.>

Also, I hope I don't die tonight. Maybe they won't believe my indestructable claim.

On the plus side, if Cat5 is scum, he certainly won't kill me since I'll flip as TP and he'd know it.

Ooooh, Cat5 putting me together with Nodlied, that took awhile, but can't blame him. I didn't really go out of my way to protect Nodlied.

You know, I rather enjoy being TP. Although I've been playing with Town goals in mind, it's nice to not be so concerned about whether Scum or Town win. Wish Nodlied would've lived longer though, it's not as much fun to do all this planning and lying alone.

So if Voe isn't Scum, most likely team comps for D5 would be:

Me, Mojoman, and Cat5 - Definitely the preferred result. It'd be far easier to convince Cat5 that Mojoman is scum and lynch him. Also, I plan to RNG Mojo tonight because I think this is the more likely outcome. Even if I do get lynched, I'll still win.

Me, Chopbam, and Cat5 - Definitely not the preferred result, I think Cat5 would suspect me more than Chopbam and if Chopbam is scum, I think he'll be able to bullshit better than me to get me lynched. If Cat5 is Scum, he knows I lied about his alignment result, so he "should" team up with me and lynch Chopbam. Overall, 75% chance to win.

If Voe does flip scum, I'm probably fucked, woohoo! I'll probably target Mojoman either way, if I can get him lynched (whether it goes through or not), I'll target Chopbam after and win.