

Long game #?: Den of Thieves

Basics

- It's for a Long Game
- Rollover would happen at 10:00 pm MDT
- 48 hour days and 24 hour nights
- If you don't post for 2 cycles, you will be replaced, unless you give a warning beforehand via PM.
- PMs are allowed if an action is used to create it. The PM would not be able to be used the next cycle
- No one is going to know if it was a elim who killed someone, or if someone with the ability to kill someone killed someone
- There is a Exe vote every day cycle. People vote through GM PMs.
- I will only post the person who was Exed, not the amount of votes, who voted for who, or what people were voted for
- In case of a tie, I will randomize who gets lynched
- Elims get an Elim doc
- If someone dies outside of the Exe, they will be put into a doc that isn't the dead doc for one cycle, and then will move straight to the dead doc, unless a Hemalurgist tries to bring them back.

Factions

Gang Member or **Lawman**

Gang members are the smuggling/murdering/thieving group that has been infiltrated. They intend to wipe out the **Lawmen** so they can continue growing their group's influence. To win, they need to kill off all of the **Lawmen**

Lawmen are, well, lawmen. The **Gang Members** would overpower them easily, so they have to try to get the gang-member numbers down by killing one person a night, Unless one or more of their members has a role that allows them to kill by themselves. To win, they need to have more **Lawmen** than **Gang Members**.

Investiture

Not everyone will have access to investiture. The abilities used will depend on the size of the game, and the amount of Elims.

Metalic Arts

Allomancy

Out of the 16 abilities, 4 can't do anything. They are Gold, Electrum, Aluminum, and Duralanium.

Each allomancer is able to use their ability twice, but if someone uses the paired metal on the same day/night, both actions are negated.

Steel

Can kill someone

Iron

Can protect someone, but not from votes

Pewter

Can protect themselves from being killed, but not from votes

Tin

Can spy on a PM

Zinc

Can change one person's vote

Brass

Can change one person's allomantic/feruchemical action

Copper

Can protect themselves from allomancy

Bronze

Can discover the allomantic/feruchemical/out of world abilities of one person

Aluminum

Can do nothing

Duralanium

Can do nothing

Nicrosil

Can allow someone to do 2 things instead of one

Chromium

Stops someone from taking an action

Gold

Can do nothing

Electrum

Can do nothing

Cadmium

Can stop someone from talking in a PM

Bendalloy

Can allow someone to talk in an extra PM

Feruchemy

Out of the 16, 6 of them are useless. They are Iron, Brass, Copper, Aluminum, Nicrosil, and Cadmium. Each Feruchemist can use their ability once, but they can't be negated in the same way allomancers can.

Steel

Can protect themselves, but not from votes

Iron

Can do nothing

Pewter

Can protect someone else, but not from votes

Tin

Can spy on a PM

Zinc

Can discover one player's alignment

Brass

Can do nothing

Copper

Can do nothing

Bronze

Can avoid getting killed by someone once

Aluminum

Can do nothing

Duralanium

Can discover one person's alignment

Nicrosil

Can do nothing

Chromium

Can avoid getting killed by votes once

Gold

Can come back to life

Electrum

Can change one person's vote

Cadmium

Can do nothing

Bendalloy

Can vote twice.

Hemalurgy

Hemalurgic experimenter

Can kill someone, and then later bring someone back from the dead. That person would have died the previous night, and their faction wouldn't have been revealed. They can't bring someone who was voted off back. If the person they killed had access to investiture, the person

who they brought back would also have that investiture, but wouldn't have any other investiture. Otherwise, they would have no investiture.

Kandra

Kandra automatically show the **Gang Member** alignment when scanned. They also each get a random blessing. The blessing of Awareness acts like A-tin. The blessing of Potency acts like A-Pewter. The blessing of Presence acts like F-Zinc. The blessing of Stability acts like A-Copper. The abilities can be used once a cycle. However, the Kandra can't be brought back by a Hemalurgic experimenter. They can be killed by one though, and the Hemalurgic gets the blessing, which can bring a person back as a Kandra.

Multiple Metallic Arts

There could possibly be Twinborn, Alomancer Hemalurgists, and Feruchemist Hemalurgists. There could also be Kandra Hemalurgists.

Other Cosmere Abilities

Nalathis

Breath

If Someone has Breath, they can't awaken stuff. However, they do have life sense. With life sense, the first time someone tries to kill them outside of the exe, they survive.

Roshar

Soulcasting

If someone has a Soulcasting Fabrial, they kill the first person who attacks them, and survive.