

Info/OoO

Prior Inactivity Strikes: None Matter

Cull Vote: Basically a Vote Kill.

Assasination: A Night Kill

Private Subs: 1 (Wolf Team) Others: ??

Hemospectrum: Players will Receive a Blood Type Which will base on who gets voted out..

People can either be Pro Town or Pro Wolf (Out of Sub Wolfes :eyes:)

Chittr: Discord PM's in a Nutshell [250 Char limit] Can't send messages after sending one for the following phase

Inactivity Strikes: The Basics - No Vote & No Required Action. Non-Specified Actions will not be an Inactivity Strike.

Order of Operations (PEMDAS LMAO): Cull Vote > Assasination Vote (Hidden Rules?? Wait What)

Tie Votes: Ties = Death for all (Unless Target Killed by Assasination)

SHARED INFO: Top 3 Culled Players, The Culled's Affiliation and Name

Win Con: Empire wins if Rebellion Killed, Rebellion wins if they outnumber Empire (or in a 1-1 Last Phase)

Secret Roles: YES (TBA)

Roles

Role Names have no Link to Affiliation (Basically means Pro-Whatever & Non-Specified Players will have Random Affiliation)

Pro-Rebellion (Guaranteed Wolf Team)

- The Empire Culler : Killer Wolf, Chooses who to Assassinate, REQUIRED
- The Backup Culler: Alternate killer Wolf. REQUIRED When Empire Culler
 - {Anyone who is the Empire Culler will Lose their actions for the rest of the game}
- The Chittr Famous: Prevents Someone from Sending Chittrs for the Phase. Target Player will not know this happened. REQUIRED
- The Corpse Burier: Target Player gets "Burried" of their Affiliation, which will not be revealed. Has 3 Uses. Failed Attempts do not count for overall uses. NOT REQUIRED
- The Flippy Flopper: NOT IN WOLF SUBREDDIT. Shown as Empire for the game.
 - If Investigated: will appear as Empire [Until they get added to the subreddit]
 - If Assassinated: Will be added to the Subreddit, where the affiliation is revealed (And now they get their real role when investigated... Huh Nice)

- The Sleazy Lawyer: Targets 2 Players. If Player 1 Submits an action, it gets redirected to Player 2. Cannot target 2 players consecutively. NOT REQUIRED

Pro-Empire (Guaranteed Town Team)

- The Looky Louise: The InBESTigator. Gets to know the role of a person. REQUIRED
 - Plus 1 for those who get the reference
- The Kindly Healer: Doc Mc Stuffins. One Player saved per Phase from Assassination. Cannot choose players consecutively. REQUIRED
 - (dont ask me why i thought about this [seriously i love this show])
- The Weapons Master: Town Assassinator. Kills the person chosen. Has 3 Uses. NOT REQUIRED
 - If they kill 2 Pro-Empire people, they get killed via a Drone (which i control lol)
- The Loving Couple: Soul-Bonded people who do not die together.
 - “So Be the Will of God”
- The Vexing Brother: Will Appear Pro-Rebellion when InBESTigated
 - Basically the first half of the opposite of the Flippy Flopper
- The Sneaky Urchin: Targets a player Each Phase. Player will know they are targeted by the Urchin, but not the name. REQUIRED
 - Basically a Tag Game where you can’t get untagged and the main Tagger(?) gets to tag you and others infinitely

Pro-Whatever (Random Affiliations)

- The Bucket Fucker: Chooses a Partner. Partner gets to know who the Bucket Fucker is. If Bucket Fucker dies, Partner dies with them. If Partner Dies, The Bucker Fucker chooses another Partner. REQUIRED
 - If Partner Available, the REQUIRED is not REQUIRED
- The Hacker Expert: Hacks Chittr. If hacked player sends a Chittr, the Hacker also gets it. REQUIRED
- The Hotdog Holder: Has a Hotdog. When visited by someone, the Hotdog is given to the visitor. When the Hotdog-Holding-Visitor gets Visited, They get the hotdog and So-On. When the Current-Holder dies, the Lead Hotdog Holder gets it back.
 - Mmmm Hotdogs
- The Signal Jammer: Jams the action of the Targeted Player, Rendering it useless.
- The Raging Psycho: When gets Assassinated, takes the Assassinator out too.
- The Simple Person: Just a Random guy walking on the streets while the rebellion is occurring.

Hemospectrum

Blood Determines Voting. Three types: LowBlood, MiddleBlood and HighBlood. More Lowbloods than HighBloods. Elections are private and no one will know when what happens.

Low Bloods

- Rust Blood: Lowest of Low. Only Count if One High Blood or 50% Rust Bloods vote for the same target.
- Bronze Blood: Workers. Only Counts if One High or Middle voted for the target. If Highbloods and Middlebloods dead they can vote as normal
- Gold Blood: Volatile People. Has a 50% Random vote Redirect to someone who also received a vote

Middle Bloods

- Olive Blood: Level-headed and normal. No Debuffs/Bufs. Just a normal vote.
- Jade Blood: Fierce Protectors. If voted for another JadeBlood, vote doesnt count
- Teal Blood: Charismatic and Convincing. Counts 2x

High Bloods

- Blue Blood: Vote Thieves. Normal votes and can Randomly steal votes from ANYONE to match their target
- Indigo Blood: Stronger Than You! Any votes lost is a +1 for Indigo
- Purple Blood: Brothers in all but Blood. If voted **together** for one Target, they overpower the Lead Votee and the Target dies. Doesn't work individually.