



SKRULLDOC

Welcome all Skrulls! You have been selected to infiltrate Earth's defenses and covertly shut them down from the inside. Right now, their numbers are too great, but with some covert operations, perhaps you can soon outnumber and eliminate them.

Starring:

Killing_You as: Stan Lee, the Master of All

Retaliation as: **Bob**

OrangeP47 as: **Director Phil Coulson**

Shade939 as: **Pyotr Rasputin the Colossus!**

Really now? What is this, hard mode :v

Easy mode more like it. :P

Let's try not to attract attention this time :v

Well, I can do this, so... ##harden- For the next day and night phase, you will enter a metal state which will render you bulletproof, immune to active roleblocks, and give you access to the ##crush ability. Two time use. Cannot be used two nights in a row. And I'm assuming I can just copy and paste it over in this case?

I'll let it slide since it's just the skrull doc. I'm not 100% sure what the common etiquette for that is, so I might not allow it in the future. You're fine for now, though.

I generally try to avoid it but I know others do it in the scum doc so it's probably fine.

I'm assuming it's fine for the scum doc, since you aren't trying to *trick* anyone.

At least we're both 100% alignment verified to each other from the start this time :v

What does crush do?

I'm assuming it's probably a day kill?

Daykill. And because you'll be in your metal form, unblockable daykill.

Unfortunately, they can still lynch me though correct? ;P

Correct.

Is that all you can do?

Yep. Plus the standard NK.

I have a day roleblock, and also can do a night action that makes someone unable to talk the next day. Plus, I cannot be roleblocked.

Can't be passively roleblocked, meaning if someone's passive prevents them from being targeted, you'll ignore it. You'd have to be deliberately targeted to be blocked. Shade's the opposite in his metal form; passives can stop him, but targeted attempts to block him will fail.

Guess better not tip anyone off about Project Insight then :v

Well, that's going to be a bit annoying to figure out who has what roleblock on them.

If we play well, we just won't get roleblocked in the first place.

I imagine you will get investigated pretty heavily, we can have me do the naughty nightkill the first round.

Maybe, most of the time you have some indication based on what picture or character someone chooses if they're likely to be mafia or not, but in this case Killing_You actually

managed to remove that from the equation. So good job on really giving us the ability to choose whatever character we wanted for this game regardless of villainy or so on. ;P

Yeah, that might come up if someone plays the “isn’t SHIELD Hydra?” card. Hydra would presumably be anti-skrull too. That’s easier than explaining Coulson was never Hydra.

That was the idea.

DAY 1

Alright guys, the game has officially started. Go get ‘em!

I’m having avatar issues :v

Looks fine to me? My problem is what do I do for my avatar. :v My character is a tank, so I kinda halfway don’t want to reveal how tanky I am in the hopes that someone tries to kill me. But at the same time I’d want to draw attention to myself.

You are an X-Men regular. Could do something with that. :P

If someone guesses Nick Fury :v

But yes, my logo is off center and it’s annoying to try and align it.

Also KY you keep up with Agents of Shield?

Not particularly, and I’m not too bothered with spoilers. I caught a little bit to see how they handled Ghost Rider, and it seems alright. I may check it out more down the line. Just don’t spoil any of the Netflix shows :P

Yeah, season 4 was awesome (season 3 was kinda meh), and season 5 has been pretty solid. Season 1 and 2 where they dealt with Hydra was pretty awesome as well.

The best was when they were in the Framework last 1/3 of season 4, basically the matrix but where they took the chance to make it like Flashpoint. Upon entering everyone had their biggest regret in life “fixed”, and it left us with a timeline in which Hydra won.

And the first correct guess of the game.

Guess I should have just went with the other avatar and not even bothered, heh.

So, how much do you want to bet Dr.Doom has diplomatic immunity? :P

I also have an ability with a “25%” chance to reveal a targets alignment by killing them. ;P Don’t worry, I assure you it’s not just a regular day kill ability and I’m being completely truthful about the 75% chance that you’ll survive with it only revealing your alignment.

By the way, Jeod is very helpful to Scum, so it’s probably beneficial to keep him around a bit. At most, he can probably use his ability multiple times, so we’re looking at a minimum 25% chance that he kills someone for us, with the possibility that he himself is then lynched for killing someone. There’s also the question of how the results of his ability are revealed, and you might be able to counter him by simply *silencing* him.

By the way making certain since I’ve never been Mafia before, but in terms of the NK we can’t combine it with any other night action we have can we?

We can’t combine it with other actions, correct. I’ll be a bit spotty D1, as I’m still technically confined to bed. If all goes well Monday they’ll clear me to actually be up and walking again though.

I don’t think Jeod helps us too much, but if he’s attracting attention to himself, we should avoid going to him N1.

On the other hand, it’s even less suspicious to target Jeod since he is attracting attention to himself, so you’ll have multiple players targeting him also and you can *blend in with the crowd* so to speak.

One very useful thing I will say about Jeod’s ability is the most likely players to volunteer for him to target have day BP. So he is basically doing some role fishing for us. So basically, it’s a safe bet that Sunflower doesn’t have any day BP so I can add her to my hit list. ;P While Category 5 does have some form of day BP, plus iLTS.

Or they just think he’s full of shit.

Pretty certain they wouldn’t assume he’d be lying about them dying though. ;P

It’s Jeod, his meme level is close to yours :p

So, who are you thinking about killing/not killing tonight?

Too early to say. The Jeod drama needs to play out a bit more first. Nobody has really taken Jeod’s bait full on yet.

It’s more like we’re all stuck waiting on Jeod to respond to our question before we do anything, and if we’re wrong we don’t want him to Day Kill us out of spite. ;P

You should push him harder, just for old times sake ;)

I don't want to die... and if anyone ask I'll bring up how well this worked out for me last game when I pointed this out...

Could you imagine if we built you up to be on Jeod's "side" and me to be the antagonist for a change. What a plot twist that would be.

I am already trying to stay on his good side to an extent for now. ;p But I have some good reasons to avoid having him target me until I can get my day BP through Harden. And then I can probably laugh maniacally before I day kill him instead. :P

You should be like Sunflower and put your day kill up to a vote. Your obvious BP will give you a better place to argue from as well.

I'm considering it. But it's not exactly something you want to reveal if you're town.

Jeod is actually back now.

Also, town or not, you have a way of making yourself the center of attention. If you're quiet people will notice :P

I'm not saying do it right now or anything, but just one to keep in mind for the future.

Based on my ability I'd want to avoid drawing attention to myself though. ;P Plus unless I can suddenly accuse someone other than Jeod of being Skrull, I don't exactly have anything productive to add since everyone is actually focused on him.

I'm saying if later in the game we have a situation where the number 1 and number 2 trains are both town, you can come out with your day kill and use it for a free kill by committee.

I can only use the daykill after I used harden though. So, say I use it tonight, then I could daykill tomorrow but not the next day.

Can you day harden? And if so, can you use the kill the same day?

I'm fairly certain it's only a night action.

I'm going to call you a useless Metapod :p

To be fair, I can basically get a guaranteed three kills using my harden ability. ;P You have my daykill, the lynch, and then the NK. All of which I'll have BP and be mostly immune to Roleblocking because of my ability.

You hardening N1 may be a good way to get suspicion off of you.

The downside is I can't harden again till N3 if I do it N1 though.

Alright, putting it off one night is not the end of the world, but will people really believe you just sat still N1? I guess assuming our kill works, it's not like we're hunting for the people who did nothing, but doing nothing is still not a good cover. I need to think of a cover for my disruptor because it's so anti-town.

It is for my character with this ability. ;P I suppose I should probably go ahead and use Harden tonight, since that's what I would do as a town player. And I can claim to have *protected* whoever I kill N2, assuming someone sees me visit them?

Trackers and watchers and the like are a big question. We're just going to have to be careful until they reveal themselves.

Considering your an intelligence agent, you yourself could always go with the Cop approach, if that backfires then you can probably get some free lynchings out of it first.

I was planning on claiming I'm an anti-roleblocker, where people I target can't be roleblocked. Sort of a "team player".

Not bad, considering we have someone with a passive role blocking ability. Although, there are probably some decent odds that someone else actually has a role like that then...

I wouldn't be too sure, it's kind of a low tier power. Perfect for someone who's not actually a super powered individual.

You know, I bet Sunflower has the passive role blocking ability, basically a form of reality manipulation. Although, one could always claim they were blocked by said passive maybe?

That would be a big risk if we didn't know how it worked.

Do they know how it works though? ;P

I guess the town at large don't, but still it risks a battle of words, one which we can't secure.

One which neither side can probably secure, only way to figure out how the ability works for certain is after they've used it multiple times. Which the question is how long can we stay hidden for, since they have a time limit to eliminate us in. ;P

We want to take on as few battles as possible. If possible, we want other people to fight battles for us. If there's passive roleblock shenanigans, let's let them fight it out at first rather than get involved from the get go.

If you are going to lie though, then you have to be bold. ;P

Fairly certain that's NOT a page on the wiki :P

People are going to love reading this doc after the game :v

Or to put it another way, you have to actually believe your own lie and sell it as the truth even when you know the other player is right. ;P

That's not being bold, that's be thorough :P And we can't be thorough without more data first.

The problem is neither can they. ;P Use their lack of information to your advantage.

Town doesn't lie though. They can bunker up and wait for us to reveal ourselves. We have to first get a town on town conflict.

You mean, wait for town to tear itself apart as usual? :P

This is usually used to disparage inaction, but there's a famous saying "Inaction IS action." and sometimes inaction is just the action that's needed.

I'm hoping to get town to kill about three-four people first, and then I can blitzkrieg them with my ability.

I think step 1 is to let Jeod dig himself a hole.

He already has, 25% chance to kill your target on a one-shot ability? That's a bit on the redundant side since it's already one-shot.

TBH I think he's bluffing again.

I think he's bluffing about it being a one-shot, which increases the odds of someone accidentally dying to it. It might work on a similar mechanic to my harden ability though, so he has to wait to get his hammer back before he can use it again.

We could have a reloading power too somewhere, haven't seen that in awhile but they're common in APB games.

To be fair, I half way dislike the idea of giving a town member an ability that only helps if you know what other abilities town players have. They don't exactly have a good reason to reveal if they used a one-shot ability or not in most cases, and odds are someone could kill you anyways just because it might not be a one-shot ability... it would be a decent ability to combine with night BP though.

Yeah, someone might be night BP, given than I go through BP.

?

When I kill it ignores BP.

Probably be worth killing Doom then, that is one annoying character to kill. ;P

We can add him to the agenda :p

Also, don't vote him up or you might start an international incident. ;P He's that annoying guy with diplomatic immunity...

People will also probably be a bit more talky after dinner/before hammer tomorrow.

Yeah, also, Jeod's gambit had the side effect of it made him the main focus of everyone's attention, so I'd be really irritated at him as a town player right now if he was anything other than a Skrull, since he's basically covering for the Skrull at the moment. ;P

And on a related note, there are actual Super Skrulls, and a Skrull actually called Super Skrull. Which I found a Skrull version of my character that KY can use for his post for my character now. ;P



To be fair, it's D1. We'll have to see how Cat 5 takes these claims.

Well, time for me to actually bring up some concerns about Jeod's ability, and probably hint that it functions on a similar mechanic to my own ability. ;P

Don't steal too much of the spotlight :P

So, care to express your differing opinion on the current situation? ;P

No I'm too busy enjoying the three different painkillers I've been prescribed :p

Ok, your really differing opinion then, which may or may not partially be a drug induced hallucination? ;p

I think for now it's best if one of us just doesn't create many waves. Jeod's going to do his own thing in the end and we just have to wait and see what it is.

Yeah, you should definitely stay silent for now. Most likely Jeod will end up targeting Sunflower, ChopBam or FRAYDO, if he's going for the quiet ones.

There's overall been a lot less activity than usual which means this ploy could have almost backfired.

Hmmgh, honestly, the only way I think they could convince Jeod to target me is if they got a majority vote against me, I'm fairly certain Jeod doesn't actually want to use his ability on me.

Jeod's a loose cannon no matter what his alignment is. I wouldn't put it past him to ignore Town and use his ability on whoever he wants.

That's kind of my stance. Not worth the effort to try and manipulate what he does because he's just going to do what he wants in this case. There's no solid points we can make D1, especially this D1.

Right, time to wreck Jeod's plan by using your ability to block him. ;P

It would be too late for that, and too obvious at this point anyway.

Now you've done it :p

Not really, ChopBam should have me covered, so now I'm setup to use Harden tonight and I can day kill Jeod tomorrow.

I think in the end Jeod is going to get town points out of this though.

You realize Jeod just revealed someone had a day roleblock ability, which is definitely more useful for Scum to know about rather than town...

Chop did that all on his own.

That's right, Jeod revealed Chops ability on the first day for *everyone* to know...

You need to be careful, the narrative that chop is scum might gain traction.

For blocking a possible day kill on day 1?

Yeah, you're slipping up a bit by the way...

Might want to remind everyone about your surgery, possibly mention some painkillers. ;P

No, it's just Jeod targeting the usual suspects :P Even if I was town I'd say what I said.

Well, you are a scummy town player. ;P

My biggest issue is you are implying that you know Jeod is innocent for certain...

I'd have to say he reads town to me.

But his actions are actually far more beneficial to scum than town at the moment. Only way they could possibly end up helping town is through dumb luck.

It's intent in this case, not end result that matters.

That's still a scum victory...

Jeod's not the perfect town, I'm not saying he's 100% right, but I'm saying I see why he did what he did.

By the way, don't think about it now since it'll probably shift your viewpoint on it, but remind me to point out how this plan could have backfired on Jeod. And also the obvious point that both town and scum are going to react to his plan..

You can always hammer back at him more too you know...

He's not acting logically, and do you really think an emotional appeal is going to work in this case?

I'm just saying, would you normally just let this stuff slide? ;P :v

I'm taking the passive aggressive approach. ;P a.k.a ignoring him mostly. Otherwise he's just going to escalate anything I do into a confrontation.

The annoying part is I'm actually scum this time...

We should call you the predictable cannon.

Just what I want you to think. ;P

So, I'm going to use Harden and kill Jeod tomorrow if I can.. Or assuming we dont lynch him. For tonight though, I'd say you should kill iLTS, since I'd basically say there's a 100% chance he has BP/lynch protection or something that'll mean your our best bet at eliminating him.

Why do you think he's protected?

Lore wise, ever heard of a Doombot? His Diplomatic Immunity? He's that villian that just doesn't die and you just can't touch him, he even had Captain America serving as a bodyguard for him because of his diplomatic immunity at one point. ;P

I suppose we can deal with him, he might also have other tricky passives.

Well, I don't think I need to kill Jeod now, or at least target him with my day kill, yet...



Now comes the question of do you still want to go for the NK yourself?

Do you have any extra chairs? Didn't expect that from Doom...

Well, I think I can daykill Doom now, somehow, maybe, let's face it we all know Colossus would lose in a fight with Doom. ;P But maybe not a Skrull version of him...

Depends on the scenario, I guess. Sometimes one of the Fantastic 4 can handle him, sometimes it takes the whole team, sometimes it takes a lot more. Which is why I want Doctor Doom to take over as the MCU Big Bad after Infinity War; it'll be nice to see him as one of the most dangerous villains in Marvel history rather than essentially another bad guy.

Yeah, Doctor Doom definitely has the potential for it. If anything, one might actually complain that he's too powerful as a villain. ;P

I think I'll avoid using my ability tonight, save it for the blitzkrieg approach day 3.

NIGHT 1

Considering iLTS appears anti-Jeod might want to keep him around.

I think we should go for someone not involved in this debate. Maybe Irish. He'd be strong if he got his head in the game, but right now he's a freebee. I think maybe you should make the kill, and have me not do anything. Eyes are gonna be on me.

I'll be on *sometime* before orders are due, but not for long and don't know when. So you should contemplate this and reply here as soon as you see it.

I do have to point that your other night action isn't exactly the best cover either. ;P But you can get away with some pretty good misdirection by visiting a player everyone else is visiting and performing the NK on them still. That being said, I doubt anyone wants to track who I visit tonight, so I can probably get away with a random killing easier. As much as I could target Irish, if I go by RNG then naturally it landed on FRAYDO, and killing him will certainly shift everyone's attention.

In this case though, I'm still fairly certain I'm better off going with your plan so I'll attempt to NK Irish.

Yeah and I'm simply going to not do anything, hoping someone tracks me.

By the way, if anyone ask why you didn't do anything I'd probably stick with mentioning the downside of your ability convinced you to hold off on using it yet. You can dayblock iLTS if you get pushed too much, since that would balance out you having a weaker night action on your character. Also, I'm assuming your ability doesn't prevent players from voting?

Not entirely certain how well it would work out, but you could visit some random other player and use your ability on them, present is as you possibly interrogating that player so they can't talk during the day phase and you figure out their alignment? Of course that

comes to you reading your own role PM and figuring out how easily you could pass it off like that. ;P At the very least you do know everyone's alignments though.

I don't think I can pull off arguing my ability is town at all, especially with my limited activity. The person affected CAN vote and do actions, just not talk. But that's why I'm going to lie about my ability, and if pressed, I'll say I didn't use the ability to anti-roleblock someone because knowing about roleblockers at this stage is vital, plus a NK could be roleblocked.

That's my bad. When I was making your role, I somehow forgot that my intention was to make sure that there was no real way to find scum via looking at flavor or action details, only by motivations and psychoanalysis. That ability is a very scum ability, which I *should've* caught, but it didn't pop into my head until close to hammer. By that point it was too late, so I think the best thing to do would be to roll with it and acknowledge my mistake when the game ends.

DAY 2

Well, bad news, guys. You whiffed on the NK.

I'd say it would be fine, but Orange really doesn't have a good cover if things stretch on too long. ;P But that's half way what you'd expect for basically using RNG to determine who dies without knowing if they have BP or not.

That is tricky. But I don't think you guys are in major trouble *just* yet.

Neither do I really, it's half way debatable if we should have even made a NK tonight. I think we're probably come out ahead considering whoever gets roleblocked tonight will probably be blamed for the lack of a NK. Main problem is if Irish knows he was attacked or not, or what's revealed about me attacking him.

Yeah, that's all we need for a cover story for me with the doom bots, which I assume was a limited BP. I can explain away why my ability had a *chance* to kill Irish now if I have to. Or more likely, Doom was passively roleblocked.

Retaliation has joined us. Welcome!

Hello, I am Bob

So what specifically stopped the NK do we know?

That would be a Shade question. He's the one who attempted the NK, after all.

Well yes, it was directed at him. I'm just like, he said so much, yet so little content :v

Fair enough.

Want to see a picture of my surgery incision?

Wasn't going to ask, but you have my morbid curiosity going.

<https://imgur.com/a/DogZR>

My camera is not the best, but hopefully able to see it well enough.

Ouch. What happened?

My tendons are too short, had one lengthened.

Ahh. I bet that's not fun.

Yeah, was supposed to get a walking cast this week, but I can't get my foot to the right angle, so I have to "work on that" and call back when I'm ready. Until then I still can't put any weight on it.

That sucks.

Sitting in a normal chair causes swelling cause blood would pool down there too, so I can't really use my desktop until I get this sorted unfortunately.

Using a laptop, then? I made sure the game started later so you could join :P

Yeah I got a bed tray and a laptop. Problem being sitting in one position for so long gets kind of tiresome after a while. I'm fine but cranky.

Well, at least it was just a tendon. One of my fiancée's legs is shorter than her other.

Ah, yeah, that's a real problem. I have this issue in both legs, but to different degrees. I'd be a lot better off if they were just *equally* bad.

Apparently Irish can survive being beaten to a pulp. :V

So he had some kind of BP?

I'd assume barring a Doctor visiting him, I'd say thematically regeneration oriented. Although he said 2 players had BP after I said I had BP, so he was probably referring to himself.

It seems like I could have made the kill just fine too, disappointingly.

Yeah, the biggest benefit now is we know who has what ability so we can make some decent guesses at who they'd choose to target now.

We should take out the watchers/trackers first.

Possibly, Jeod is actually a safe bet for you to target I'd guess, assuming he has a passive that prevents him from being targeted at night. ;P

Yeah wouldn't that throw him into a tizzy :v

He can't speak, he's dead Jim!

I mean I could probably outright kill him too.

And now I get to make my own table. ;P

ChopBam	Day action canceller?, Night Protection used on FRAYDO
FRAYDO	Roleblocked ChopBam
iLTS	Roleblocked, tried to watch/track/cop someone?
Category5	Tracked iLTS or Roleblocked them
Jeod	Visited Category 5
Mojo	Equipped Item
Sunflower	Probably Roleblocked iLTS instead of Category 5
TheIrishman	Night BP, visited FRAYDO?

Yeah, based on the chart, you're going to need a decent reasoning why you didn't use an ability last night.

I wanted to let the roleblockers do their things because of recent history catching the NK/provides town info rather than me just randomly shooting an enabler into the dark.

So, if you're an anti-roleblocker, and not a Skrull, you'd be rather suspicious of any roleblockers in game. ;P

Not necessarily.

You do know, town has an ability that prevents one of their members from being roleblocked though. ;P

A roleblocker could just be an idiot though.

You have a really niche ability that only helps town if someone's role blocking a cop or something... and you know they're a cop...

It depends on how many roleblockers we have too :P If we have a lot, statistics starts to take over.

Based on what's been stated so far, we basically have three role blockers, ignoring ChopBams day ability.

I'm technically a day blocker too.

Great, you can prevent yourself from blocking them. ;P

You might be better off stating you were prepping an item like Mojo seemed to be doing.

Then I'd have to think of what said item would be. Though maybe every other night I can hand out items that prevent RB. Commlinks. Keeps the teamwork theme.

Could be related to a day ability instead.

I'm so used to playing in docs with Orange that I'm having to restrain myself from giving advice XD

Well you're the one who gave me a legit scum ability :v

That was my bad, as mentioned above. If I had caught it before the game officially started, I would've fixed it. But it's too late now, so if it costs you guys the game, my apologies. Although you *did* manage to switch things up with a scum mason, so I wouldn't put it past you to save yourself with some creativity.

Yeah, I'm just not at 100% right now. TBH I think my first claim is fine, Shade just likes to argue.

Fair enough.

To be fair, they did let you get away with the Mesmerizer in CYOR III. :V

Was trying to tempt them and pull the "close enough CYOR" card. Heh.

You can have an ability to silence players during the day phase, as long as it's not *all* it does.

So not only be tainted by the ability, but LIE and take the downside :p easier to just lie.

Except for you'll have proof it silences players, a partial lie is better than a complete lie usually. ;P

I could spin it, but it would require being mean to KY :P

Considering that KY said the only scummy ability in game was the NK, you probably have some really good odds though. ;P

I'm curious as to how you would spin it.

"KY gave me this dumb ability I can't use because it'll hurt town!" :P

If that's what you have to do, go ahead. I did screw up horribly with that no matter how you look at it.

I think I'll stick to my plan and Shade will just have to deal with it.

Was that an ability that was asked for and just happened to end up scum?

His original request was actually to form a masonry, but when I was putting the roles together I decided that I didn't like the idea of a scum mason (partly due to experience) so I wanted to spin the idea into something else, and for some mad reason the only thing I could come up with was interfering with communications, resulting in the silence ability. In hindsight, I should've done something different, but I'm not sure what I would do different.

It's a good ability, just not one I can pretend is town.

I could combine my anti-roleblocker claim with claiming I also make it so the target can ignore passive misdirection such as other protection and/or untaractable.

Yeah, with Jeod's ability that should work out pretty well. Give me some time to set up some bait to support your claim, a.k.a you can't track/cop jeod at night if you can't target him. :V

I have to say, that was some very nice timing to come in with that comment.

I go for quality over quantity ;)

I don't think you're going to win this one...

I do kind of hate how mafia has descended into town forcing everyone into revealing their n1 actions day 2.

Makes me wonder what would happen if a vanilla game with vanilla roles was run on this forum.

I already decided to have vanilla town roles in 40k mafia.

Interesting. I do have to agree that there's a high reliance on what actions were taking to find the nightkill in the haystack rather than looking at motivations, which is a bit unfortunate. There was also a high reliance on role flavor to find Mafia. Both of these were things I tried to avert in this game.

Role flavor arguments can be dealt with a bit easier because you can give scum townish flavor in response if you don't like it. I remember that being a thing at one point. Might have been asking for victory condition though.

Saw that coming a mile away :p.

So did I...

I was going to suggest you claim a role that didn't target. You almost set yourself up for a good claim.

Well, who knows? There's plenty of time left, never know what could happen. Shade will need some good luck or extreme wit to get out, though.

Doh!

Knew he'd immediately go after Orange otherwise...

Well... best of luck.

We'll have to glue him back together...
IN THE DEAD DOC!

That's not something that props can fix...

I got the stitches like frakenstein's monster, we can do a revival of that :v

Can I have bus fare? :v

Ooooh, Javelin.

Shade939 has been eliminated. However, this doc will remain open as a reference/notepad for OrangeP47.

Claps

I'm just here for the hot takes.

I'm probably just going to sleep on the issue in a few minutes :v

The unfortunate thing is that if you had sent in the action, Irish wouldn't have been alive to pull that trick.

Indeeed, but any other time someone would have tracked me D1.

Oh the irony. I had designed you to be better in the early game thanks to your passive with Shade being a late game powerhouse if things went south. Didn't expect him to fall into that particular trap.

This is an uphill battle but at least I'm not on the lynch table.

2 v 2 on FRAYDO v Cat 5 is probably the best bet I could have hoped for here. Kinda want RNG to take Cat 5 out for his observation powers. Thinking about offing Doom as my NK.

I like how jeod hasn't considered you are just straight unblockable.

You're actually doing rather well IMO.

NIGHT 2

It's kinda funny that I didn't even have to lie with my comment about me being how the game is balanced :v

Yeah, it's a bit unfortunate you guys didn't expect to hit someone bulletproof though.

Maybe if I'd ever actually played FF I'd have gotten the reference :v

Anywho, I picked ilts to kill because gotta eliminate the watchers or w/e. Cat 5 is half in the grave as it is so we'll see how that plays out.

DAY 3

Well, looks like probably curtains for me, because Cat 5 was blocked and he was the other suspicious one.

Rip

Yeah if I was going to place a bet, I'd say today is GG. I think I'll wait to see what happens, just in case something unexpected happens. Feel free to let me know if you want to give up, though. I'll understand if you do.

Wow, the resurrection actually gave me an opening to worm my way out of this maybe!

(X) Doubt