

Dear Bump,

You are the <role name> No period @ end of line

<flavor> 3 sentences.

<ability> At Night, you may PM the host with "Night X - Do shit to <user>." Followed by ability description. There are exceptions, obviously.

<alignment> "You are aligned with the Town." or otherwise

<win con> "You win when the Town is safe again." or otherwise

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Dear Daenym,

You are the Executioner

You are the one who takes care of business in this Town, killing the targets of the Lynch and getting rid of idlers. Everyone, whether they are Town, a visitor, or otherwise, tries to avoid you at all costs. While a lot of other people's authority can be questioned, your authority, like death, is absolute.

At Night or during the Day, you may PM yourself with "Night/Day X - Chop off <user>'s head." If <user> was the one voted for in the Lynch, he'll die. If <user> was idle, he'll be replaced.

You are the host.

You win if the game finishes successfully.

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Dear billymills,

You are the Turnip Farmer

You've spent the last 30 years of your life perfecting the art of farming your beloved turnips. And now, after all of this time, you have finally discovered the secret to a turnip that is a god among other turnips. A single bite of your turnips will completely revitalize anyone, living or dead.

At Night, you may PM the host with "Night X - Feeding <user> a turnip." If <user> was dead, he will come back to life during the following Day.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Werewolf

Infected long ago, you have grown into a pretty powerful creature, and with great power comes great... thirst for blood. You'd been eyeing the Town for a while, but couldn't manage to get inside. And then, finally, someone left the gates open at Night, and now you're ready to wreak some havoc.

First, at Night, you may PM the host with "Night X - Kill <user>." In the morning, you will have ripped out <user>'s throat.

Second, at Night, you may PM the host with "Night X - Bite <user>." <user> will survive and be infected, making him into a fledgling werewolf, or just a Wolf, for short. When you do this, you will learn whatever his role in the Town was, and that role will be replaced with the following:

[quote=Role PM]Dear <user>,

You are the Wolf

You have a raging thirst for blood, and at Night there is nothing else you can think of doing besides ripping out someone's throat to quench your thirst. Every Night, you cannot stop yourself from venturing out in search of blood. You're a very powerful creature, so it takes a lot to stop you from killing.

At Night, you may PM the host with "Night X - Kill <user>." You will tear out <user>'s throat and satisfy yourself for the Night. You must target someone with this ability every Night.

You are allied with yourself.

You win if you are the only one left alive.[/quote]

The Wolf, however, is still considerably weaker than you. In the event that you choose to kill at Night, he will be too intimidated to use his own Kill. But he's not really loyal, and the Wolf you create will eventually try to kill you, so you need to either Kill him yourself at some point, or get someone else to do it for you. In the event that the Wolf is killed, you can go out and Bite

another member of the Town. Anyone who you turn into a Wolf will not know your identity, but you will obviously know his. There can only ever be one Wolf under your command at a time.

Third, at Night, if you choose to not use any actions, you will remain at home and not transform. In this case, you will show up as Town-aligned with the role of Villager if you are investigated.

Finally, you know the identity of the man who left the gates open and let you into the Town. He is <user>, and his role is the Villain. Because of his treachery against them, he does not count as a member of the Town. He does not know your identity, but will leave messages for you [URL="http://www.quicktopic.com/46/H/NFiPcwnnkpi5r"]here[/URL], which you can respond to, if you choose to do so.

You are aligned with yourself.

You win if all members of the Town are killed.

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Dead <user>,

You are the Villain

For too long you lived in the town and had to watch all of the fools keep going about their lives and living so... insufferably. But until recently, you couldn't think of a way to safely act against them. So when you heard the Werewolf roaming around outside, leaving the gates open for him was an easy decision, and you're going to keep helping him now that he's inside.

First, during the Day, you may PM the host with "Day X - Murder <user> before the Lynch." You will kill <user>, ending the Day and stopping the Lynch from taking place. You may only do this once.

Second, during the Day, you may PM the host with "Day X - Save the Werewolf by killing <user>." If and only if the Werewolf has received a majority of votes in the Lynch, you will risk your own safety and kill <user>, ending the Day before the Lynch. You may do this any number of times. If the Werewolf would not have been Lynched, this ability will fail.

Third, even though you don't know the identity of the Werewolf, you can still leave him messages. You can post at any time [URL="http://www.quicktopic.com/46/H/NFiPcwnnkpi5r"]here[/URL] to leave messages for the Werewolf, and hope he responds. He knows who you are, but not what you can do.

Fourth, while you are against the Town and thus more or less aligned with the Werewolf, you would prefer it if you had the power to do it on your own. You know that the Werewolf is able to

Convert a person into a weaker Wolf. But if it's someone as inherently evil as you, maybe you would turn into something stronger. The Werewolf doesn't know about this possibility, though.

Finally, you know that no one in the Town is currently filling the role of "Merchant." What a "Merchant" does is up to you. You won't be able to hide your ill will if anyone checks into you any further, though. You know all members of the Town have the following lines in their roles: "You are aligned with the Town." and "You win when the Town is safe again," if that sort of thing interests you.

You are aligned with yourself.

You win if all members of the Town are killed.

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Dear <user>,

You are the Jailer

While you may not be the one who hunts down the criminals in the Town, you're the one who keeps them from continuing with their illicit activities once they have been apprehended. At least until their sentence can be carried out, anyway. But while spending a Night in a cell can be inconvenient, at least people are safe from worse things.

At Night, you may PM the host with "Night X - Lock up <user>." <user> will be tossed into a cell for the Night. While inside the cell, he will not be able to perform his other Night actions, but he will also be protected from anyone trying to kill him. He will still be susceptible to other things, however. You may not lock up the same person on consecutive Nights, and you may never lock up yourself.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Sheriff

You are the law around these parts, and for good reason. You have held your post for years now, and it's tough to find someone as good at your job as you have always been. Until now the Town has rarely faced any real trouble, but you are sure you can handle it.

At Night, you may PM the host with "Night X - Check out <user>." You will do some investigating about <user> and determine if he is either Friend or Foe.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Beggar

While most people in the Town have enough to live comfortably, you have always managed to be down on your luck. You sleep in the streets, scrounge for scraps, and never have more than a few coins to your name. All Day and Night you follow others around, desperately begging for money.

At Night, you may PM the host with "Night X - Ask <user> for money." You will follow <user> home that Night and end up waiting outside his house. From there you will see everyone who came looking for him that Night, but you will not know what they did.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Drunk

After living a life that was considerably harder than most, you have resigned yourself to just drinking away your sorrows as often as possible. Some people worry about your well-being, but you have the means and, apparently, the constitution, to pull this off. But even you have your limits, and sometimes you pass out at the local tavern instead of going home for the Night.

At Night, you may PM the host with "Night X - Get way too drunk." You will head out to the tavern, just like every Night, and drink yourself into a complete stupor, keeping you from leaving the tavern. But as long as you are in the tavern, no one can target you with an ability. If you try to do this on consecutive Nights, however, the owner will throw you out and your ability will fail.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Apothecary

Every good Town needs someone to take care of their ailments, big and small. But outside of the normal medicinal cures, you have studied lots of exotic and mystical potions. The most notable, and helpful, is that you are able to produce Wolfsbane.

At Night, you may PM the host with "Night X - Give <user> some Wolfsbane." <user> will protect himself with the potion, which will ward off any kind of Wolf, to some extent. However, a Wolf that is truly determined to kill will ignore the discomfort of the Wolfsbane and still kill his target. You may choose to keep that Night's draught for yourself, but you may never give the same person Wolfsbane on consecutive Nights.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Maiden

Out of every single person in the Town, you are the one most loved by all. You grew up fairly privileged, but you have never been spoiled or cruel, and you are as kind as possible to all creatures. For the Town, losing you would be a massive blow.

You have no Night action. However, if you are ever killed in any way, the members of the Town will be so distraught by your death that they will spend the next Day holding a funeral, meaning there will be no Lynch that Day.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Blacksmith

After years of learning your craft, you have become an excellent artisan. Your creations are always of the highest quality, but all of your patrons always have the same complaint. Superior quality aside, you are fairly slow when it comes to making your masterpieces.

At Night, you may PM the host with "Night X - Begin making <item>." You will either start making a Badge or a Club, whichever you choose. The Badge will allow its holder to thoroughly investigate a person, obtaining all of their information. A Club will allow its holder to guard one person from any kills during the Night. For the next three Days, you will work on creating this item. You may not work on another item until the first one is completed.

On the third Day you may PM the host with "Day X - Give <item> to <user>." <user> must be one of the Villagers, since other members of the Town already have enough to do. If you attempt to give the item to someone who is not a Villager, they will refuse it and you can pick a new person to give the item to the next Day.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Orphan

You know very little about yourself and have no family to speak of. After the time you have spent living on the streets with no family left, you have become somewhat hardened. But, in the end, you are still a child, and death utterly terrifies you.

You have no Night action. However, if you know anyone has died, there's no telling what you will do.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Burglar

Instead of getting a real job, you have spent the majority of your life getting by through stealing from others. You are a master at sneaking into others' houses unnoticed, and you always take a little something with you when you leave. And the things a person keeps lying around their house say a lot about them, sometimes.

At Night, you may PM the host with "Night X - Rob <user>." You will break into <user>'s house that Night and take something, which should tell you something about his role. None of these things are ever too useful or valuable in your eyes, so you always return them before they are missed.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Mortician

Unlike most people, you generally prefer to associate with the dead instead of the living. So getting a job where you are collecting and disposing of dead bodies was the most obvious route to take. And you are the best at your job, cleaning up any dead bodies as soon as possible.

You have no Night action. However, you will always hurry out and collect any corpses instantly, preventing you or the other members of the Town from finding out anything about who they were after their death. The fact that the person died will be public knowledge, however.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Coward

The world we live in is full of an enormous amount of terrifying things. These recent events in

the Town have only made you even more scared of what's out there. But after living in fear for so long, you have gotten pretty good at hiding from what scares you.

At Night, you may PM the host with "Hide behind <user>." You will go and cower behind <user>, and anything that would have target you will now target him instead. However, if he is killed, regardless of whether it was you or him that was the original target, both of you will die. You may not hide behind the same person on consecutive Nights.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are the Convict

Even though you committed your crime a long time ago, the stigma of being a convicted criminal has stuck with you for all of these years. What your crime was is almost irrelevant at this point. What matters is that the members of the Town are quick to judge, when it comes to you.

You have no Night action. However, you take less votes than other members of the Town to be killed in the Lynch. There's no telling how many votes it will take to push them over the edge, but you know it is at least less than the majority of votes, maybe even a lot less.

You are aligned with the Town.

You win when the Town is safe again.

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Dear <user>,

You are a Villager

There really isn't too much to say about you. Every Day you go about your life, doing your best to make it in the world. You do not have any real influence within the Town, but you do what you can.

You have no Night action.

You are aligned with the Town.

You win when the Town is safe again.

=====

Dear <user>,

You are a Villager

There really isn't too much to say about you. Every Day you go about your life, doing your best to make it in the world. You do not have any real influence within the Town, but you do what you can.

You have no Night action.

You are aligned with the Town.

You win when the Town is safe again.

=====

Dear <Villain>,

You are the Rogue Wolf

Finally, the Werewolf infected you last Night! And, unlike the puny members of the Town, your nature has led you to be a more powerful Wolf than them, so you are not under the Werewolf's command. As far as the Werewolf knows, though, you are just another normal Wolf.

At Night, you may PM the host with "Night X - Kill <user>." You will tear out <user's> throat, ending his life.

You may still use [URL="http://www.quicktopic.com/46/H/NFiPcwnnkpi5r"]this[/URL] to communicate with the Werewolf. However, all other traces of your former self are gone.

You are aligned with yourself.

You win if you are the only one left alive.

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