

Role PM Template

Dear USER,
You are ROLE NAME.
Your base HP is AMOUNT OF HP.

FLAVOR

At Night, you may PM Acklow and Blue_Tornado "Night X - ABILITY USER." EFFECTS OF ABILITY.

You are allied with FACTION. You win if FACTION eliminates all other threats.

Valla

Hello. As you may have noticed, this game will be using a structure similar to my previous game, Underground Mafia. However, in this game, things will work a bit differently. Therefore, it is up to you, the players, to make sure you make smart decisions on how you play.

To Cancerous (Corrin) and MetaRaven135 (Azura), if you ever target the same user with any of your actions, you will gain a new temporary action that has **ONE** use. The two of you have unique growths in that sense, so the abilities you gain will NOT be the same. If you have a hard time imagining how this works, basically when you receive your results, if your intended targets were the same, then you will gain the new ability. If either Corrin or Azura die, then the other will automatically gain all three abilities that the dead user would have received, however they will need to coordinate identical targets with both Felicia and Silas instead (to unlock the remaining abilities they haven't unlocked). Without actually giving away abilities I will provide an example as to how the "growth" system works: if Corrin and Azura target a USER N1, then for results they will each receive an ABILITY 1 and ABILITY A respectively. Both Corrin and Azura have a maximum of three abilities of their own that they will receive in fulfilling those conditions.

To Steven Snape (Felicia) and Thetwinmasters (Silas), the two of you have fake role PMs, which will allow you to bypass inspection of the respective faction ONCE. If either of you dies, you will be able to utilize the passive ability that Corrin and Azura share, however all 3 of you will have to target the same person for that to happen. Felicia's growths will be identical to Azura's and Silas' growths will be identical to Corrin's (these stack with previous uses of the abilities, so if you used an ABILITY 1 then you will not be able to use it/gain it via growths).

In the case that only one member of your team is alive, they will gain full access to all six abilities, granted they have not been used.

Dear Cancerous,
You are Corrin.
Your base HP is 5.

Corrin was born to the Hoshido royal family as the third eldest child of five. They were kidnapped as a young child and raised by the royal family of the neighboring kingdom of Nohr. As a result of the Great Chasm War, Corrin decided to take up a new cause in finding a solution where both the kingdom of Nohr and kingdom of Hoshido could become friends and mutually live in peace even if it meant becoming an outcast.

At Night, you may PM Acklow and Blue_Tornado "Night X - Safeguard USER." You will protect USER from all non-damaging abilities.

At Night, you may also PM Acklow and Blue_Tornado "Night X - Deal Damage to USER." USER will take 3 damage.

You are allied with Valla. You win if Valla eliminates all other threats.

Dear MetaRaven135,
You are Azura.
Your base HP is 4.

Azura is a Princess of Nohr, but was captured and held prisoner by Hoshido, similar to Corrin. Being a songstress and a natural dancer, Azura is an outstanding performer. However, due to Azura's roots in Valla, she had to remain quiet about its existence to Corrin until now.

At Night, you may PM Acklow and Blue_Tornado "Night X - Heal USER." USER will be healed by 1 HP.

You are allied with Valla. You win if Valla eliminates all other threats.

Dear Thetwinmasters,
You are Silas.
Your base HP is 6.

Silas is a fledgling Knight of the Kingdom of Nohr and child of a Nohrian Noble family, having known Corrin since childhood and considers them his best friend. The two were close and one day, Silas wanted to bring Corrin out of the Northern Fortress on a picnic. However, he was caught by the guards and was nearly executed if not for Corrin's strong opposition. Instead, he was banished from the fortress, but he never forgot his friend.

At Night you may PM Acklow and Blue_Tornado "Night X - Ability Redirect USER1 to USER2." Whatever abilities USER1 uses will be redirected to USER2.

[QUOTE=Acklow]
Dear Thetwinmasters,
You are the Oni Savage.
Your base HP is 5.

An offensive class that could be thought of as the Hoshidan interpretation of the classic Fighter class, the Oni Savage class specialises in Strength and Defense. Donning fearsome oni-inspired masks with the intention to instil terror in their opponents, Oni Savages wield Clubs as their weapons of choice.

At Night you may PM Acklow and Blue_Tornado "Night X - Safeguard USER." You will protect USER from all non-damaging abilities.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.[/QUOTE]

You are allied with Valla. You win if Valla eliminates all other threats.

Dear Steven Snype,
You are Felicia.
Your base HP is 4.

Felicia is a maid working for the Avatar, serving their every need in the Kingdom of Nohr. She is also the younger twin sister of Flora and the daughter of the Ice Tribe's chieftain, Kilma. Naturally, Felicia has some control over ice, but is not quite as proficient as Flora. However, her fighting skills are superior to her older sister's.

At Night you may PM Acklow and Blue_Tornado "Night X - Damage Redirect USER1 to USER2." Whatever damage USER1 takes will be redirected to USER2.

[QUOTE=Acklow]
Dear Steven Snype,
You are the Maid.
Your base HP is 4.

A class that is both physical and magical, the Maid takes on both combat and support roles. It is one of the promoted forms of the

Troubadour class, wielding Daggers and Staves as its equipment of choice.

You know that the Sorcerer is ApolloPlus. You also know that Hoshido does not have a Master of Arms.

At Night you may PM Acklow and Blue_Tornado "Night X - Bodyguard USER." You will protect USER from all damaging abilities. You may not use this ability on yourself.

You are allied with Nohr. You win if Nohr eliminates all other threats.[/QUOTE]

You are allied with Valla. You win if Valla eliminates all other threats.

Nohr

Dear Walrein,
You are the Strategist.
Your base HP is 4.

The standard promoted form of the Troubadour class, Strategists wield Staves as their primary equipment of choice for support purposes. They wield magic tomes for combat purposes, though the exact type of weapon varies depending on the title that they appear in.

You know that the Wolfssegner is internet. You also know that Hoshido does not have a Mechanist.

At Night you may PM Acklow and Blue_Tornado "Night X - Announcement." Anything you include in that PM will be posted along with the update.

You are aware that there is a plant amidst the Nohr army. As such it is in your best interest to make sure everyone else in Nohr is aware of the spy.

You are allied with Nohr. You win if Nohr eliminates all other threats.

Dear internet,
You are the Wolfssegner.
Your base HP is 4.

The promoted form of the Wolfskin class, Wolfssegner are able to switch between a humanoid and a werewolf-like creature with the aid of the concentrated power stored within Beaststones. Wolfssegner are considered to be the Nohrian counterpart to the Nine-Tails class.

You know that the Dark Knight is Asek. You also know that Hoshido does not have a Ninja.

At Night you may PM Acklow and Blue_Tornado "Night X - Fake Role USER." Anything you include in that PM will show up in the inspection results of anyone inspecting USER. You must follow the template in the OP in order for this ability to properly work.

On Odd Nights you may PM Acklow and Blue_Tornado "Night X - Upgrade USER damage." Any damage that USER dealt will deal an additional 1 damage as well. You can use this ability starting on Night 3.

You are allied with Nohr. You win if Nohr eliminates all other threats.

Dear Asek,
You are the Dark Knight.
Your base HP is 4.

One of the promoted forms of the Dark Mage class, Dark Knights wield Tomes as their primary weapon of choice, and are also able to arm Swords as their secondary weapon.

You know that the Maid is Steven Snype. You also know that Hoshido does not have a Falcon Knight.

At Night you may PM Acklow and Blue_Tornado "Night X - Persuade USER1 to vote USER2." USER1 will have to vote for USER2 during the next day's lynch.

You are allied with Nohr. You win if Nohr eliminates all other threats.

Dear ApolloPlus,
You are the Sorcerer.
Your base HP is 4.

Commonly the promoted form of the Dark Mage class, the Sorcerer class wields Tomes as its sole weapon of choice. Owing to the fact that they have exclusive access to Tomes that are classified under Dark Magic, Sorcerers are therefore considered to be the equivalent of the retired Druid class from preceding titles.

You know that the General is Pokemon Trainer. You also know that Hoshido does not have a Diviner.

At Night you may PM Acklow and Blue_Tornado "Night X - Ability and Faction Check USER." You will check what USER's Ability and Faction are.

You are allied with Nohr. You win if Nohr eliminates all other threats.

Dear Pokemon Trainer,
You are the General.
Your base HP is 6.

The promoted form of the Knight class, Generals primarily wield Lances as their weapons of choice. In specific titles, this class is known to be armed with other types of weaponry alongside the Lance, a fact that further increases its combat viability. The General class is defined by superior offense and Defense, alongside a fairly decent evasive ability for their bulk and somewhat decent Resistance. These strengths are offset by the class's lack of manoeuvrability.

You know that the Adventurer is sunny004. You also know that Hoshido does not have a Spear Master.

At Night you may PM Acklow and Blue_Tornado "Night X - Deal Damage to USER." USER will take 3 damage.

You are allied with Nohr. You win if Nohr eliminates all other threats.

Dear sunny004,
You are the Adventurer.
Your base HP is 4.

Glamorous and elusive phantom thieves, Tricksters are one of the promoted forms of the Thief class, wielding Swords or Bows as their primary weapons of choice. They are also capable of utilizing Staves for support purposes.

You know that the Butler is Flyhn. You also know that Hoshido does not have a Basara.

You do not have any night abilities. However, your vote is worth -1, which means whoever you vote for will have one less vote for

them during the lynch.

If the back-up damage dealer in your faction is eliminated, you will take over as the damage dealer. When that happens, at night you may PM Acklow and Blue_Tornado "Night X - Deal Damage to USER." USER will take 2 damage. If you die, then this ability will be reassigned to another Nohrian randomly.

You are allied with Nohr. You win if Nohr eliminates all other threats.

Dear Flyhn,
You are the Butler.
Your base HP is 6.

A class that is both physical and magical, the Butler takes on both combat and support roles. It is one of the promoted forms of the Troubadour class, armed with Daggers and Staves as its equipment of choice. The Butler is treated as a Nohrian class and is regarded as the male counterpart of the Maid class.

You know that the Paladin is GoodMorningEspeon. You also know that Hoshido does not have a Priestess.

At Night you may PM Acklow and Blue_Tornado "Night X - Heal USER." USER will be healed by 1 HP.

If the main damage dealer in your faction is eliminated, you will take over as the damage dealer. When that happens, at night you may PM Acklow and Blue_Tornado "Night X - Deal Damage to USER." USER will take 2 damage.

You are allied with Nohr. You win if Nohr eliminates all other threats.

Dear GoodMorningEspeon,
You are the Paladin.
Your base HP is 5.

The Paladin is a horse-mounted combat physical class that recurrently appears across the *Fire Emblem Series*, beginning from *Fire Emblem: Ankoku Ryū to Hikari no Tsurugi*. Commonly the promoted form of the Cavalier class, the equipment armed by the Paladin class varies depending on the title. On the whole, Paladins are known to be outfitted with Swords and Lances as their primary weapons of choice.

You know that the Strategist is Walrein. You also know that Hoshido does not have a Kinshi Knight.

At Night you may PM Acklow and Blue_Tornado "Night X - Hook USER." USER will be unable to complete any actions that night.

You are allied with Nohr. You win if Nohr eliminates all other threats.

Hoshido

Dear Maleovex,
You are the Archer.
Your base HP is 4.

Archers are foot soldiers carrying Bows to launch assaults on their foes at a range without fear of counterattacks. This is, however, offset by the fact that Archers are unable to attack from one space away under normal circumstances, making them vulnerable on Enemy Phases. While low on HP and Defense, owing to their ability to strike from afar, Archers will prove to be assets to the player so long as they are properly guarded before the Player Phase is ended.

At Night you may PM Acklow and Blue_Tornado "Night X - Announcement." Anything you include in that PM will be posted along

with the update.

At Night you may also PM Acklow and Blue_Tornado "Night X - Rolename check USER." You will check USER's Rolename.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear Santa Reuniclause,
You are the Kitsune.
Your base HP is 4.

The Kitsune is a combat shapeshifting class introduced in *Fire Emblem Fates*. Able to switch between humanoid and demonic fox forms with the aid of the concentrated power stored within Beaststones, Kitsune are the Hoshidan counterpart to Wolfskin.

At Night you may PM Acklow and Blue_Tornado "Night X - Rogue USER." If USER deals enough damage to kill you will revive with new powers.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

[[[IF KITSUNE REVIVES]]]

You survived the attack! You are now back at your full base HP of 4 and also have a passive self-healing ability. Every night you gain back 1 HP if you lost any during the previous cycle.

Dear Haruno,
You are the Villager.
Your base HP is 4.

The Villager is a combat physical class that is introduced in *Fire Emblem Gaiden*. A trainee class that affords little value apart from possessing much potential to grow into valuable assets of the player's army, Villagers primarily wield either Swords or Lances as their weapons of choice.

You are twins with Ditto. If Ditto dies, you will gain a new power.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear Ditto,
You are the Villager.
Your base HP is 4.

The Villager is a combat physical class that is introduced in *Fire Emblem Gaiden*. A trainee class that affords little value apart from possessing much potential to grow into valuable assets of the player's army, Villagers primarily wield either Swords or Lances as their weapons of choice.

You are twins with Haruno. If Haruno dies, you will gain a new power.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear Blazade,
You are the Swordmaster.
Your base HP is 5.

The Swordmaster is a combat physical class that recurrently appears across the *Fire Emblem Series*, beginning from *Fire Emblem: Genealogy of the Holy War*. The promoted form of the Myrmidon class, Swordmasters, like their name suggests, are unparalleled masters of the Sword.

At Night you may PM Acklow and Blue_Tornado "Night X - Deal Damage to USER." USER will take 2 damage.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear Nomark,
You are the Samurai.
Your base HP is 4.

The Samurai is a classic combat physical class that recurrently appears across the *Fire Emblem Series*. Wielding Swords as its sole weapon of choice, the Samurai class is, despite being distinguished from the Mercenary class, closely linked to it in earlier titles in terms of their promotion paths.

You are the backup damage dealer for Hoshido. If the primary damage dealer dies, you will inherit a weaker version of their ability.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear Aura Guardian,
You are the Merchant.
Your base HP is 4.

One of the possible promotions of both the Apothecary and Villager classes, Merchants wield Naginata and Yumi as their weapons of choice and are treated as a Hoshidan class. It is a defensively oriented class with growth rates and maximum stats resembling those of a Great Knight, but it is best known for its unorthodox abilities that center around Gold Bars.

You are a super-mayor. During the day your vote effectively counts as three.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear LonelyNess,
You are the Spear Fighter.
Your base HP is 6.

Wielding Naginata as their weapon of choice, Spear Fighters are considered the Hoshidan version of the Soldier class. The game's Reclassing feature, however, consider them the Hoshidan counterpart of the Knight class.

At Night you may PM Acklow and Blue_Tornado "Night X - Bodyguard USER." You will protect USER from all damaging abilities. You may not use this ability on yourself.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear Jalmont,
You are the Sky Knight.
Your base HP is 4.

In almost all the class's iterations through the years, it has been female-exclusive, featuring warriors straddling Pegasus steeds and outfitted with Lances as their primary weapons of choice. It is also of note that Sky Knights tend to hail from locations that possess wintry climates.

At Night you may PM Acklow and Blue_Tornado "Night X - Track USER." You will follow USER, revealing any USER they may have

targeted this cycle.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear Vanillish Wafer,
You are the Monk.
Your base HP is 4.

Mainly intended for support purposes, Monks are only capable of aiding allies with the power of staves. As such, Monks are unable to directly attack, save for *Radiant Dawn*, where they are bequeathed the ability to counterattack.

At Night you may PM Acklow and Blue_Tornado "Night X - Heal USER." USER will be healed by 1 HP. This action will fail if the target is being damaged.

On Even Nights you may PM Acklow and Blue_Tornado "Night X - Upgrade USER damage." Any damage that USER dealt will deal an additional 1 damage as well. You can only use this ability twice.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear acidphoenix,
You are the Blacksmith.
Your base HP is 6.

The Blacksmith is a combat physical class introduced in *Fire Emblem Fates*. One of the possible promotions of the Oni Savage class, Blacksmiths wield Clubs and Katana as their weapons of choice and are treated as a Hoshidan class.

At Night you may PM Acklow and Blue_Tornado "Night X - Upgrade USER damage." Any damage that USER dealt will deal an additional 1 damage as well.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.

Dear rssp1,
You are the Sniper.
Your base HP is 5.

The promoted form of the Archer and Bow Fighter classes, Snipers wield Bows as their primary weapon of choice. While not particularly different from normal Archers, the Sniper class is open to the more advanced Bows of higher weapon ranks. Like their Archer predecessors, Snipers are able to operate Ballistae.

At Night you may PM Acklow and Blue_Tornado "Night X - Inspect USER." You will inspect USER's full role PM.

You are allied with Hoshido. You win if Hoshido eliminates all other threats.