

Drafterman's Codified List of Mafia Roles

Change Log:

5/3/2013	Creation and Dissemination
5/6/2013	Added "Captain" role under "Manipulation and Misinformation" section. Added Table of Contents with clickable links (click once to bring up the link; click the link to jump to that section) Added Jack of All Trades to "Hybrid/Miscellaneous" Roles Added "Modifiers" section Added "Flavors" section
5/14/2013	Added Hidden to "Flavors" section
5/16/2013	Added Compulsive, Brutal, and Weak to "Modifiers" section Removed hard-coded affiliation for Inquisitor Added mechanic note for "Motivator" interaction with X-shot abilities
5/17/2013	Added variation to "Lightning Rod"
5/22/2013	Added Strongman to "Killing Roles"
8/19/2014	Updated "Werewolf"

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Mimic-style Roles:

Absorber - If targeted with an ability at night, you will permanently gain the use of that ability on subsequent nights. You may only use one ability per night.

Amnesiac - Once per game, you may target a player in the graveyard. You will take on their role and affiliation, joining any groups (Mason, Cult, Mafia, etc.) they were a member of.

Backup - Each night you may target another player. If that player dies, you will assume their role, but not their affiliation.

Variation: Instead receives the role of the first player to die. (May be restricted by affiliation or type of role received. For example, may receive the Doctor's role if the Doctor dies).

Consumer - Each night you may kill another player. If successful, you will permanently gain the ability of that player. If the player has more than one ability, you will gain one at random. You may only use one ability per night (including your kill).

Mimic - Once per game, you may target another living player. You will permanently gain the role of that player. Your affiliation will remain unchanged.

Role Stealer - Once per game, you may target another living player. You will permanently gain the role of that player, while they permanently lose their role. Affiliations remain unchanged.

Voting-related Roles:

Double Voter - Each Day Phase you have two votes that you may place as you choose. To avoid confusion, you must number your votes. (e.g. **VTL *playername* (#1)**, **Unvote (#1)**, **VTNL (#1)**). Unnumbered votes will not count. Votes within the same post will be calculated simultaneously allowing you to potentially place multiple hammers.

Variation: May be increased to Triple Voter, Quadruple Voter, etc., increasing the number of votes as is appropriate.

Lobbyist - Your votes have the weight of two. You may only place your vote on a single player at a time, but will count as two votes.

Variation: The weight of the votes may be increased (x3, x4, etc.)

Hammerer - Whenever a player is placed at L-1, your vote, if not already on that player, will automatically be placed on that player, hammering them.

Hated - You take one less vote to lynch than normal.

Pacifist - You cannot vote on players who are at L-1. Attempts to place such votes will not be recorded.

Variation: The voting restriction may be increased to L-X

Popular - You take one more vote to lynch than normal.

Restless Spirit - During each Night Phase after your death you may name a living player. During the next Day Phase, your spirit will place a vote on that player.

Sadist - Your vote will only count toward a lynch if that player is at L-1.

Variations: The voting restriction may be increased to L-X.

Voteless - You may not vote.

Vote Thief - Each night you may target another player and force them to vote a second player of your choosing during the next Day Phase.

Lynch-related Roles:

Governor - At the end of a Day Phase that ends in a lynch, you may change the outcome to a another player or a "No Lynch."

Variation: May be limited to changing outcomes to "No Lynch."

Jester - You win the game if you are lynched. You lose if you die by any other means or you survive the game.

Lyncher - At the beginning of the game you will be provided with another player's name. You win if that player gets lynched while you are still alive. You lose if your target survives the game, you die before your target, or your target is killed by any other means.

Mime - You win the game when all Mimes are lynched. You lose if any Mime dies by any other means or survives the game.

Alignment/Recruitment-related Roles:

Alarmist - Each night you may target another player (or yourself). That player is immune to being recruited into other groups (Mason, Cult, Mafia, etc.).

Variation: The protection may be limited to specific groups rather than universal.

Cult Leader - Each night you may convert another player into a Cultist. You and all Cultists share a PM and win when you and the living Cultists are in the majority.

Variation: Cultists may die upon the Cult Leader's death.

Variation: Cultists may lose their native abilities.

Flip-flop - Your alignment (Town or Mafia) is randomly chosen at the start of the game. Every other night, your alignment will be randomly chosen again. When Mafia, you will not join the Mafia PM.

Judas - When lynched for the first time, you will instead survive and change your affiliation to win with the Mafia. You will not join in the Mafia PM.

Mason - Each night you may convert another player into a Mason. You and all Masons share a PM. You die if you attempt to convert a non-Town player.

Variation: Masons may lose their native abilities.

Variation: May convert Third-parties to Town.

Psychiatrist - Each night you may target another player. If that player is the Serial Killer, you convert them into a vigilante.

Variation: May instead convert the Serial Killer into a vanilla.

Samurai - Your alignment cannot be changed nor can you be recruited into other groups (even groups of the same alignment as you). You will kill the first two people who attempt to recruit you or change your alignment.

Saulus - When lynched for the first time, you will instead survive and change your affiliation to win with the Town.

Turncoat - When night-killed by the mafia for the first time, you will instead survive and change your affiliation to win with the Mafia. You will not join in the Mafia PM.

Yakuza - Once per game, you may recruit another player into the Mafia, killing yourself in the process. That player loses all abilities and becomes a Mafia Goon, joining the Mafia PM.

Killing Roles:

Arsonist - Each night you may select another player to be “primed.” Once per game, you may “ignite” all primed players, killing them.

Bomb - If killed at night, you will kill your attacker(s).

Megabomb - If killed at night, you will kill everyone else visiting you that night.

Executioner - During the day, if any player has more than half the number of votes necessary to lynch them, you may choose to have them die, ending the Day Phase as if they were actually lynched.

Hunter - If lynched, you may select another person to die.

Interceptor - Each night you may target another player. If anyone else visits that player, you will kill one of them at random. Anyone else visiting that player will learn your identity and role.

Paranoid Gun Owner - You will kill anyone that visits you.

Poisoner - Each night you may target another player. They will die at the end of the following Night Phase.

Serial Killer - Each night you must target another player to die.

Strongman - Each night you may target another player to die, bypassing any protective abilities (Doctor, Jailkeeper, Bulletproof, etc.)

Variation: May be limited in the number of protective abilities it can bypass.

Note: Must be able to target the player to have an affect. Abilities such as Hider and Commuter cannot be targeted to begin with, so a Strongman kill against these roles will not be successful.

Suicide Bomber - Once per game, you may choose another player to die. You die along with them.

Super Saint - If lynched, you will automatically kill the person that hammered you.

Vigilante - Each night you may select another person to die.

Werewolf - You start the game knowing all the roles that are in the game. Each night you may “eat” a person: select a player and a role. If that player has that role, they die (you bypass all protections doing so, and are immune to reactive abilities, such as Bombs and PGOs). If that player doesn’t have that role, your identity will be publicly revealed at the beginning of the next Day Phase. If you successfully eat a person, you are immune to night kills that night and are lynch proof the following day phase.

Witch - Each night you may select another player. If a Town-sided player visits your target, your target dies.

Protective Roles:

Angel - At the beginning of the game you will be provided with another player’s name. Once per game, at night, you may bestow protection on that player. For that night and the following day, they will be immune to most forms of death, including the Mafia Kill and Lynchings.

Ascetic - You cannot be targeted by non-lethal actions.

Bodyguard - Each night you select another player. All lethal actions targeting that player will be redirected to you, instead.

Bulletproof - You are immune to being killed at night.

Commuter - You cannot be targeted at night.

Deathproof - You cannot be killed or lynched.

Doctor - Each night you may select another player. That player will be protected from lethal actions.

Variation: May be limited in the number of kills per night that it can protect against.

Variation: May be limited in the types of lethal actions (fire, poison, bullets, etc.) it can protect against.

Elite Bodyguard - Each night you may select another player. If that player is targeted by a lethal action you have a 50% chance of stopping it and a 50% chance of redirecting it to yourself.

Faith Healer - Each night you may select another player. If no other Faith Healer targets that player, they will be protected from lethal actions.

Hider - Each night you may select another player. If you do so, no other player may target you directly. If your target dies, you will die to.

Variation: May work only if the target doesn't take an action.

Lynchproof - You may not be lynched.

Rolestopper - Each night you may select another player. No other players may target that player with non-lethal actions, effectively making your target Ascetic.

Seraph Knight - Once per game you may choose a target. For the rest of the game, while you live, your target cannot be killed at night.

Sidekick - Each night you select another player. All non-lethal actions targeting that player will be redirected to you, instead.

Virgin - If you are lynched, you will prevent all lethal actions from occurring during the following night phase.

Manipulation and Misinformation Roles:

Actress - Each night you may target another player. You will learn their role. Additionally, until you target another player, you will appear, upon investigation and death, to have that role and affiliation.

Bus Driver - Each night you may target two players. All actions targeting the first player will be

redirected to the second, and vice versa.

Captain - At the beginning of the game you are assigned to one or more players. You will be provided with the actions available to those players, but not their character or player names. Each night you may choose an action and a target for each of the players you are assigned to. Players for whom you choose an action and a target may either obey, performing that action on the target; or disobey, doing nothing. Players for whom you don't choose are able to act freely.

Enabler - Each night you may target another player. If their role is disabled, you will enable it.
Variation: May be limited in the types of roles that it can enable.

Framer - Each night you may target another player. That player will appear as if they were sided with the Mafia to investigative roles.

Godfather - You appear as if you were sided with the Town to investigative roles.

Janitor - Each night you may target another player. If that player dies, their role and affiliation will be revealed only to you.

Lawyer - Each night you may target another player. That player will appear as if they were sided with the Town to investigative roles.

Lightning Rod - Each night you automatically and passively redirect all other player's actions to yourself.

Variation: May only redirect non-lethal roles.

Variation: May become a non-passive ability if X-shot.

Miller - You appear as if you were sided with the Mafia to investigative roles.

Motivator - Each night you may target another player. That player may perform an additional action above and beyond what they normally would be able to do.

Note: X-shot abilities are allowed to use an extra shot of their chosen ability that night for free.

Nexus - Each night you automatically and passively redirect all players who target you to another player, chosen at random.

Variation: May only redirect non-lethal roles.

Ninja - No action you take will appear on any investigative or informative role report.

Randomizer - Each night you may choose another player. The target(s) of their action(s), if any, will be randomized.

Redirector - Each night you may choose two players. All actions performed by the first player

will be redirected to the second.

Roleblocker - Each night you may choose another player. That player will be unable to take any action.

Variation: May also be called “Drunk” (Town-sided) or “Hooker” (Mafia-sided)

Silencer - Each night you may choose another player. That player may not post (even to vote) during the next Day Phase.

Variation: Voting restriction may be removed.

Tailor - Each night you may give out a “suit” that corresponds to a role and affiliation. Your target will be informed of being given a suit, but not of the corresponding role. Until they are given another suit, they will appear, upon investigation and death, to have that role and affiliation.

Hybrid/Miscellaneous Roles:

Alien - Each night you may “probe” another player. If all other living players have been “probed,” you win.

Autocrat - If Town would otherwise win, you win instead.

Beloved Princess - If you are lynched, the next Day Phase will be skipped. If you are killed at night, the next Night Phase will be skipped.

CPR Doctor - Each night you may select another player. If they are targeted by any lethal action, you will negate it. Otherwise, you will kill your target.

Innocent Child - Your affiliation will be mod confirmed at the start of the first Day Phase.

Variation: The confirmation may happen on a later Day Phase, or at the discretion of the player.

Inquisitor - Each night you may select another player to die. If the kill fails, their affiliation is changed to yours.

Jailkeeper - Each night you may select another player. That player will be protected from lethal actions, but will also be roleblocked.

Jack of All Trades - You have the following 1-shot abilities:

Note: The 1-shot abilities will be identified by the role names as they appear on this list.

Variation: May have more than 1-shot

Mastermind - If the Mafia would otherwise win, you win instead.

Mentor - If a “Mentee” doesn’t exist, you may recruit another player to be the “Mentee.” If the

"Mentee" does exist, you may have them kill another player. On any night you may kill the "Mentee."

Oracle - Each night you may select another player. If you die, the role and affiliation of the last player you selected will be publicly revealed.

Reviver - Once per game you may select a player from the graveyard. That player returns to the game.

Survivor - You win the game if you survive until another faction would have met its win condition.

Traitor - You win with the Mafia, but are not part of the Mafia PM.

Usurper - You win with the Mafia, but only if the Godfather is dead when the Mafia wins.

Vanilla - You have no abilities.

Variation: The Mafia-sided version is called "Goon."

Informational Roles:

Cop - Each night you may select another player. You will learn if that player wins with the Town (innocent) or not (guilty).

Variation: May instead learn if the player wins with the Mafia or not. (The difference changes how Third Parties appear, "guilty" in the former, "innocent" in the latter.)

Coroner - Each night you may select a player in the graveyard. You will learn their character, role, and affiliation, even if hidden.

Dreamer - Each night you will receive either: A) dream of a person who wins with the Town; or B) dream of three people, at least one of which doesn't win with the Town.

Variation: Other players visiting the dreamer may prevent him from dreaming.

Flavor Cop - Each night you may select another player. You will learn a specific piece of information about them.

Notes: The Title & Role PM will change to note what type of information they learn (examples: "Character Cop" learns its target's character)

Follower - Each night you may select another player. You will learn what action(s) they took, but not on whom.

Forensic Investigator - Once per game you may select a player in the graveyard. You will learn all players that visited them while they were alive, in random order.

Journalist - Each night you may select another player. If that player receives information as a result of their role, or game-related messages from the mod, you will receive a copy of those messages.

Variation: The Mafia-sided version is called "Informant."

Priest - You will learn the roles and affiliations, but not character or player, of everyone that visits you at night.

Role Cop - Each night you may select another player. You will learn their role (but not affiliation).

Variation: May also be called "Detective" (Town-sided) or "Stalker" (Mafia-sided)

Sensor - Once per game you may choose to learn how many Town players placed votes on the previous day's lynch.

Tracker - Each night you may select another player. You will learn who they visited, but not what action(s) they took.

Variation: The Mafia-sided version is called "Scout."

Voyeur - Each night you may select another player. You will learn what action(s) were performed on them, but not who visited.

Watcher - Each night you may select another player. You will learn who visited them, but not what action(s) were performed.

Variation: The Mafia-sided version is called "Lookout."

Messaging Roles:

Friendly Neighbor - Each night you may select another player. They will receive a message mod-confirming your affiliation to them.

Lover - At the beginning of the game you must select another player. You will be put into a PM with them. If one of you dies, so does the other.

Messenger - Each night you may select another player. I will send a message of your choosing to that player.

Modifiers:

The base roles discussed above may be modified in the following ways, made known to the player:

X-shot - The role can be used on any night, but only X-number of times for the duration of the game.

Even/Odd - Can only be used on Even or Odd Night phases, as appropriate

Nonconsecutive - Cannot be used two nights in a row

Day - The role works during the Day Phase instead of the Night. Actions are considered as having taken place when submitted to the Moderator.

Disabled - The role starts the game disabled until targeted by an appropriate enabler.

Compulsive - The role must be used each night/day. If the player does not choose an action, the action and targets are selected at random.

Brutal - In addition to its normal functionality, this role also roleblocks its target.

Weak - This role kills its user if it targets a mafioso.

Flavors:

The base roles discussed above may be flavored in the following ways, not known to the player (revealed only during the end game). The special cases are instead of, not in addition to, the normal operation.

Naive - The role actually does nothing.

Special Cases: Naive Trackers see their targets visit no one; Naive Followers see their targets do nothing; Naive Watchers see no one visit their target; Naive Voyeurs see nothing happen to their targets; Naive Cops investigate everyone as being Town-sided

Paranoid - In addition to performing their function, the role also roleblocks their target.

Special Cases: Paranoid trackers see their targets visit the Mafia kill target. Paranoid followers see their targets as having tried to kill someone. Paranoid Cops investigate everyone as being Mafia-sided.

Insane - *Cops Only.* Town-sided players investigate instead as Mafia-sided players, and vice versa.

Random - Whatever options are available to the player are secretly randomized.

Special Cases: Random Cops receive random results on their target.

Hidden - The role is not known to the player. Almost exclusively used in conjunction with passive roles that don't require input from the player, such as Miller.