

Welcome to Hajime No Ippo Mafia you are [blue][b] Ippo Makunochi[/blue][b]

Your HP: 22

Liver Blow: Deal 2 Damage to a player and RB them. Only usable at night.

Passive: The first punch you take at night is reduced by 50% rounded down.

Passive: You are a member of Kamagawa Gym.

You win with [green][b] Town [/green][b]

Welcome to Hajime No Ippo Mafia you are [blue][b] Kimura Tatsuya[/blue][b]

Your HP: 16

Herbalist: you get to use 2 herbs per night you may use them on your self or give to others as a item to use when they choose. You get 2 of each item.

Aloe Vera: Heal 4 HP

Ginseng: Punches aimed at you during this night phase will be also be countered for 2 damage (you still take the damage just deal damage back also)

Ginger: Punches that hit you deal 50% less damage rounded up lasts the night you use this and the next day.

Ginko Baloba: People who fight or punch during the day or night deal 1 additional damage this lasts this night and the next day then wears off.

Passive: You are a member of Kamagawa Gym.

You win with [green][b] Town [/green][b]

Welcome to Hajime No Ippo Mafia you are [blue][b] Aoki Masaru [/blue][b]

Your HP: 18

Ramen Shop: You can eat some tasty ramen 1 time per game for a 4 HP heal. This heal cannot take you back from a KO (this heal will not heal you above 0HP) You have to be awake to eat.

3x per game you can mail some tasty ramen to other members of the kamogawa gym. If a player is not a member then they don't get it. Also while being delivered it starts to get cold healing only 4 Damage. This heal will not work if you would otherwise be at 0 HP. This ramen cannot bring you back from a KO.

Nurse Girlfriend: IF you are KO'd at night you do not flip. You come back with 7 HP from her healing. But she isn't a doctor and didn't bandage you well. Each post you make you lose 1HP. This includes Voting. At the end of day you bleed out anyway and flip. If you run out of HP you will flip then. Keep track if a Mod isn't around you know when you die don't post after you run out of HP.

Passive: You are a member of Kamogawa Gym

Playing pranks on everyone all the time has made you a aware miller. But claiming this information will make people think you are just trying to get sympathy from them. They will just punch you upside the head. If you claim miller to the thread you will take 9HP damage.

You win with [green][b]Town[/green][b]/[b]

Welcome to Hajime No Ippo Mafia you are [blue][b]Kamogawa Genji[/blue][b]/[b]
Your HP:12

Each night you may move 3 players to the bottom of the Player list. Select which players you want in which spot.

Also each night you may move yourself anywhere on the Player list. if the player above you is a member of your gym you cop check them and mason them for the day. We will provide a QT.

Passive: member of Kamagawa gym

You win with [green][b]Town[/green][b]/[b]

Welcome to Hajime No Ippo Mafia you are [blue][b] Yagi Haruhiko[/blue][b]/b]

Your HP: 14

Each night you may move 2 players to the top of the player list. Please tell who you want #1.

Twice per game you may make a fight happen during the day between the Top and Bottom players on the Playerlist. PM the hosts before 24 hours into the day.

Passive: you are a member of Kamagawa Gym

You win with [green][b]Town[/green][b]/b]

Welcome to Hajime No Ippo Mafia you are [blue][b] Shinoda [/blue][b]/b]

Your HP: 13

Each night you may invent a item. You must give it away. You may not make the same item twice. You must give it to a member of the Kamagawa Gym or the player will not receive it. It must have boxing flavor. It is subject to mod approval. I will not allow you to break my game.

Passive: you are a member of Kamagawa Gym

You win with [green][b]Town[/green][b]/b]

Welcome to Hajime No Ippo Mafia you are [blue][b]Alexander Volg Zangief[/blue][b]/b]

Your HP: 20

Passive: You are from mother Russia. Each punch you take is reduced by 1 hp including fights.

Liver Blow: Each night you may throw a 2 damage punch to a player plus RB them.

You win with [green][b] Town [/green][b]

Welcome to Hajime No Ippo Mafia you are [blue][b]Sendou Takeshi[/blue][b]

Your HP: 20

Once per game you may put on your tiger suit costume and intimidate everyone. Anything targeting you that night will be redirected to a player of your choice.

Smash: Once per game you may throw a 8 damage punch during the night

You are a aware miller you bad boy. But just claiming it will make people just hit you. If you claim this in thread you will take 9 HP damage.

You win with [green][b] Town [/green][b]

Welcome to Hajime No Ippo Mafia you are [blue][b]Iami Kyoske[/blue][b]

Your HP: 17

Great Eyes: Each night move yourself anywhere on the player list and track the player below you.

Passive: Deal 6 HP during fights and also if chosen to fight you will cop check your opponent. You will get the result at the end of the day.

You win with [green][b] Town [/green][b]

Welcome to Hajime No Ippo Mafia you are [blue][b]Fujii Minoru[/blue][b]/b]

Your HP:12

You are a boxing reporter. Each night move yourself anywhere in the player list and interview the player below you. You find out if they are Town Mafia or 3p.

You also save all your articles on your PC. If you are KO'd during the night your check that night will be announced to the thread in the day post.

You win with [green][b] Town [/green][b]/b]

Welcome to Hajime No Ippo Mafia you are [blue][b]Date Eiji[/blue][b]/b]

Your HP: 16

Contacts in High Places: 2 times per game you may make a amateur fight during the day. Head gear is worn so player only deal 3 damage to each other. Any extra damaging effects will not be applied to these fights. You choose at night if the fight promoter chooses one of your fighters sorry they have to fight in the Pros.

Commentator: once per game you may put a 6 word announcement in the Day Post as a announcement. Will be listed as a Commentator Announcement In black

You win with [green][b] Town [/green][b]/b]

Welcome to Hajime No Ippo Mafia you are [blue][b]limura Mari[/blue][b]/b]

Your HP:12

Passive: you are girl and if picked to fight the fight is canceled. (This refers to the fight promoter day fights.)

At night move your self to anywhere in the player list. You will spend the night interviewing that person. You will stay with them the entire time. You will track and watch them. But you will also be counted to visit each player they visit also. May not be used on consecutive nights.

If you are KO'd during the night you saved your notes on your phone. Your phone will be found the next night and turned into the police. They will announce your results in the end of night post.

You win with [green][b] Town [/green][b]
Coaching QT
<http://www.quicktopic.com/51/H/7aXhVncBePig>

Welcome to Hajime No Ippo Mafia you are [Blue][b] Alfredo Gonzales [/blue][b]
Your HP: 19

Chose a player each night and compare them to either the player above you or below you, you choose. You will get back same or different alignment. (This ability will resolve after all other actions, the player list may change order)

You win with [green][b] Town [/green][b]

Welcome to Hajime No Ippo Mafia you are [Blue][b]Hama Dankichi [/blue][b]
Your HP: 14

Once per game you may change one of the boxers chosen to fight. PM the host before 36 hours into the day who you want changed with who.

Also each fight you may give one of the players advice to increase the damage by 2. PM the

host which fighter you want to give the bonus before 36 hours into the day. The fighters will be announced 24 hours into the day

You win with **Town**

Welcome to Hajime No Ippo Mafia you are **Mashiba Kumi**
Your HP: 12

Nurse: Each night you may move yourself anywhere in the player list and give the person above you first aid healing them for 4 HP. If you would Heal your boyfriend Ippo. You will mason with him for the rest of the game.

Passive: You are a girl. You cannot be force to fight. If you are chosen the fight is canceled

You win with **Town**

Welcome to Hajime No Ippo Mafia you are **David Eagle**
Your HP: 15

Olympic Gold Medal: Once per game you may use your prestige to get an extra public vote also choose a player who voted with you the previous phase to follow you and force them to vote same as you. These are both used at the same time. You may not use this ability day 1.

You win with **Town**

<http://www.quicktopic.com/51/H/N4MKPvhJbp4xB>

Welcome to Hajime No Ippo Mafia you are **Miguel Zale**
Your HP: 15

PI equipment: Once per game you may plant a Mic on a player. You will find out their role name and role type. Also if they are a mason or ever become a mason you will get access to their QT/QT's.

Medical Expert: Once per game you may move yourself anywhere on the player list and check the current HP of the players above and below you on the player list.

You win with [red][b]Mafia[/red][b]

<http://www.quicktopic.com/51/H/ReeEMWQBuGDh7>

Welcome to Hajime No Ippo Mafia you are [red][b]Malcom Gedo [/red][b]
Your HP: 17

Hidden extra vote 2 times per game. PM the Hosts.

May type [b] ## Work the Crowds [/b] In the thread to gain a extra visible vote during the day. Useable once.

May type [b] ## BOOOOO <Playername> [/b] in the thread to take away that player vote for the day. Useable once.

Each night you get a extra hidden promoter vote.

May use your hidden vote, BOOOOO, and work the crowds at the same time.

You win with [red][b]Mafia[/red][b]

<http://www.quicktopic.com/51/H/ReeEMWQBuGDh7>

Welcome to Hajime No Ippo Mafia you are [red][b] Sawamura Ryuhei [/red][b]
Your HP: 18

Low Blow: deal 4 damage to a player. and if they fight the next day they deal 2 less damage and take 2 more damage.

Headbutt: Take 2 damage and deal 3 damage and RB.

Go Down Fighting: IF KO'd or Lynched throw a 4 damage punch to a random player as you go down.

You win with [red][b]Mafia[/red][b]/b]

<http://www.quicktopic.com/51/H/ReeEMWQBuGDh7>

Welcome to Hajime No Ippo Mafia you are [red][b]Itagaki Manabu [/red][b]/b]
Your HP: 15

Porcupine: throw 10 fast punches that deal 0-1 damage each. Useable every other night as it wears you out.

Passive: untrackable

Passive: Punches thrown at you have a 50% chance to miss you. If they miss you during the night, you counter punch for 3 damage. If they miss you during the day you will deal 7 damage instead of the normal 5.

Passive: you are a member of Kamagawa Gym.

You win with [red][b]Mafia[/red][b]/b]

<http://www.quicktopic.com/51/H/ReeEMWQBuGDh7>

Welcome to Hajime No Ippo Mafia you are [red][b]Takamura Mamoru [/red][b]/b]
Your HP: 22

Once per game you may PM the hosts to offer a challenge to fight. A announcement will be made in thread that a fight is available and accepting all challengers. You will come out masked so as to hide identity. The first player to accept the challenge will fight you the next day.

Liver Blow: Deal 2 damage and RB a player.

Passive: Whenever you fight you always throw everything you have at them. Your famous bear slayer punch. It deals 9 damage but they have a 25% chance to dodge it in addition to what else they may have to dodge punches.

Passive: you are a member of Kamagawa Gym.

You win with [red][b]Mafia[/red][b]/b]

<http://www.quicktopic.com/51/H/ReeEMWQBuGDh7>

Welcome to Hajime No Ippo Mafia you are [b] Bryan Hawk [/b]
Your HP: 26

Wild Swing: move anywhere on the playerlist and deal 2 damage to the players above and below you on the playerlist. Then deal 1 damage to the people 2 spots above and below you on the playerlist. After this action you may move again anywhere on the playerlist.

Passive: Each night you may choose to be green to cop checks, unwatchable and untrackable or have a 50% chance to dodge punches at night. If you dodge counter punch dealing 4 damage to the puncher.

Passive: If chosen to fight during the day you have a 50% chance to not be hit. Also your punches don't heal right. The next night they will take 3 more damage, then deal 2 damage the next day.

Passive: Every Night in addition to you wild swing you may punch a player dealing 6 damage. These punches also bleed like your passive. Dealing 3 damage the next phase and 2 damage the phase after that one.

You win when you are the only player remaining. Or nothing can stop this from happening.

