



## Death Note Mafia: Character Information



Character: Watari

### Alignment

Japanese Task Force

### Description

Watari is L's handler and the supplier of logistics to the Japanese Task Force. Watari is a famous inventor and the founder of Wammy's House, an orphanage for gifted children in Winchester, England. Using the fortune he made as an inventor, he built an orphanage that teaches children with special talents and sends them out into the world. Before the Task Force is formed, he is the only person known to have seen L and the only one capable of contacting L directly. Like L, he represents himself with a Cloister Black "W" on computer screens. Since L's time at Wammy's House, Watari has been a fatherly figure to him, though in his role as L's handler he acts as a butler. Watari is well-trained in espionage and marksmanship. Watari likes Earl Grey tea and dislikes dirty rooms.

### Objective Description

Your only objective is to protect L by any means necessary. L will be exposed if the Task Force is eliminated, or if Kira gains enough trust to meet him in person. If L is

eliminated before and you are still alive, you have the authority to call his successor, N, to continue his work. If you die before L dies, you lost. If either L or N survives, you won.

### **Day Phase Action**

**(##LOCKDOWN - extra one time use day action which unlocks when Watari uses the Death Note, this action will lock down everybody's day actions, but doesn't stop Death Note controlled day actions)**

### **Day Phase Action with Death Note**

**##WRITE NAME - One time use to write a name to the Death Note during the day. You can use this action if you haven't used the Death Note previous Night. Victim will die of heart attack before day ends.**

**## CALL N - Have N replace L to continue with the investigation! Pick one player from the eliminated task force members to be replaced as N's bodyguard**

### **Night Action**

**##House Cleaning: Lower everybody's suspicion points by 20. This costs 50 Proposal Points. One time use.**

### **Death Note**

**You can now interact with the Death Note:**

**##Access Death Note Doc: This will open the Death Note where you can examine it or use it by writing a name in it. Note: This action will unlock more actions.**

**##Pass Death Note: Pass the Death Note to other player. If you haven't used before you will not be held as Kira Suspect.**

**You have to decide between these two options during next night, if you don't use the Death Note it will be taken from you.**

### **Description 2**

**None**

**Watari didn't unlock more info as he used faked notebook.**

**(Watari got the first notebook from Mogi but forfeit it as per L's instructions)**

### **Objective Description 2**

**None**

**Watari didn't unlock more info as he used faked notebook.**

**(Objectives won't change)**

## **Death Note2**

**You can now use the Notebook to kill players during the Night. You also have more options as the Owner to interact with the Death Note:**

**##Pass Death Note:** Pass the Death Note to other player. You are still the Owner of the Notebook unless the next person decides to use it.

**##Forfeit Notebook:** Forfeit Ownership which will return the Notebook to previous Owner. If the previous Owners are dead or comprehended, the Notebook will go back to Shinigami. If you haven't used the Notebook to kill you will not be held responsible for any murders caused by the Notebook.

**##Request Shinigami Eyes:** This will propose a deal with Shinigami. If Shinigami agrees you can use the Shinigami Eyes as Night action. Check Rules how to use them in the Notebook.

**You have to decide between these three options or write names to the Notebook each night, otherwise the Notebook will be taken.**

**If you use the Notebook to kill, you will be granted an option to ##SEND TAPES to the public, posing as Kira and displaying your will to others which will be presented in Day posts (public message limit is 999).**

## **Special Night Ability (Hidden) when achieving top trust**

**L will allow you to use his resources and equipment to follow certain person during the night. This will reveal the person's night actions. You can also take responsibility for taking any confiscated items if you feel they will be safer with you, or even release the prisoners. As Watari, you have great knowledge of using the equipment. Not only you will learn the person's doings, but also his/her real identity.**