

ILikePie5: You are Bruce Wayne/Batman, the Dark Knight, the Protector of Gotham, your one rule no killing, you only save lives, thus making you the Pacifist, each night you choose to protect/visit someone, if you successfully protect someone in the night this protection extends into the day, meaning if they're vtd they will be saved, each time you protect someone against being killed you get 1 point, if you get 2 you win the game. You win as Third Party

Fake Claim: You are Batman, the Dark Knight, "the world's greatest detective", your investigative/deductive mind is unparalleled to anyone else, thus making you the tracker, each night you can choose someone to track/visit, at the end of each night, you will know who they targeted, if anyone

SupaDudz: You are the Harlequin of Hate, the Clown Prince of Crime, chaos incarnate, the eternal enemy of Batman, you only have 2 goals: Create chaos and survive, thus making you the Survivor J0AT, you need to survive to the end game to win, with any faction, to achieve this you have some weapons in your comical arsenal:

1x Insane Laughing Gas: Use this in the night to make your victim insane, they will be immune to all night actions (converting, killing, tracking), minus your own (roleblocking), no night will affect them and they can do 0 night actions, making them immune vanillas

1x Killing Joke: In the night, you can make someone live through one very bad day, breaking their sanity forever/killing them-(you can also take someone out with you in the day if you being vtd if this ability is unused in the night)

1x The Escape: You've escaped death, and Batman many times, you can escape death one time if you're not protected by anyone, in the night/day-one time self-immunity

You win as yourself/Third Party

You convert to the Mafia, being the 1x Jailer with your 1x Insane Laughing Gas: Use this in the night to make your victim insane, they will be immune to all night actions (converting, killing, tracking), minus your own (roleblocking), no night will affect them and they can do 0 night actions, making them immune vanillas, once expended you become the Mafia Usurper, to win you need to eliminate the Mafia Godfather and win as Mafia, you will be seen as Mafia Goon to the Mafia Godfather

crystalynx: You are Dr. Victor Fries/Mr. Freeze- Though you failed to save your beloved wife Nora in her infected/dying state, you discovered how to save people against immediate lethal trauma-by freezing the part of the body that was struck against, allowing the lethal blow to heal and become survivable, preventing death, since you found purpose in saving the patients of Arkham you've become the Doctor- each night you can choose/select to save someone against death (including you), if someone attempts the night kill on the patient, the patient you save doesn't die, you win with town

Barney: You are Pamela Isley/Poison Ivy, you love plants and have immense power over them, sadly in Arkham they've only given you one vanilla plant that you've grown close to, making you the vanilla, you with town

SirAnonymous: You are Dr. Harleen Quinzel/Harley Quinn, you are the psychiatrist of Arkham, hoping to help treat everyone, though the nature of Arkham Asylum makes you specialize in treating one single patient at a time, this makes you the 1x psychiatrist, one night in the game you can choose to treat/convert a patient to town, this will only succeed on non town, if a patient is town you can select a new patient to treat/convert to town, this ability is expended once you convert non town to town, making you vanilla

Wylted: You are The Penguin/Oswald Cobblepot, you fought with your life to become the King of Gotham, via deceit, lies, and betrayal, speaking your way out of any situation, especially those of life and death, not even the police can implicate you, despite everything you've done, making you the Godfather, when investigated by a cop you end up innocent, you win The Mafia

(Fake claim): You are The Penguin/Oswald Cobblepot, you fear your enemies closing in on you as your empire collapses, waiting in on the day someone insane kills you in this asylum, making you succumb to your neurotic tendencies, thus making you the paranoid gun owner, if someone visits you in the night you will kill them

whiteflame: You are The Riddler/E. Nigma, you want to bring the darkness of Gotham to the light while creating chaos in intrigue and mystery, making you the anarchist bishop- each power you have you can compel someone to sin: 1x Kidnapping- Kidnapping someone converts them to your side, implicating them in committing the sin of heresy (conversion) 1x confusion: confusing your enemy into nullifying/not doing their power, roleblocking them, implicating them in the sin of sloth (roleblocked), 1x ultimatum: You choose a victim to send this to, once sent the victim will be given an ultimatum, kill someone else/have themselves be killed, if they choose to kill they will be implicated in the sin of wrath (killing), if they decide to not kill anyone, risking their own life, their life will be spared-you can demand they kill someone specific in the ultimatum/give them the choice in who to kill As bishop you can say what sin someone is guilty of in the DP, you win with mafia

Earth: You are Dr. Hugo Strange, the Chief of Psychiatry in Arkham Asylum, directing it day by day, you break down everyone into psychiatric profiles, deeply knowing/understanding someone's mind at the fundamental level, using this mental mapping to find out/"unmask" the identity of the Batman/Bruce Wayne, thus making you the investigator/question asker, once a night you can visit a patient in Arkham Asylum, if town they will be innocent, if non-town they will be guilty. Alternatively you can ask me in DM a yes/no alignment question about a patient to find about them, you win with town

Coreyinthehouse: You are Bane, a soldier, a weapon, guided only in violent purpose, thus making you the Thorne, one night you can visit + kill someone in Arkham Asylum, (say the patient you want to visit/kill in night actions in DMs), if you successfully kill a patient you have their role/powers, being defined by new purpose, the killed will only have their alignment shown to the town
You win as third party (subject to change)

Fake claim: You are Bane, a soldier, a weapon, guided only in violent purpose, thus making you the 1 shot Vigilante, hopefully the one shot makes one kill, you win with town