

ToU v5.3.0

Crewmate Roles:

Aurial:

The Aurial is a Crewmate that can sense when players use an ability nearby. If a player is very close they will even know who used the ability.

Detective:

The Detective has a 2 step ability. The first stage involves inspecting a crime scene. Once a crime scene is inspected they can then examine other players on cooldown to see if that player was at the scene of the crime. Crime scenes spawn at each dead body. They also get a detective report telling them the type of killer if they examine someone's body.

Haunter:

Once a random crewmate dies they become the Hunter. The Hunter has the ability to run around as a ghost and to do tasks. Once all tasks are finished they reveal the impostors to all alive non-impostors. However, to stop them from finishing their tasks they can be clicked by the impostors which kills them and negates their ability. The impostors also get a warning shortly before and as the Hunter finishes their tasks.

Investigator:

The Investigator is a crewmate who can see footprints for a certain duration.

Lookout:

The Lookout is a crewmate who can watch other players. The following meeting, the Lookout will see all roles who interacted with all watched players after they began watching them.

Mystic:

The Mystic is a crewmate who gets a flash on their screen, every time someone dies, on top of this, they also get an arrow briefly pointing in the rough direction of the body.

Seer:

The Seer is a crewmate who can reveal a player's alliance on a cooldown. All neutral roles and crew killing roles are customisable, however, all Impostors (except Traitor) always show red, and non-crew killing show green.

Snitch:

The Snitch is a crewmate who can find out the Impostors via finishing tasks. Once the Snitch finishes all their tasks they reveal the impostors to themselves via arrows and their names are highlighted red. The impostors also get a warning shortly before and as the Snitch finishes their tasks.

Spy:

The Spy is a crewmate who gains extra information via the admin table. On admin they not only see how many people are in a room, but also see who is in what room.

Tracker:

The Tracker is a crewmate who can track people on a cooldown. For each person they track, they see an arrow of the colour of the person they tracked, pointing towards them which updates in specific intervals.

Trapper:

The Trapper is a crewmate who can place traps. When a meeting is called the Trapper receives information on which roles entered the trap.

Deputy:

The Deputy is a crewmate who can camp other players. Once a camped player dies the Deputy is alerted to their death. The following meeting the Deputy may then attempt to shoot the killer of the camped player. If successful the killer dies and if not nothing happens.

Hunter:

The Hunter is a crewmate who can stalk people for a short duration. If a stalked player uses an ability the Hunter may then be able to kill them.

Jailor:

The Jailor is a crewmate who can Jail players and during meetings may decide whether to Execute them. The Jailor may also anonymously communicate with their jailed target via the text chat. Everyone sees who is jailed, the jailed player may not use any meeting ability, and no meeting ability (other than prosecute) may be used on the jailed player. If the Jailor executes incorrectly, they lose the ability to jail.

Sheriff:

The Sheriff is a crewmate who can kill, their job is to kill the Impostors, however, if they attempt to kill a crewmate, they will die themselves.

Veteran:

The Veteran is a crewmate who has the option to go on alert. When they are on alert they will kill whoever interacts with them, this includes, tracking, shielding, seering, dousing, hacking and even killing!

Vigilante:

The Vigilante is a crewmate who has the option during a meeting to guess someone else's role, if they are correct the other person dies, if the Vigilante is incorrect, the Vigilante dies.

Altruist:

The Altruist is a crewmate who can revive other players. To do this they must be located near a body. When they start reviving all Neutral Killers and Impostors get an alert that an Altruist is reviving and an arrow pointing towards the Altruist. After the revive duration ends, killers instead get an arrow to all revived players. The Altruist and revived players cannot button once a revive has taken place.

Cleric:

The Cleric is a crewmate who can barrier other players, providing temporary defence and cleanse other players, removing all negative effects (e.g. blackmail, douse).

Medic:

The Medic is a crewmate who can shield another player. If the shielded player is attacked, the Medic is alerted to this and the shield saves the other player from dying.

Oracle:

During rounds the Oracle can choose to make someone confess on their demise (death). The alliance of that player is revealed to a certain accuracy to everyone in the meeting after the Oracle's death. In addition to that, the Oracle will receive a confession from that player at the start of each meeting, they will receive information that either that confessing player, or 2 others is evil. They also have another ability, bless, that provides someone immunity during meetings!

Warden:

The Warden is a crewmate who can Fortify a player, if anyone interacts with this fortified player the ability will fail and both the Warden and person attempting to use an ability will get a purple flash on their screen.

Engineer:

The Engineer is a crewmate who can both vent and fix sabotages.

Imitator:

The Imitator is a crewmate who can use fallen crewmates to their advantage. During meetings the Imitator can select a player who they wish to imitate the following round. They will not know what role they are imitating until the following round.

Mayor:

Once per game the Mayor can reveal themselves as the Mayor mid-meeting, once done so they gain an additional 2 votes.

Medium:

The Medium is a crewmate who can see ghosts. During rounds the Medium has an option to Mediate, which lets ghosts know who the Medium is, as well as where they are, and the same thing for the Medium in reverse.

Plumber:

The Plumber is a crewmate who can flush vents, ejecting all players in vents at that moment and barricade vents, placing a barricade on that vent the following round.

Politician:

The Politician is a crewmate who can campaign to other players. During meetings they may attempt to reveal themselves as the Mayor. If they have received enough votes from Crewmates (must be Crewmates not Neutral or Impostors) they will reveal, if not they may not campaign the following round.

Prosecutor:

The Prosecutor has 2 abilities, one is the ability for them to see all the votes (non-anonymous voting), the other, once per game during a meeting the Prosecutor can prosecute someone, making all other votes redundant and having whoever the Prosecutor selected exiled that meeting.

Swapper:

The Swapper is a crewmate who can swap two players during a meeting.

Transporter:

The Transporter is a crewmate who can swap the locations of two people on cooldown at will. The other two people have no knowledge or control of when it will happen. The Transporter just does what they want, when they want to.

Neutral Roles:

Amnesiac:

The Amnesiac is a neutral role which can remember the role of a dead player. Their objective is to find a dead body in order to remember who they were. This means they can remember that they were an Impostor!

Guardian Angel:

The Guardian Angel is a neutral role which has one job, to protect their target and make sure they live. If their target wins they win.

Mercenary:

The Mercenary is a neutral role which can guard other players, allowing them to absorb abilities on other players. And bribe, using gold (from converting absorbed abilities) to bribe other players to join their team. If any bribed player lives and wins, the Mercenary does too.

Survivor:

The Survivor is a neutral role which has to live to win, however, if any neutral evil role or lovers win the Survivor still loses.

Doomsayer:

The Doomsayer wins by guessing 3 player's roles at the same time. The Doomsayer also has an observe ability hinting at other player's roles.

Executioner:

The Executioner is a neutral role who needs to vote out a certain crewmate to win.

Jester:

The Jester is a neutral role who needs to be voted out to win.

Phantom:

Once a random crewmate dies they become the Phantom. To win the Phantom needs to complete all their tasks, however, to stop them any player can click them which kills them.

Soul Collector:

The Soul Collector wins by collecting a certain number of souls. Each round the Soul Collector may Reap players and Collect souls. For a soul to spawn a player must first be reaped and then they must die. Everyone sees a soul on the ground for the remaining duration of the round since a soul spawns. The Soul Collector sees the soul until they collect it.

Arsonist:

The Arsonist is a neutral role who needs to kill everyone to win. The Arsonist however, does not have a kill button. Instead they need to douse and ignite people. The Arsonist is unique in that they can kill multiple people at once with one ignite, when they ignite all douses nearby die.

Juggernaut:

The Juggernaut is a neutral role who needs to kill everyone to win. The Juggernaut's special quirk is that they have an altered kill cooldown which decreases with each kill. The starting kill cooldown is the Glitch kill cooldown plus 5 seconds.

Plaguebearer:

The Plaguebearer is a neutral role who needs to infect everyone to turn into Pestilence (not win the game). The infection can be spread by other players via seering, tracking, examining, killing etc.

Pestilence:

The Pestilence is a neutral role who needs to kill everyone to win, however the only way to get rid of Pestilence is by voting it out in a meeting, otherwise it is unkillable.

The Glitch:

The Glitch is a neutral role who needs to kill everyone to win. The glitch also has additional abilities including hacking, which disables all abilities of the hacked player, and mimicing which makes them transform into another player.

Vampire (and Vampire Faction):

The Vampire and Vampire Faction wins by being the only players alive. During the game Vampires can bite other players. Every player a Vampire bites dies, except the first Crewmate, in this case the Crewmate is converted into a Vampire and loses their original ability. The only exception to this is when they bite a Vampire Hunter, in this case the Vampire Hunter stakes the Vampire. Once there are 2 Vampires alive no more players can be converted into Vampires, however, depending on settings if 1 dies they may be able to convert again.

Werewolf:

The Werewolf is a neutral role who needs to kill everyone to win. The Werewolf cannot kill unless they are rampaged. Once they are rampaged the Werewolf can kill multiple people during a short duration.

Impostor Roles:

Eclipsal:

The Eclipsal is an Impostor who can blind other players for a moderate amount of time. Blinded players have 0x vision and their report button doesn't light up.

Escapist:

The Escapist is an Impostor who can teleport to a desired location on the map whenever they feel like (on cooldown).

Grenadier:

The Grenadier is an Impostor who can throw down a flash grenade. When this is done all players inside a small radius get blinded by the flash grenade.

Morphling:

The Morphling is an Impostor who can transform into another player. They can do this by sampling a player and then can proceed to morph into that player for a short period of time.

Swooper:

The Swooper is an Impostor who can turn invisible for a short period of time.

Venerer:

The Venerer is an Impostor who gains perks for killing. The perks in order are: a camouflage ability (for just the Venerer), a sprint ability and finally a freeze ability which temporarily slows all players except the Venerer.

Bomber:

The Bomber is an Impostor who can plant bombs around the map. When a bomb is planted it will detonate x seconds later (according to settings). Once detonated the bomb will kill anyone in the radius of the blast, including themselves or teammates.

Scavenger:

The Scavenger is an Impostor who must hunt down prey. When their kill cooldown becomes available they are given a timer and a target, if they kill the target the timer increases and they get a new target, if they kill wrong they get a significantly increased kill cooldown and if they don't kill anyone their kill cooldown resets.

Traitor:

Once all Impostors die, a random crewmate becomes the Traitor, the Traitor can select an Impostor role to be and their sole purpose is to avenge all fallen Impostors.

Warlock:

The Warlock is an Impostor who can charge up their kill button by not killing for a long duration. Once the Warlock hits kill their charge starts decreasing and the Warlock can keep killing until this charge runs out.

Blackmailer:

The Blackmailer is an Impostor who can silence a player in a meeting. During each round the Blackmailer can go up to someone to blackmail them. This prevents the blackmailed player from being able to talk in meetings.

Hypnotist:

The Hypnotist is an Impostor who can Hypnotise players. During a meeting they may then release Mass Hysteria, once released the Hypnotist can no longer hypnotise other players and all hypnotised players now see everyone else as either themselves, camouflaged or invisible.

Janitor:

The Janitor is an Impostor who can choose between killing and cleaning. If they choose to clean a body the body disappears and becomes unreportable.

Miner:

The Miner is an Impostor who can place vents around the map. These vents can be used by anyone who can vent and the vents are all connected to each other via a vent system.

Undertaker:

The Undertaker is an Impostor who can drag and drop bodies to hide them in certain locations.

Crewmate Modifiers:

Aftermath:

Aftermath is a Crewmate Modifier which activates upon death. Once the Aftermath is killed the killer of the Aftermath will be forced to use their ability (will have no effect if ability is in use or the killer has no viable ability).

Bait:

Bait is a Crewmate Modifier which activates upon death. Once the Bait is killed the killer of the Bait will be forced to report their body.

Celebrity:

Celebrity is a Crewmate Modifier that activates the meeting following the Celebrity's death. It tells everyone how, when and where the Celebrity died.

Diseased:

Diseased is a Crewmate Modifier which activates upon death. Once the Diseased is killed the killer of the Diseased will have an increased kill cooldown before they kill again or a meeting is called.

Frosty:

Frosty is a Crewmate Modifier which activates upon death. Once the Frosty is killed their killer will be temporarily slowed.

Multitasker:

Multitasker is a Crewmate Modifier which makes all tasks transparent.

Taskmaster:

Taskmaster is a Crewmate Modifier which makes the player automatically complete a random task following each meeting.

Torch:

Torch is a Crewmate Modifier which makes lights ineffective against themselves.

Global Modifiers:

Button Barry:

Button Barry is a Global Modifier which allows themselves to button from anywhere on the map, even if a sabotage is currently active.

Flash:

Flash is a Global Modifier which gives the player increased speed.

Giant:

Giant is a Global Modifier which increases the size of a player.

Immovable:

Immovable is a Global Modifier which makes the player unable to be moved by disperse, transport and meetings.

Lovers:

Lovers is a Global Modifier which links two players who can both chat with each other during rounds and win together in the final 3 if both players are alive.

Mini:

Mini is a Global Modifier which decreases the size of a player.

Radar:

Radar is a Global Modifier which allows the player to see where the closest player to them currently is. This includes if they are inside a vent.

Satellite

Satellite is a Global Modifier which allows the player to have a 1 time ability to detect all dead bodies on the map for a short duration.

Shy:

Shy is a Global Modifier which allows the player to become more transparent the longer they stand still.

Sixth Sense:

Sixth Sense is a Global Modifier which allows the player to know when someone interacts with them.

Sleuth:

Sleuth is a Global Modifier which allows the player to see the dead player's roles of who they report during meetings.

Tiebreaker:

Tiebreaker is a Global Modifier which gives the player the ability to break a tie during a meeting. In other words, whoever the Tiebreaker votes for has an extra half vote for that meeting.

Impostor Modifiers:

Disperser:

Disperser is an Impostor Modifier which has a 1 time use ability to send all players to a random vent on the map.

Double Shot:

Double Shot is an Impostor Modifier who has an extra life when assassinating. When the Double Shot has their first incorrect guess they will receive a red flash on their screen and be unable to guess who they guessed incorrectly for the remainder of that meeting.

Saboteur:

Saboteur is an Impostor Modifier which passively decreases non-door sabotage cooldowns.

Underdog:

Underdog is an Impostor Modifier which grants the player a decreased kill cooldown when they are the last Impostor, however, when they have a teammate which is still alive (adjustable by settings), they may have an increased cooldown while that teammate is still alive.