

Death Note Mafia: Character Information

**Character: Soichiro Yagami**

Alignment
Japanese Task Force

Description
Soichiro Yagami is Light Yagami's father, Chief of the NPA, and a police officer who initially leads the Japanese Task Force. Soichiro is a kind man with a strong sense of justice. He cares greatly for his family and the members of the Japanese Task Force. He is a serious and responsible man that gains the respect of many. He has a strong sense of duty, and even after the police stop funding the Kira investigation he continues trying to solve the case with the Task Force. As work on the Kira case begins, Soichiro becomes disappointed with the lack of police cooperation in capturing Kira, eventually joining forces with L to form a special investigative team. When Ryuzaki begins to suspect Light of being Kira, Soichiro is unwilling to believe his son would be capable of such a thing.
Throughout the Kira investigation he believes that his son, Light Yagami is innocent, and is willing to do anything to prove that - by catching the real Kira.

Objective Description
Your only objective is to find and capture the Kira and proove Light is innocent. How this is achieved depends on you. You are member of Japanese Task force consisting of five members, you included. If you and whole task force is eliminated before Kira is captured, you lose.

Day Phase Action
None

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.

Night Action
##Trust must be earned: Set everyone's trust to 60% - 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
Soichiro didn’t unlock more info as he used faked notebook.
(Soichiro would learn that he used notebook before when he discovered that Light was Kira. He deliberately asked to remove his memories by forfeiting the notebook back to Shinigami, in hope that Light will also do the same. Unfortunately Light had other plans…)

Objective Description 2
None
Soichiro didn’t unlock more info as he used faked notebook.
(Since Soichiro learned the truth about his son, the original objective can no longer be fullfilled. The only option to clear Light is to become Kira, which means that Soichiro must write a name in the notebook and get caught. Or writing his own name and a fake confession letter to L)

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.