

Town of Us Roles Cheat Sheet for the IF Lobby

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Current Settings

Global Settings:

- Random Map:
 - Skeld 20
 - Polus 80
 - Skeld has 2 additional short tasks

7 Players: 1 Impostor, 0-1 NE, 0 NK

- Crew Roles
 - **Snitch** 100%
 - **Medic** 50%
 - **Engineer** 50%
 - **Mayor** 100%
 - **Transporter** 100%
- Neutral Roles
 - **Jester** 100%
- Impostor Roles
 - **Grenadier** 50%
 - **Morphling** 50%
 - **Swooper** 50%
- Modifiers
 - **Bait** 50%
 - **Multitasker** 80%
 - **Button Barry** 40%
 - **Flash** 40%
 - **Giant** 40%
 - **Sleuth** 80%
 - **Double Shot** 50%

8-9 Players: 1 Impostor, 0-1 NB, 0-1 NE, 1 NK

- Crewmate Roles
 - Investigator 50%
 - Snitch 100%
 - Sheriff 100%
 - Medic 50%
 - Engineer 50%
 - Mayor 100%
 - Transporter 100%
- Neutral Roles
 - Amnesiac 100%
 - Executioner 40%
 - Jester 40%
 - Phantom 40%
 - Arsonist 40%
 - The Glitch 40%
- Impostor Roles
 - Grenadier 50%
 - Morphling 50%
 - Swooper 50%
- Modifiers
 - Bait 50%
 - Multitasker 80%
 - Button Barry 40%
 - Flash 40%
 - Giant 40%
 - Sleuth 80%
 - Double Shot 50%
- First Death Shield

10-11 players: 2 Impostors, 0-1 NB, 1 NE, 0 NK

- Crewmate Roles

- Investigator 100%
- Snitch 100%
- Vigilante 100%
- Medic 100%
- Engineer 50%
- Imitator 50%
- Mayor 100%
- Transporter 100%

- Neutral Roles

- Amnesiac 100%
- Executioner 40%
- Jester 40%
- Phantom 40%

- Impostor Roles

- Grenadier 50%
- Morphling 50%
- Swooper 50%
- Blackmailer 50%

- Modifiers

- Bait 50%
- Multitasker 80%
- Button Barry 40%
- Flash 40%
- Giant 40%
- Lovers 70%
- Sleuth 80%
- Double Shot 80%

- First Death Shield

12+ Players: 2 Impostors, 0-1 NB, 1 NE, 1 NK

- Crewmate Roles

- Investigator 100%
- Snitch 100%
- Sheriff 100%
- Veteran 50%
- Vigilante 100%
- Medic 100%
- Engineer 100%
- Imitator 100%
- Mayor 100%
- Transporter 100%

- Neutral Roles

- Amnesiac 100%
- Executioner 40%
- Jester 40%
- Phantom 40%
- Arsonist 40%
- Plaguebearer 40%
- The Glitch 40%

- Impostor Roles

- Grenadier 50%
- Morphling 50%
- Swooper 50%
- Blackmailer 50%

- Modifiers

- Bait 80%
- Multitasker 80%
- Button Barry 40%
- Flash 40%
- Giant 40%
- Lovers 70%
- Sleuth 80%
- Double Shot 80%

- First Death Shield

Modded Game Mechanics

Communications Sabotage

- When Communications is called, all players become gray beans that do not have unique features.
- Also, the vanilla features of Communications sabotage still apply. This includes making Vitals, Admin Table, and Cams inaccessible, removing task indicators from player's maps, and preventing an emergency meeting.

Assassinations

- During a meeting, players with the ability to assassinate will have role selectors under each player's name.
- By clicking left and right, they can select a role, and by pressing "Guess" they can attempt to assassinate that player.
- If the guess is correct, the guessed player will die.
- If the guess is incorrect, the guesser will die.
- No matter who dies, it will always look as if that player kills themselves.
- **Impostors**, **Neutral Killers**, and the **Vigilante** have the ability to assassinate.
- The **Pestilence** is unable to be assassinated. However, they could be assassinated while they are still **Plaguebearer**. [See [Plaguebearer](#)]

Glossary

This section will explain various terms that are used throughout the document that may not be self-explanatory at first glance. If you think there are terms that need explaining that are not in the document, please DM Boog on Discord (boog2811) with your suggestions.

- **Active Round:** Among Us games are split into two phases that alternate, the Active Rounds and the Meetings. The Meetings are when everyone can freely talk and end with a vote, either of skip or killing someone. The rest of the game are the “Active Rounds.” This is when players can run around, do tasks, check various systems like vitals or the admin table, and are concluded when a body is reported or an emergency meeting is called.
- **Impostor Vision:** Impostor Vision refers to the extra distance that Impostors are able to see compared to crewmates. Various other roles also have this extended vision, but it is called Impostor Vision nevertheless.
- **“The Lunge”:** When a kill is made, the killer will lunge onto the player that they kill.

Crewmate Roles

Investigator

- Crewmate (Investigative)
- The **Investigator** is a crewmate that is able to see the **footsteps** of other players.
- The color of the **footsteps** will change if someone **morphed**.

Snitch

- Crewmate (Investigative)
- Once the **Snitch** completes all of their tasks, they will get an arrow pointing to all alive **Impostors**.
- During meetings, the names of the **Impostors** will be red.
- When the **Snitch** has one task remaining, all alive **Impostors** will get a yellow flash on their screen, and get an arrow pointing to the **Snitch**.
- The **Impostors** get a green flash on their screen when the **Snitch** completes their final task.
- This arrow persists once the **Snitch** has completed all of their tasks.
- Once the **Snitch** has one task remaining, they are revealed to all Impostors during the meetings. As such, the **Snitch** can no longer be assassinated by **Impostors** (the **Snitch** can still be assassinated by **Neutral Killers**).

Sheriff

- Crewmate (Killing)
- The **Sheriff** is a Crewmate that has a kill button.
- The **Sheriff** is only able to successfully kill bad roles. This includes **Impostors**, the Jester, and **Neutral Killing** roles.
- If the **Sheriff** tries to shoot someone who is not “bad”, the **Sheriff** will shoot themselves. This is called a “misfire”.

Veteran

- Crewmate (Killing)
- The **Veteran** has the ability to go on Alert 3 times throughout the game.
- While the **Veteran** is alert, ANYONE who interacts with the **Veteran** (Including Crewmates) will die to the **Veteran**.
- Except for the Pestilence, in which case a Pestilence attempting to kill an alerted **Veteran** will result in no interaction.

Vigilante

- Crewmate (Killing)
- The **Vigilante** is a Crewmate that has the ability to [assassinate](#) **Impostors**, Neutral Evils, and **Neutral Killing** roles.

Medic

- Crewmate (Protective)
- The **Medic** has a **Shield** button that gives a shield to another player.
- **Shielded** players can know they are **Shielded** by seeing a light blue outline on themselves.
- **Shielded** players cannot be killed through normal means in the active round.
- If a killer attempts to kill a **Shielded** player, the **Medic** receives a green flash on their screen.
- **Shielded** players can still be killed through Suiciding (like through a **Sheriff** misfire or a **Heartbreak**) or through being [Assassinated](#).
- The **Medic** also is able to gather additional information from reporting bodies, as long as the body is reported within 15 seconds of the death occurring.
- They will see the role of the killer. If the person died through untraditional means (**Sheriff** misfire, **Heartbreak**, etc.), that will be shown instead.
- The **Medic** will also see if the killer (will not be seen if it was an untraditional death) was a lighter or darker color. [Each player will have a Lighter or Darker tag on them in meetings to show the **Medic** who is lighter and who is darker]

Engineer

- Crewmate (Support)
- The Engineer is a Crewmate with the ability to vent.
- The Engineer also has a Fix button, which can be used once (or twice with 12+ players) per game to instantly fix an ongoing sabotage.

Imitator

- Crewmate (Support)
- The **Imitator** is a Crewmate who can use the abilities of other dead crewmates.
- The **Imitator** can do this by clicking on an icon next to a dead player during the meeting. The **Imitator** will then have the selected player's role for the following active round.
- The **Imitator** can only **Imitate** players who have an ability in the active round. Example: **Engineer**.
- The **Imitator** cannot **Imitate** crewmates who do not have an ability in the active round or non-crewmates. Examples: **Vigilante** or **Impostors**.

Mayor

- Crewmate (Support)
- The **Mayor** can **reveal** themselves as **Mayor** (during meetings).
- Once **revealed**, all players know that the **Mayor** is indeed the **Mayor** (it says **Mayor** on the screen). This means that the Mayor can no longer be assassinated after **revealing**.
- Also, once **revealed** the **Mayor's** votes count as three votes instead of one.
- However, the **Mayor's** vision in the active round is cut in half after revealing.

Transporter

- Crewmate (Support)
- The **Transporter** has a **Transport** button, which opens a scrollable menu that will swap the locations of two players on the map.
- The **Transporter** is able to **Transport** themselves.
- If the **Transporter** picks a player that is dead, their body will be **transported** with the other player that is picked.
- Due to these interactions, the **Transporter** is not able to check Vitals.

Impostor Roles

Grenadier

- Impostor (Concealing)
- The Grenadier has a Flash button. This will make every nearby non-Impostor's¹ screen covered in white, so that they cannot see.
- While the flash is happening, Impostors who were in the radius of the flash have their screen partially covered in white, to know the flash is happening.
- The Grenadier is unable to flash while a sabotage is ongoing.
- The Grenadier is unable to vent.

Morphling

- Impostor (Concealing)
- The Morphling has a Sample button. This will sample the DNA of the selected player.
- Once a player has been sampled, the Sample button turns into a Morph button. By clicking the Morph button, the Morphling will take on the appearance of the player they sampled DNA from for a short time.
- The Morphling is able to sample a new player's DNA after each meeting.
- The Morphling is able to vent.

Swooper

- Impostor (Concealing)
- The Swooper has a Swoop button. This will make the player invisible.
- While invisible, the Swooper is able to move around and kill as normal.
- The Swooper is unable to vent.

¹ The Grenadier does flash neutral killers. [\[Source\]](#)

Blackmailer

- Impostor (Support)
- The Blackmailer has a Blackmail button. This button will Blackmail the selected player, preventing them from talking in the next meeting.
- The player that is blackmailed will be revealed to all players in the next meeting.
- The Blackmailer cannot blackmail themselves. They are able to Blackmail their Impostor teammate.

Neutral Roles

Amnesiac

- Neutral (Benign)
- The Amnesiac's goal is to find a dead body and click the Remember button. This will turn the Amnesiac into the role that the dead player had.
- To assist in this, the Amnesiac will receive an arrow pointing to any dead bodies on the map five seconds after the body has died. This arrow will persist until the body is no longer on the map or the Amnesiac remembers a role.
- After remembering a role, the Amnesiac's abilities and goal is whatever the remembered role is.

Jester

- Neutral (Evil)
- The Jester's win condition is to get themselves voted out.
- If the Jester is voted out, the game ends and the Jester wins alone.
- The Jester is able to vent, but cannot move between vents, just sit and hide in a single vent until they hop out.

Executioner

- Neutral (Evil)
- The Executioner's win condition is to get their target voted out.
- The Executioner's target is indicated by their name being darker.
- If the Executioner's target gets voted out, the game ends and the Executioner wins alone.
- If the Executioner's target dies, the Executioner will turn into an Amnesiac.

Phantom

- Neutral (Evil)
- The Phantom is not a role that is in the game to begin with.
- Once a player with a neutral role dies, there is a chance for that player to turn into the Phantom.
- As the Phantom, this player's goal is to complete all of their tasks.
- The Phantom must run around as a live player would to complete their tasks.
- Once the Phantom has four tasks remaining, the Phantom becomes clickable to all living players. If the Phantom is clicked, they fully die.
- If the Phantom is able to complete all of their tasks without being clicked, they win alone and the game ends.

The Glitch

- Neutral (Killing)
- The Glitch is a neutral killer that is similar to the Morphling.
- The Glitch has a Mimic button, which opens a scrollable menu that allows The Glitch to take the appearance of another player for a short time.
- The Glitch also has a Hack button, which will hack the selected player for a short time. Hacked players are unable to interact with anything (tasks, the meeting button, sabotages, etc.). Hacked players do know they are hacked, indicated by a lock icon on top of their abilities.
- The Glitch wins by themselves by eliminating all other players.
- As a neutral killer, The Glitch is able to assassinate.

Plaguebearer

- **Neutral (Killing)**
- There are two parts to this, **Plaguebearer** and **Pestilence**.
- The **Plaguebearer** is what they will start out as.
- The **Plaguebearer** does not have a kill button and they have crewmate vision rather than [impostor vision](#).
- The **Plaguebearer** also has the ability to [assassinate](#).
- The **Plaguebearer's** first goal is to try to infect everyone.
 - They will have an **Infect** button with a cooldown
 - There are two ways to be infected, by the **Plaguebearer** themselves or by other players.
 - **Infected** players can infect other players by interacting with them and vice versa. (Ex. **Transporter** who is infected will infect both people they **transport** or if the **transporter transports** someone who is infected, the transporter will become infected)
 - **Plaguebearer** can see who is infected
- Once everyone is infected **Plaguebearer** will become **Pestilence**.
- When they are **Pestilence** their **Infect** button becomes a kill button with standard kill cooldown, and they gain [impostor vision](#).
- **Pestilence** also retains the ability to [assassinate](#).
- As **Pestilence** they can only be voted out, not [assassinated](#), [heartbroken](#), or literally anything else that could possibly kill them.
- If anyone interacts with **Pestilence**, that player will die.
 - **Pestilence** will [lunge](#). However, this will not affect their kill cooldown.

Arsonist

- Neutral (Killing)
- The Arsonist has two buttons, a Douse button and an Ignite button.
- The Douse button will douse the selected player, covering them in gasoline. Doused players do not know they are doused.
- When adjacent to a doused player, the Arsonist can click the Ignite button, which will kill all doused players.
- Up to two players (or three with 12+ players) can be doused at the same time, however, the Arsonist is able to ignite with only one player doused.
- The Douse and Ignite buttons share the same cooldown.
- When the Arsonist is the last killer, the Ignite button has no cooldown.
- The Arsonist wins by themselves by eliminating all other players.
- As a neutral killer, the Arsonist is able to [assassinate](#).

Modifiers

Modifiers are something that players can have *in addition* to their role.

Bait

- Crew Modifier
- Killing the **Bait** makes the killer auto self-report.
- The self-report will happen at a random time between 0 seconds and 1 second.

Multitasker

- Crew Modifier
- The **Multitasker's** tasks are transparent.

Button Barry

- Global Modifier
- **Button Barry** has the ability to call a meeting from anywhere on the map, even during sabotages.
- They have the same amount of meetings as a regular player.

Flash

- Global Modifier
- The **Flash** travels at a faster speed (1.5x) in comparison to a normal player.

Giant

- Global Modifier
- The **Giant** is a gigantic player that has a decreased walk speed (0.75x).

Lovers

- Global Modifier
- Two players are randomly selected to be **Lovers** at the start of the game.

- These two players have a private chat during active rounds where they can communicate with each other.
- If one of the **lovers** dies, the other player will die at the same time (this is called a death by **Heartbreak**).
- If the two **lovers** are both alive when there are 3 total players alive, the two **lovers** win as a **love couple**.
- Each **lover** can also work towards their own win condition, depending on what role they have.

Sleuth

- Global Modifier
- The **Sleuth** is a player who gains knowledge from reporting dead bodies.
- During meetings the **Sleuth** can see the roles of all players in which they've reported.

Double Shot

- **Impostor** Modifier
- **Double Shot** is an **Impostor** who gets an extra life when [assassinating](#).
- Once they use their life they are indicated with a red flash and can no longer guess the person who they guessed wrong for the remainder of that meeting.

Recent Updates

October 5th, 2023: Confirmed that [Grenadier](#) does flash Neutral Killers (thanks to my excessive watching of Among Us videos) - [Boog](#)

October 5th, 2023: Added [Current Settings](#) section, have not set it up yet - [Boog](#)

October 6th, 2023: Finished adding colors and modified [Arsonist](#) - [Boog](#)

October 7th, 2023: Finished [Current Settings](#), Added [Modded Game Mechanics](#) and finished it (for the time being), Added a few roles as well - [Boog](#)

October 15th, 2023: Added [Investigator](#), [Phantom](#), and [Plaguebearer](#). - [Boog](#)

October 15th, 2023: Converted the document to be in dark mode. - [Cheese](#)

November 4th, 2023: Added [Imitator](#). Added the [Glossary](#). - [Boog](#)

November 4th, 2023: Found a mistake about an [Investigator](#) game mechanic. - Vblood

November 11th, 2023: Added [Bait](#), [Multitasker](#), [Sleuth](#), and [Double Shot](#).

Removed Spy. - [Boog](#)

November 18th, 2023: Added [Button Barry](#), [Flash](#), and [Giant](#).

I think I missed a few updates...whoops - [Boog](#)

January 20th, 2024: Added [Veteran](#). - [Boog](#)

September 28th, 2024: Added categories to the [Current Settings](#) section. - [Boog](#)

Credits

[Town of Us-R Github Page](#)

Boog: Main Author

Steezer: Various Coloring

Cheese: Converted the document to Dark Theme

Various content creators for knowledge & footage: ([Koji](#) & [Steve Suptic](#) so far)