**3rd Party Roles**

**Krombopulos Michael** – An extremely dangerous Gromflomite assassin that purchases weapons from Rick Sanchez. He has no code of ethics, he’ll kill anyone: children, animals, old people, doesn’t matter – he just loves killin’.

(Lethal) Assassin - Can kill one person per night. He cannot kill Rick Sanchez C137 or Morty and wins with them or if he is the last alive. If Rick Sanchez C137 dies, then he will be able to kill Morty normally and must be the last alive. He is immune to watch/track/follow. If he targets Rick Sanchez C137, he will be given a gun and can choose to perform 2 kills on a night of his choice, Rick will receive 3000 Flurbos. If he targets Morty while Rick Sanchez C137 is alive, he will give Morty his business card, identifying himself to Morty, and will die the following night. The assassin does not carry a gun unless carrying the one provided by Rick. He is innocent to cops. This is a visiting role.

\*3000 Flurbos: Single use item that allows Rick and Morty to travel to Blipz N Chitz any night they choose. While at Blipz N Chitz, all night actions on them fail. They may still perform their normal actions. This item may only be used if both Rick and Morty are alive.

\*Krombopulos Michael’s Business card: Morty must control Krombopulos Michael for the next night. Morty can still perform his normal action.

**Unity** - A collective hivemind and Rick Sanchez's former lover. It is a powerful entity that can control minds and form alliances. It takes the forms of multiple genders, races, and likely species, but uses both male and female avatars.

Assimilator - An Assimilator can assimilate one player per night. When a target is assimilated they will receive the message “You don’t feel like yourself anymore”. The target will also not learn their results from the night they are assimilated (they will still perform their action). The assimilated player will learn their results normally all nights after. Also every night, the assimilator can control one already-assimilated player of their choice, forcefully and compulsively redirecting their action to a target of their choice (same as a witch). Controlling non-visiting actions will fail. The control ability is factional, even if there are multiple assimilators, only 1 player can be controlled by them per night. An Assimilator cannot assimilate Rick Sanchez C137, Morty, or Summer. Assimilate will fail on Morty and Summer. If an Assimilator targets Rick Sanchez C137, the Assimilator will fail and become intoxicated and will no longer be able to control assimilated players for the remainder of the game. If there are multiple assimilators, the control ability will be lost if 1 alive assimilator is intoxicated. If the intoxicated assimilator dies, then the control ability will be reinstated. Assimilators share a chatroom. The Assimilator wins when all alive players, that can be, are assimilated. All night actions, except kill, fail on an Assimilator. This is not a visiting role.

**Beta-Seven** – A neighboring Hive-Mind species to Unity

Assimilator – Same as Unity

**Morty Smith** - The grandson of Rick Sanchez C137 and is often forced to tag along on his various misadventures.

Roleblocker / Apprentice – Morty can choose one target to either Roleblock OR Apprentice each night. Morty shares a chatroom with Rick Sanchez C137 and wins when Rick and Morty are the last alive with the Smith family (Beth, Summer, and Jerry) and Krombopulos Michael. Rick and Morty also have a factional kill. If Rick Sanchez C137 dies, then Morty will join town and will no longer have a factional kill. Morty is one-shot bulletproof. A Roleblocker chooses one player to block each night. The Roleblocker cannot block the same player 3 nights in a row. An Apprentice targets one player each night and learns that player's ability. The Apprentice then can use its learned ability on subsequent nights, but only one ability per night. When using the ability, the Apprentice will NOT learn a new one. The Apprentice can only learn active abilities and the learned ability will be a one-shot action (where a failed attempt does not count against this limit). If the Apprentice targets a player that has more than one action, such as a JoAT, it will only learn the action that player is actively using that night. Both are visiting roles.

**Rick Sanchez C137** - A genius scientist that is capable of interdimensional travel whose alcoholism and reckless behavior are a source of concern for his daughter's family, as well as the safety of their son, Morty.

Genius Mad Scientist – The Genius Mad Scientist must compulsively perform 2 actions per night. His first action must be giving away one inventor item to a player. He cannot give an item to himself or Morty and must choose a different target every night. This is not a visiting action. Items are as follows (Meeseeks Box, Turbulant Juice, Fractal Dust, Mega Seed, Kalaxian Crystal, Muscle Memory Extractor, Rick Potion #9, Portal Gun, Neutrino Bomb, & Crystallized Zantonite). Rick does not care what each item does, but the recipient will be told via an anonymous note. This inventor action is unblockable, but Rick’s 2nd action can be blocked normally. His second action is similar to a JoaT and can perform any of the following actions once: Watch, Track, Follow, Voyeur, Detective, Sane Cop, Doctor (self only), Forensic Investigator, Jail, and Gunsmith. Rick and Morty also have a factional kill. If Rick chooses to perform the kill it will be in place of his 2nd action. His second action can be performed on anyone, but the factional kill cannot be used on the same target as Rick’s first action on the same night, even if Morty performs the kill. If Rick is targeted, only results of his 2nd action will be given. Rick shares a chatroom with Morty and wins when Rick and Morty are the last alive with the Smith family (Beth, Summer, and Jerry) and Krombopulos Michael. If Morty dies, then Rick goes rogue and must kill everyone except Beth and Krombopulos Michael. Rick is one-shot bulletproof and permanently cloaked while Morty is alive. Rick also carries a one-shot portal gun and can choose to commute himself and Morty (If alive) out of town instead of performing their normal actions. If Rick gives away his portal gun, he will lose this ability. Rick does not carry a gun while Morty is alive. This is a visiting role.

**Town Roles**

**Summer Smith** – The daughter of Jerry Smith and Beth Smith and the older sister of Morty Smith.

Jack-of-all-Trades / 1-shot Veteran – Summer has the ability to perform one of these actions each night: detective, sane cop, roleblock, watch, track, gunsmith, jail and kill. Each action can only be used once, but a failed attempt does not count against this limit. Summer also has a 1-shot Veteran action instead of her JoaT action. A Veteran may choose to stay on alert during the night. Any night the Veteran is on alert, it will kill anyone that visits it. The visiting player is killed instantly and its action fails, not affecting the Veteran, no matter what action it is or if the player is cloaked. Summer can stay on alert one night during the game and cannot be on alert on N0. On the nights Summer is not on alert, she can be targeted normally. Summer carries a gun. JoaT actions are visiting, the veteran action is not visiting.

**Beth Smith** – The daughter of Rick Sanchez C137, the wife of Jerry Smith, the mother of Summer Smith and Morty Smith.

Doctor / Motivator – Beth can choose to use either a Doctor OR Motivator action each night. A Doctor chooses one player at night to save. Beth can self-heal once. A Motivator targets a player at night to allow them to use an extra action. The extra action is available the next night and the next night only. Factional abilities, such as the Mafia night kill, cannot be used twice in one night. The Motivator cannot motivate themselves. Both are visiting roles.

**Jerry Smith** – The husband of Beth Smith, the father of Summer Smith and Morty Smith, and the son-in-law of Rick Sanchez.

(Compulsive) Hider / Gunsmith – Jerry must compulsively choose to perform either a hider OR gunsmith action each night. A Hider may hide behind one player each night. Whatever happens to the player they hide behind also happens to them. If the Hider tries to hide behind a non-town player, it will die. A Gunsmith investigates one player each night to determine if they have a gun. Jerry does not carry a gun. Both are visiting roles. Jerry also has 3 Meeseeks boxes. Only 1 box can be used per night and Meeseeks actions can only be used once each (Like a JoaT).

\*Meeseeks Box: Single use item. Call upon Mr. Meeseeks for help. Mr. Meeseeks can perform one of the following actions: Watch, Track, Follow, Voyeur, Detective, Sane Cop, Cloak, Doctor, Block, or Gunsmith. If Mr. Meeseeks is successful, he will give the user the result and disappear. If Mr. Meeseeks fails his action, he will automatically attempt the action on the same target again the next night. If the target dies while Mr. Meeseeks is active, his task will be considered complete and disappear. If Mr. Meeseeks fails 2 nights in a row, he kills the Meeseeks box user. The Meeseeks Box user can still perform their normal action.

**Dr Xenon Bloom** – An amoeba who is the co-founder of Anatomy Park with Rick.

Doctor / Martyr – Dr Xenon Bloom can perform either a Doctor OR Martyr action each night. A Doctor chooses one player at night to save from a kill. Dr Xenon Bloom cannot self-heal. A Martyr can use their ability once. The Martyr chooses a target to kill, kills that target, and then dies. The Martyr cannot be saved when using their ability. Both are visiting roles.

**Principal Gene Vagina** - The principal of Harry Herpson High School where Morty and Summer attend. The name is real, possibly Scandinavian, and don’t let it fool you, he is very much in charge.

Watcher / Tracker / Follower – Principal Vagina can perform either a track OR watch OR follow action each night. A Watcher watches one player each night to learn who visited that player. The Watcher does not know the nature of the visits. The Watcher is allowed to watch itself. A Tracker follows one player each night to learn who that player visited. The Tracker does not know the nature of the visits. A Follower targets a player at night and learns what action they took that night, but not who they targeted. All actions are visiting actions.

**Mr. Goldenfold** - Morty’s math teacher at Harry Herpson High School. He is divorced and often tries to fill the void of loneliness with Jamba Juice.

Absorber / Dreamer – Mr. Goldenfold will either dream or absorb each night. An Absorber passively and reflexively copies all active abilities that target them. The Absorber can then use the "absorbed" abilities on subsequent nights (but only one ability per night). If the absorber is targeted by a JoAT or similar, it will only absorb the ability actively in use that night, not all the possible abilities. Each ability learned will be a one-shot action (a failed attempt does not count against the limit). The absorber is affected normally by the actions that target it. A Dreamer has a dream every night that gives information on 3 players, one of which is non-town. (One of player1, player2, player3 is guilty.) Third party roles/Godfather do not show up in dreams. The Dreamer does not dream if it is visited. Mr. Goldenfold cannot dream or absorb if he uses an absorbed action. Mr. Goldenfold cannot absorb the assimilate action. This is not a visiting role unless using an absorbed action.

**Revolio Clockberg Jr. aka Gear Head –** Comes from an entire species of Gear People and loves to tell people about the Gear Wars. Rick insists on calling him “Gear Head” even though it is equivalent to calling a Chinese person “Asia Face.”

Roleblocker / Rolestopper – Gear Head can choose one target to either Role-block OR Role-stop each night. A Roleblocker chooses one player to block each night. The Roleblocker cannot block the same player 3 nights in a row. A Rolestopper chooses one player to protect from all other night actions. The Rolestopper cannot target the same player two nights in a row. Both are visiting roles.

**Birdperson –** An old friend of Rick's and has seemingly known Morty since he was a baby. He attends Rick's party looking for a new mate after ending his soul-bond with his previous spirit-partner…it has been a challenging mating season for Birdperson.

Apprentice / Voyeur – Birdperson can choose to either perform an apprentice OR voyeur action. An Apprentice targets one player each night and learns that player's ability. The Apprentice then can use its learned ability on subsequent nights, but only one ability per night. When using the ability, the Apprentice will NOT learn a new one. The Apprentice can only learn active abilities and the learned ability will be a one-shot action (where a failed attempt does not count against this limit). If the Apprentice targets a player that has more than one action, such as a JoAT, it will only learn the action that player is actively using that night. A Voyeur chooses a target, and learns what was done to them that night, but not who did it. The Voyeur can target itself. Both are visiting roles.

**Squanchy –** A cat-like anthropomorphic creature. He is good friends with Rick, sharing a love for alcohol.

Safety Expert - A Safety Expert may either gunsmith or roleblock a single target each night. The Safety Expert is one-shot Bulletproof. This is a visiting role. Squanchy also has one tooth vile.

\*Tooth Vile – Single Use item. Squanchy breaks off a tooth from his mouth, cracks it open, drinks a fluid from the inside, and becomes a giant rampaging monster. Allows the user to rampage instead of their normal action. When rampaging, they will visit a target, roleblock, and kill them, along with everyone who visits the target that night.

**Jessica -** A student at Harry Herpson High School. She is a popular girl in Morty's math class who he desires to be with romantically and often has surreal daydreams about, almost exclusively sexual in nature.

Watcher / Tracker / Follower – Jessica can perform either a track OR watch OR follow action each night. A Watcher watches one player each night to learn who visited that player. The Watcher does not know the nature of the visits. The Watcher is allowed to watch itself. A Tracker follows one player each night to learn who that player visited. The Tracker does not know the nature of the visits. A Follower targets a player at night and learns what action they took that night, but not who they targeted. All actions are visiting actions.

**The President of the United States** – He’s the God damned President of the United Fucking States!

Town Amnesiac - An Amnesiac can take over the role of any dead town member, but can only use this action once. However, it CAN take over the role of another dead town Amnesiac. This is not a visiting role.

**Mr Poopybutthole** - A long-time family friend of the Smiths. Rick clearly considers him to have long been a dependable person, although it's uncertain how long they've known each other.

Sheriff - Each night, a Sheriff may either perform a Detective or Sane Cop action. The Sheriff may only use each action 3 times. Failed attempts do not count against this limit. The Sheriff carries a gun. This is a visiting role.

**Zeep Xanflorp** - A scientist within Rick's Microverse Battery.

Blacksmith / Arms Dealer - Zeep Xanflorp can choose to perform either a Blacksmith OR Arms Dealer action each night. A Blacksmith can give a total of 3 vests during the game, a failed attempt does not count against this limit. The vest allows the recipient to survive one shot or one stab, but will not protect against bombs. Vests do not stack. An Arms Dealer can give out a total of three guns during the game, a failed attempt does not count against this limit. The gun allows the player to perform a one-shot kill on subsequent nights and it will be lost after its use. Players that have received a gun and haven't performed the one-shot kill action yet will be seen as gun holders until after they use it. Zeep Xanflorp cannot give more than one gun or one vest to the same player. Zeep Xanflorp can only give 1 of the items to himself. Zeep Xanflorp carries a gun. This is a visiting role.

**Mafia Roles**

**Vindicators – Team 1**

**Supernova** – Supernova is a purple cosmic being with long flowing hair and a costume that resembles a galaxy with floating miniature planets surrounding her. She is a parody of Eternity from Marvel Comics.

Doctor / Gunsmith – Supernova has the ability to perform either a Doctor OR Gunsmith action each night. A Mafia Doctor chooses one player at night to save. A Mafia Gunsmith investigates one player each night to determine if they have a gun. Both are visiting roles.

**Vance Maximus** – Leader of the Vindicators. He is a parody of flippant, scene-stealing heroes like Peter Quill/Star Lord and Tony Stark/Iron Man.

Detective / Private Eye – Vance Maximus has the ability to perform either a Detective OR Private Eye action each night. A Mafia Detective Investigates one player each night to determine their role. A Mafia Private Eye may track up to two players each night. The Private Eye learns who those players visit that night. Both are visiting roles.

**Alan Rails** - His parents' tragic death in a railroad accident caused him to gain the ability to summon ghost trains.

(Bulletproof) Roleblocker / Cloak – Alan Rails has the ability to use a Roleblock OR Cloak action each night. A Mafia Roleblocker chooses one player to block each night. The Roleblocker cannot block the same player 3 nights in a row. This is a visiting role. A Mafia Cloak chooses one player at night to cloak. Anybody it cloaks is invisible to tracking / watching / following / voyeuring, and is unblockable. This is not a visiting role.

**Crocubot** - Crocubot is basically part crocodile and part robot. A cold, unfeeling reptile and also an equally cold, and unfeeling machine.

(Breakthrough) Jack of all Trades – Crocubot has the ability to perform one of these actions each night: detective, sane cop, roleblock, watch, track, gunsmith, cloak, and jail. Each action can only be used once, but a failed attempt does not count against this limit. This is a visiting role.

**Million Ants** - As his name suggests, he is a colony of red ants who have collected themselves (under the order of a queen ant, which reproduces them immediately back to one million if any are killed) into taking a humanoid shape. He is colored red and has a hollow looking set of eyes and mouth. He can also manipulate his appearance to non-humanoid forms as well.

Amnesiac - The Mafia Amnesiac can take over the role of any dead Mafia member. This ability can only be used once. This is not a visiting role, unless the Amnesiac performs the factional kill.

**Noob-Noob** - A small masked character and junior Vindicator. He is generally underappreciated by the other Vindicators. Noob-Noob is the only member of the Vindicators that Rick values because he enjoys Rick’s humor, but Rick quickly forgets about him.

Absorber / Apprentice – Noob-Noob has the ability to go nowhere and absorb OR use an Apprentice action each night. A Mafia Absorber passively and reflexively copies all active abilities that target them. The Mafia Absorber can then use the "absorbed" abilities on subsequent nights (but only one ability per night). Absorbers cannot copy their own team's factional abilities (like the Mafia kill), but can absorb any kills sent their way by other teams and can be targeted by their teammates. If the absorber is targeted by a JoAT or similar, it will only absorb the ability actively in use that night, not all the possible abilities. Each ability learned by the Absorber will be a one-shot action (and a failed attempt does not count against this limit). The Absorber is affected normally by the actions that target it. A mafia Apprentice targets one player each night and learns that player's ability. The mafia Apprentice then can use its learned ability on subsequent nights, but only one ability per night. When using the ability, the Apprentice will NOT learn a new one. The Apprentice can only learn active abilities and the learned ability will be a one-shot action (where a failed attempt does not count against this limit). If the Apprentice targets a player that has more than one action, such as a JoAT, it will only learn the action that player is actively using that night. This is a visiting role.

**Council of Ricks – Team 2**

**Rick Prime** - Rick Prime's appearance is almost identical to the other members of the Council of Ricks. The only difference is that his hair style consists of a large puff of hair on top, with the sides and back of his head shaved. He also has a tiny soul patch on his chin.

Doctor / Gunsmith – Rick Prime has the ability to perform either a Doctor OR Gunsmith action each night. A Mafia Doctor chooses one player at night to save. A Mafia Gunsmith investigates one player each night to determine if they have a gun. Both are visiting roles.

**Quantum Rick** - Quantum Rick shares the general appearance of the titular Rick Sanchez, but sports a puffier hairstyle.

Detective / Private Eye – Quantum Rick has the ability to perform either a Detective OR Private Eye action each night. A Mafia Detective Investigates one player each night to determine their role. A Mafia Private Eye may track up to two players each night. The Private Eye learns who those players visit that night. Both are visiting roles.

**Maximus Rickimus** - Maximus Rickimus shares the general appearance of Rick Sanchez, though with a different hairstyle, consisting of long hair that descends past the ears.

(Bulletproof) Roleblocker / Cloak – Maximus Rickimus has the ability to use a Roleblock OR Cloak action each night. A Mafia Roleblocker chooses one player to block each night. The Roleblocker cannot block the same player 3 nights in a row. This is a visiting role. A Mafia Cloak chooses one player at night to cloak. Anybody it cloaks is invisible to tracking / watching / following / voyeuring, and is unblockable. This is not a visiting role.

**Zeta Alpha Rick** - Zeta Alpha Rick shares the general appearance of Rick Sanchez, though with a different hairstyle.

(Breakthrough) Jack of all Trades – Zeta Alpha Rick has the ability to perform one of these actions each night: detective, sane cop, roleblock, watch, track, gunsmith, cloak, and jail. Each action can only be used once, but a failed attempt does not count against this limit. This is a visiting role.

**Riq IV** - Riq IV shares the general appearance of Rick Sanchez, though with a much different hairstyle, consisting of 3 spikes, and a long soul patch.

Amnesiac - The Mafia Amnesiac can take over the role of any dead Mafia member. This ability can only be used once. This is not a visiting role, unless the Amnesiac performs the factional kill.

**Ricktiminus Sancheziminus** - Ricktiminus Sancheziminius shares the general appearance of Rick Sanchez, though with a different hairstyle, and facial hair.

Absorber / Apprentice – Ricktiminus Sancheziminus has the ability to go nowhere and absorb an action OR use an Apprentice action each night. A Mafia Absorber passively and reflexively copies all active abilities that target them. The Mafia Absorber can then use the "absorbed" abilities on subsequent nights (but only one ability per night). Absorbers cannot copy their own team's factional abilities (like the Mafia kill), but can absorb any kills sent their way by other teams and can be targeted by their teammates. If the absorber is targeted by a JoAT or similar, it will only absorb the ability actively in use that night, not all the possible abilities. Each ability learned by the Absorber will be a one-shot action (and a failed attempt does not count against this limit). The Absorber is affected normally by the actions that target it. A mafia Apprentice targets one player each night and learns that player's ability. The mafia Apprentice then can use its learned ability on subsequent nights, but only one ability per night. When using the ability, the Apprentice will NOT learn a new one. The Apprentice can only learn active abilities and the learned ability will be a one-shot action (where a failed attempt does not count against this limit). If the Apprentice targets a player that has more than one action, such as a JoAT, it will only learn the action that player is actively using that night. This is a visiting role.

**Items**

\*Meeseeks Box: Single use item. Call upon Mr. Meeseeks for help. Mr. Meeseeks can perform one of the following actions: Watch, Track, Follow, Voyeur, Detective, Sane Cop, Cloak, Doctor, Block, or Gunsmith. If Mr. Meeseeks is successful, he will give the user the result and disappear. If Mr. Meeseeks fails his action, he will automatically attempt the action on the same target again the next night. If the target dies while Mr. Meeseeks is active, his task will be considered complete and disappear. If Mr. Meeseeks fails 2 nights in a row, he kills the Meeseeks box user. The Meeseeks Box user can still perform their normal action.

\*Turbulant Juice: Single use item. You are not sure what this is for when watching the commercial. It turns an unmuscular Michael into a muscular Manny or it might clean stuff? All you can take away is that sex sells. Motivates the user the same night it is used.

\*Fractal Dust: Single use item. Purified resin from Powdered Neutronium and Amphetetron. When used on a target they will become themselves again. If used on an assimilator, the assimilator will become intoxicated.

\*Mega Seed: Single use item. Found inside the fruit of Mega Trees and are extremely useful for science. User sticks it WAAAYYY up inside their butthole. They are granted temporary super intelligence for 1 night and can detective AND sane cop AND learn the character name of one target instead of their normal action. This breaks through anything, and works even if those actions would normally fail via blocking or role description. After use, the user loses a significant amount of brain function and is silenced in thread the next day.

\*Kalaxian Crystal: Single use item. Drugs from a parallel universe that give a very strong, yet fleeting high. Makes the user unblockable for 1 night.

\*Muscle Memory Extractor: Single Use Item. Gives the user the muscle memory of a killer out for revenge. Allows the user to rampage instead of their normal action. When rampaging, they will visit a target, roleblock, and kill them, along with everyone who visits the target that night.

\*Rick Potion #9: Single Use item. A full-proof love potion. Used instead of the giver’s normal action. When given to a target they will fall desperately in love with the giver. If the giver dies, so does the target. The giver will not die if the target dies.

\*Portal Gun: Single Use item. Allows the user to summon a portal and commute out of town for one night instead of using their normal action.

\*Neutrino Bomb: Single use item. Bomb thrown together by Rick. Instead of their normal action, the user may plant the bomb on any target. It will be automatically detonated the next night, but only has a 50% chance of working.

\*Crystallized Zantonite – Single use item. It conducts electrons across dimensions, but that is only 20% accurate. When given to a target, the target becomes captivated by interdimensional TV and is roleblocked.