Possible Role List - BTN Mafia #52

Chaos in South Park

**Game Mechanics**

* **ManBearPig** - A random mechanic where one player is told Al Gore sent them a message (which they can respond to) looking for MBP each night, but neither is actually in game.

(1)Al Gore sent you a message last night. "Have you seen ManBearPig?" You may reply to this message at any time

(2) Al Gore sent you a message last night. "Some people say that ManBearPig isn't real. Well I'm here to tell you now, ManBearPig is very real, and he most certainly exists. I'm cereal. ManBearPig doesn't care who you are or what you've done. ManBearPig simply wants to get you! I'm super-cereal. So I really need to know... have you seen ManBearPig?"

* **Mongolians** - If Tuong Lu Kim is killed, Mongolians will break through the walls of South Park, causing one random selection from the following effects to occur each night
* All kill actions will fail
* All blocking & protective actions will fail
* Two players will be lynched the following day
* The next lynch will be prevented
* 3 random players will be motivated
* 3 random players will be roleblocked
* Manbearpig visits random player with message & rampages on their visitors
* No effect

**The Cult of Eric Cartman (Recruiting Mafia)**

**Eric Theodore Cartman** - Usually referred to as just Cartman, is one of the main characters, along with Stan Marsh, Kyle Broflovski, and Kenny McCormick. Cartman is extremely manipulative and selfish and is often the main antagonist of the series.

(Tough) (Breakthrough) Recruiting Godfather – Eric Cartman is the leader of the “Cult of Eric Cartman”. While Cartman is alive, the team cannot kill. The factional kill is returned if Cartman dies. Recruiting is treated as factional and cannot be motivated, and the recruit can ONLY be performed by Cartman. Each night, starting N1, Cartman selects one player to recruit to join the mafia team. A recruited player will keep the same role they had before. Eric Cartman cannot die at night, so attempting to recruit anyone that cannot be recruited will result in a fail. A Godfather is the head of the Mafia. The Godfather does not carry a gun, appears innocent to Cops, and detective investigations fail *(aside from Stan)*. This is a visiting role.

*Tough - Cartman cannot die at night*

*Breakthrough - Cartman cannot be blocked or jailed (these actions fail aside from probe which succeeds but does not block him)*

**Leopold "Butters" Stotch** - Anaive, optimistic, and gullible child that others often take advantage of. He is especially the victim of abuse and manipulation by Eric Cartman.

Naive Infiltrator - The Naive Infiltrator can “make friends” with a target each night. When they become “friends” the Naive Infiltrator will learn the character name of the target, and the target will receive the following message: “You are now friends with ‘Naive Infiltrator character name’”. The Naive Infiltrator can then choose one “friend” each night to learn who they visited. The Naive Infiltrator can befriend and learn track results in the same night. Friends of the Naive Infiltrator will receive town results when visiting Butters, and he will appear as “Friend” to a detective. Non friends will receive normal results on Butters. This is a visiting role.

**Town Roles:**

**Kenny McCormick** – One of the main characters of the UU TTthe series. Kenny ties his parka tightly across his face, which makes him difficult to understand. Kenny is immortal, and secretly poses as Mysterion, the servant of Justice.

Superhero – The superhero can choose one player at night to Jail, and also has a 1-shot kill action. If the superhero dies, by lynching or night kill, he can “commune” with a dead player, learn all of their night actions, and will rise again the next day. The superhero can kill himself. Kenny speaks normally, but must permanently use a drunk translator after he is resurrected. The one-shot kill action is lost after resurrection if not used. The superhero carries a gun. This is a visiting role.

**Kyle Broflovski** - One of South Park's main characters and member of the only Jewish family in South Park. He is often noted for this as well as his intelligence and firm morals. He is also very fond of giving speeches.

(Bulletproof) Kylestantine - Kylestantine can choose one target to either detective OR kill each night. Kylestantine is the force against evil, therefore cannot be recruited. Kylestantine appears guilty to sane cops and carries a gun. This is a visiting role.

**Stan Marsh -** One of the main characters, along with Eric Cartman, Kyle Broflovski, and Kenny McCormick. Stan is usually the one who is unaffected by the many scams, cults, and mass influences that South Park has been subjected to, and has a knack for seeing through falsely glorified practices and celebrities.

Flavor Detective - A Flavor Detective investigates one player each night to determine that player's character name. The Flavor Detective does not learn the alignment or role of its target. The Flavor Detective carries a gun. This is a visiting role

*\*Stan sees through Cartman, so succeeds on him & cannot be recruited*

**Officer Barbrady** - A former police officer, with a relatively poor vocabulary. He is extremely incompetent at his job, usually being incapable of solving the crimes he is legally obliged to investigate.

Incompetent Cop - The incompetent cop investigates one player each night to determine if they are a “Giant Douche” or a “Turd Sandwich”. The Cop cannot investigate themselves. The Cop carries a gun. This is a visiting role.

**Harrison Yates** – The Highest ranking member of the Park Country Police Force.

Racist Cop - The racist cop investigates one player each night to determine if they are “Black” or “Not Black”. The Cop cannot investigate themselves. The Cop carries a gun. This is a visiting role.

**Randy Marsh -** Husband of Sharon & father of Shelly and Stan; despite being a geologist with a doctorate, Randy is mostly portrayed as an often-drunk and absent-minded idiot.

(Compulsive) Village idiot - The Village idiot must choose to either motivate or save one person each night, however there will be a 50% chance of Randy getting drunk and doing something completely different. If Randy gets drunk he will not know what he did instead and a drunk translator must be used the next day. All his possible actions will be visiting actions.

*Drunk - rolestop, silence, roleblock, or kill*

**Craig Tucker** - A cynical, apathetic, and deadpan 4th grader who has a compulsive tendency to flip people off, usually for no discernible reason.

(Loud) Miller / Gunsmith - A Miller is a Townie who shows as guilty to sane Cops and innocent to Insane Cops. A Gunsmith investigates one player each night to determine if they have a gun. This is a visiting role.

Loud: People visited by Craig will be told they were “flipped off” the previous night.

**Gerald Broflovski** - The husband of Sheila and the father of Kyle as well as adoptive father of Ike. He is also an infamous internet troll who operates under the alias of Skankhunt42.

(Compulsive) Internet Troll - Each night Gerald must troll another player by forcefully redirecting their action to a target of his choice. The player being trolled will be rolestopped, and will only receive a trollface as their result that night on the player they are redirected to. Gerald may not troll the same player on consecutive nights. This is NOT a visiting role.

**Tuong Lu Kim** - Owner of City Wok and South Park’s only defense against Mongolians

Restrauntaur: Lu Kim can give out a total of five portions of Chinese food during the game. These are: City Beef, City Chicken, City Pork, City Shrimp & City Vegetables.Lu Kim can give one item to himself. Chinese food must be compulsively consumed the night after receiving it (does not replace an action). Lu Kim does not know what effect each of his food-types have. This is a visiting role.

If Lu Kim dies, South Park is no longer protected against Mongolians.

* *City Beef - Causes massive diarrhea and silences the user the next day.*
* *City Chicken - Delicious! Motivates the user for the following 2 nights!*
* *City Pork - Has a 50% chance of motivating or roleblocking the player. Motivation occurs the night after City Pork is consumed, roleblocking on the same night.*
* *City Shrimp - Causes food poisoning. When consumed the player will suffer from hallucinations and be given a false result for their action that night*
* *City Vegetables - Has no effect. Are just vegetables*

**Towelie** - A genetically engineered talking towel, usually seen either appearing out of nowhere to give towel advice to the citizens of South Park, and / or getting high.

Stoned follower - A Follower usually targets a player at night and learns what action they took that night, but not who they targeted. There is a 50% chance Towelie acts before getting stoned, in which case his action is breakthrough. However, there is a 50% chance that Towelie will get stoned before acting, with one of 2 results

* He will act on the wrong person (at random, will be told who he visited)
* He will not follow his target but will give them friendly towel advice instead

**Mr Mackey -** The Guidance Counselor at South Park Elementary, best known for saying "m'kay" at the end of most of his sentences. He is also known to host awesome meteor shower parties.

Guidance Counsellor - Mr MacKey may call one player to his office each night. That person is redirected to Mr Mackey and protected from recruit and kill actions for the night. This is NOT a visiting role.

**Wendy Testaburger** - 4th Grade Student at South Park Elementary, Wendy generally acts as the voice of reason among the other kids.

Class President - Wendy’s connections among the school’s students allow her to choose either to track 2 players, watch 2 players, or track AND watch 1 player each night. This is a visiting role

*Revised to: Wendy’s connections among the school’s students allow her to choose either to use 2 track actions, 2 watch actions or 1 track and 1 watch action each night*

**Jimmy Valmer-** Endlessly optimistic despite his disability, Jimmy likes to perform stand-up comedy in the style of Jay Leno. Regardless of reaction to his jokes he will usually say "Wow, what a great audience!"

Stand Up Comedian - Jimmy may visit one player each night to practice his routine on. There is a 50% chance his target will find his jokes funny and will be motivated as a result. If however his target does not find his jokes funny, Jimmy will fail. If Jimmy fails on 2 consecutive nights, Jimmy will become disillusioned with comedy and begin taking steroids (in a misguided effort to win the special olympics). When Jimmy is on steroids his action becomes compulsive and he will either motivate his target or rampage at that location. After he has rampaged, Jimmy will stop taking steroids and return to comedy. Jimmy may rampage up to 3 times during the game.

**Herbert Garrison** - The 4th Grade Teacher at South Park Elementary. Mr Garrison is a pervert and incredibly sexually confused, and has undergone multiple sex change operations as well as multiple changes to his sexual orientation.

(Compulsive) Sexually Confused Deviant - Each night Mr Garrison will change his sexual identity and will be given a new action to perform.

N0 - Mr Garrison is an effeminate heterosexual. Cloak Action

N1 - Mr Garrison is an overtly in-the-closet homosexual. Hide Action

N2 - Mr Garrison is an extremely outspoken member of the Gay Community. Priest Action

N3 - Mr Garrison has a sex change and becomes a heterosexual woman. Slut Action

N4 - Mr Garrison becomes a Lesbian woman. Apprentice Action

N5 - Mr Garrison has a sex change and reverts to being a gay man. Priest Action

N6 - Mr Garrison becomes the President of the United States. Kill Action

N7 - Beyond this, Mr Garrison becomes an absorber

**3P Roles:**

**Tom Cruise -** Litigious actor and Scientology advocate, well known for hiding in the closet.

Sneaky Tom - Sneaky Tom chooses one player to kill each night. Sneaky Tom cannot be tracked, watched or blocked and does not carry a gun.

*Cannot be recruited*

**Satan -** The ruler of Hell. Despite being evil incarnate, he has a compassionate and vulnerable personality. Lovers with Saddam Hussein.

**Saddam Hussein -** Former dictator and the emotionally abusive lover of Satan.

Satan and Saddam may use one detective and one kill action interchangeably each night. Detective investigations and recruitment on Satan & Saddam fail. They both have vests.

*Cannot be recruited*

**Visitor 1** & **Visitor 2 -** Aliens who run the earth as an intergalactic reality show by installing satellite dishes in the butts of South Park residents.

An Alien visits one human each night to probe them. The human's night action will fail, and they will be notified of an eerie but still hazy memory of what happened to them the following night (i.e. if they are probed N1, they will be notified N2). The Alien wins if all living humans have been probed and the Alien is also still alive. If there is more than one Alien, they will be given a chat room to plot their world domination. The Alien is permanently cloaked, which means they are invisible to watch/track/follow/voyeur and are unblockable.

*Cannot be recruited*