**Possible Role List BTN Mafia #61**

**Rick and Morty 2**

**Game Mechanics**

* **Item Mechanic** - Each night, Two random people will discover a random item. This reduces to 1 item when there are 6 or less players left.

**3rd Party Roles**

**Big Morty** - Leader of the underground crime syndicate in Mortytown

(Breakthrough) (Bulletproof) Cult of Morty Leader - Each night, the Cult of Morty Leader selects one player to join the Cult or to kill. A recruited members’ new role becomes “Mortytown Loco Morty”. Only a Morty can join the Cult of Morty. Attempting to recruit anyone that isn’t a Morty will result in a fail. Attempting to recruit a member of a scum faction will kill the Cult of Morty Leader. Attempting to kill a Morty will also kill the Cult of Morty Leader. The Cult of Morty wins when the majority of living players are part of the Cult of Morty. Cult members share a chatroom.

*\*Big Morty CAN kill scum Mortys and recruit 3P Mortys*

**Bootleg Portal Chemist Rick** – An unkempt Rick that makes bootleg portal fluid for the Mortytown Locos.

Cult of Morty Amnesiac - The Cult of Morty Amnesiac can become the Cult Leader if the Cult Leader dies. Bootleg Portal Chemist Rick can also choose to use his portal fluid to commute out of town on any night, but there is a 50% chance his math will be off and he will die instead.

**Mortytown Loco Morty** – Members of the Gang in Mortytown

Mortytown Loco Morty - A Mortytown Loco Morty is any player recruited to the Cult of Morty. A Mortytown Loco Morty has no night actions.

**Psychopath Morty** - A Morty living in Mortytown. He lures his victims in by crying next to a crib to make Ricks feel sympathy for him, before stabbing them in the back.

(Lethal) Sneaky Morty - A Sneaky Morty chooses one player to kill each night. If the Sneaky Morty targets a Morty, there is a 25% chance he will be motivated the next night. If The Sneaky Morty targets a Rick, the targeted Rick will also be Roleblocked. The Sneaky Morty cannot be tracked, watched or blocked. Sneaky Morty does not carry a gun. This is not a visiting role.

**Town Roles**

**Investigator Rick** – A Rick in a Trench Coat who collects secrets.

Detective - A Detective investigates one player each night to determine their role. The Detective does not learn their alignment. The Detective carries a gun. This is a visiting role.

**Cop Rick** – A cop at the Citadel, who partners with Cop Morty

Naive Cop - A Naive Cop investigates one player each night to determine if they are guilty or innocent. The Cop cannot investigate themselves. Naive will wield an innocent result the first 3 nights, then become sane. The Cop carries a gun. This is a visiting role.

**Rick J-22** – A factory worker at Simple Rick’s Wafer Cookie Factory.

Watcher - 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. This is a visiting role.

**Cool Rick** – Rick Sanchez (K-83), affectionately known as Cool Rick, is the current supervisor at the Simple Rick’s Wafer Cookie factory.

(Bulletproof) Gambler - A gambler can place a bet once per night on who they think will be lynched the following day. If they guess correctly, they are awarded a gun the following night. They may place another bet and kill the same night. If they guess incorrectly 3 nights in a row, they go on a bender and have to use a drunk translator the following day. The gambler CAN place a bet on “no lynch”. The gambler does not carry a gun, unless they have been awarded one. Betting is NOT a visiting action. Killing is a visiting action.

**Simple Rick** - Simple Rick enjoys a vastly different lifestyle from other Ricks as he is a loving father, without any apparent selfishness or interest in hard science and inter-dimensional travel. This love is captured and turned into the flavor of Simple Rick’s Wafer Cookies.

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.

**Cop Morty** - A Cop at the Citadel, who partners with Cop Rick.

(Miller) Insane Cop - An Insane Cop investigates one player each night to determine if they are guilty or innocent. The Cop cannot investigate themselves. Insane cops reveal the opposite results to the truth (flip guilty and innocent). The Cop carries a gun. This is a visiting role.

**Campaign Manager Morty –** The Campaign Manager for the Presidential Candidate from the Morty Party.

Jack of All Trades - A Jack of All Trades (JoAT) has the ability to perform one of these actions each night: detective, sane cop, roleblock, watch, track, gunsmith, jail and kill. The JoAT can only use each action once, but a failed attempt does not count against this limit. The JoAT carries a gun. This is a visiting role.

**Glasses Morty –** A Version of Morty that wears glasses.

Tracker - A Tracker follows one player each night to learn who that player visited. The Tracker does not know the nature of the visits. This is a visiting role.

**Left-Handed Morty –** Also known as Fat Morty.

Doctor - A Doctor chooses one player at night to save. A save protects from ALL kill attempts on a given night. The save can be used on the bodyguard if they are targeted for a kill, but it will not save the bodyguard if they are protecting someone who is targeted for a kill. This is a visiting role.

**Lizard Morty -** A Version of Morty that was fused with a lizard.

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.

**Slick Morty** – A cool version of Morty with slick hair, dogtags, and his sleeves rolled up. He also has a barcode tattoo on his left side, due to his origins as one of an experimental line of Mortys. This causes the people around him to feel sad and a little bored.

Gunsmith - A Gunsmith investigates one player each night to determine if they have a gun. These common roles will carry guns: scum faction members, Detectives, Cops, Jacks of All Trades, FBI Agents, and Vigilantes (Note: this is a general guide. For information on whether or not a specific, less common role carries a gun, check that role's description). Third party killers and Godfathers do not carry guns. The Gunsmith itself does not carry a gun. This is a visiting role.

**Mafia Roles**

**Shadow Council of Ricks**

**Evil Morty** – The newly elected President of the Citadel of Ricks and main antagonist of the series.

Controller - The Mafia controller targets one player each night to control, forcefully redirecting their action to a target of their choice. The action of the target becomes compulsory, i.e. they will perform an action even if they originally chose not to (and in that case, if they have more than one action available, the action used will be randomly selected). The controller can only control active abilities. The target will know that they were controlled, but they will not learn who they targeted. The controller appears innocent to Cops. Detective investigations fail. This is NOT a visiting role.

**Rick D Sanchez III** – The owner of the Simple Rick’s Wafer Cookie factory and a member of the Shadow Council of Ricks. He is a parody of Willy Wonka.

Mafia Watchful Detective - Each night, a Mafia Watchful Detective may either Detective or Watch a target. The Watchful Detective carries a gun. This is a visiting role.

**Garment District Rick** - A successful businessman and entrepreneur at the Citadel of Ricks and member of the Shadow Council of Ricks.

Mafia Safety Expert - A Mafia Safety Expert may either gunsmith or roleblock a single target each night. The Safety Expert is one-shot Bulletproof. This is a visiting role.

**Sheikh Rick** - A Member of the Shadow Council of Ricks

Mafia Jack of All Trades - A Mafia Jack of All Trades (JoAT) has the ability to perform one of these actions each night: detective, sane cop, roleblock, watch, track, gunsmith, cloak and jail. The JoAT can only use each action once (but a failed attempt doesn't count against this limit). 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’s a movie, it might clean stuff? All you can take away is that sex sells. Motivates the user the same night it is used.

\*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.

\*Plumbus - Single Use Item. Everyone has a plumbus in their house. Instead of their normal action they may use this to determine the flavor of another character

\*Pickel Serum - Single Use Item. Used automatically the next night after it is received. Instead of their normal action, the user uses it on themselves. Turns the user into a pickle: 25% chance of doing nothing, 25% chance of dying, 25% chance of rampaging on a random player, 25% chance of motivating 2 random players of your same alignment (town, mafia, 3P).

\*Death Crystal - Single use Item. Always held (like a vest). Allows the holder to see their own death. A single kill attempt will fail on the holder and the holder will be given the flavor name of the character that tried to assassinate them.

\*Purgenol - Single Use Item. Induces aggressive, murderous behavior to prepare for the purge. Grants the user a single kill action instead of their normal action.