Expanded Primrose C9++
Further conflicts, further pandemonium

Mechanics
- This setup uses a daystart
- Serial killer may choose investigation immunity or 1-shot bulletproof
- Cops are guaranteed to be sane
- Cops get results in the form of "Anti-Town", "Town", or "No Result"
- Trackers get results in the form of who their target visited, "nobody", or "No Result"
- Watchers get results in the form of who visited their target, "nobody", or "No Result"
- Innocent Child is revealed at the start of Day 0
- Doctors prevent one night kill
- Roleblock actions may not be roleblocked
- Kills are indistinguishable
- Mafia Roleblocker cannot kill AND block on the same night
- Mafia Janitor can kill and use their clean action on the same night
- If a Janitor is roleblocked, their clean is not counted as used
- If a Janitor's target does not die, their clean is not counted as used
- A Janitor is not informed about their targets' role after cleaning them
- There is no receipt of system messages from roleblocking or protections

Randomisation
The moderator randomly chooses 11 numbers from 1-100, repeating permitted. Then, each number is turned into a letter as follows:

1-40 = T (Townie. This actually directly influences scum power roles.)
41-50 = W (Watcher)
51-65 = C (Cop)
66-75 = D (Doctor)
76-85 = V (Vigilante)
86-95 = M (Mason)
96-100 = B (Blocker)

The moderator then notes how many of each letter is generated.

Setup Determination

Power roles are inserted into the setup depending on how many of each letter are generated. For example, when looking at the "C" list, look at how many Cs you received. If you get no Cs, do not add any roles from the C list (exception: "T" list has a set of roles to be added if 0 Ts are generated). If you get three Cs, look at where it says CCC and add the corresponding powerroles into the game. In this case, add a Cop and a 1-Shot Cop.

Watcher roles

1 W = 1-Shot Tracker
2 W = 1-Shot Tracker, 1-Shot Watcher
3 W = Tracker, 1-Shot Watcher
4 W = Watcher, 1-Shot Tracker
5 W = Tracker, Watcher
6 W = Tracker, Watcher, 1-Shot Tracker
7 W = Tracker, Watcher, 1-Shot Tracker, 1-Shot Watcher
8 W = Tracker, Tracker, Watcher, 1-Shot Watcher
9 W = Tracker, Tracker, Watcher, Watcher

Cop roles

1 C = 1-Shot Cop
2 C = Cop
3 C = Cop, 1-Shot Cop
4 C = Cop, Cop
5 C = Cop, Cop, 1-Shot Cop
6 C = Cop, Cop, Cop
7 C = Cop, Cop, Cop, 1-Shot Cop
8 C = Cop, Cop, Cop, Cop
9 C = Cop, Cop, Cop, Cop, 1-Shot Cop
10 C = Cop, Cop, Cop, Cop

Cops are guaranteed to be sane.

Doctor roles

1 D = Doctor
2 D = Doctor, 1-Shot Doctor
3 D = Doctor, Doctor
4 D = Doctor, Doctor, 1-Shot Doctor
5 D = Doctor, Doctor, Doctor
6 D = Doctor, Doctor, Doctor, 1-Shot Doctor
7 D = Doctor, Doctor, Doctor, Doctor
8 D = Doctor, Doctor, Doctor, Doctor, 1-Shot Doctor
9 D = Doctor, Doctor, Doctor, Doctor, Doctor

Vigilante roles

1 V = 1-Shot Vigilante

2 V = Vigilante

3 V = Vigilante, 1-Shot Vigilante

4 V = Vigilante, Vigilante

5 V = Vigilante, Vigilante, 1-Shot Vigilante

6 V = Vigilante, Vigilante, Vigilante

7 V = Vigilante, Vigilante, Vigilante, 1-Shot Vigilante

8 V = Vigilante, Vigilante, Vigilante, Vigilante

9 V = Vigilante, Vigilante, Vigilante, Vigilante, 1-Shot Vigilante

Mason roles

1 M = Innocent Child

2 M = 2 Masons

3 M = 2 Masons, Innocent Child

4 M = 3 Masons

5 M = 2 Masons, 2 Masons (i.e. two separate pairings)

6 M = 3 Masons, 2 Masons

7 M = 2 Masons, 2 Masons, 2 Masons

8 M = 3 Masons, 2 Masons, 2 Masons

9 M = 3 Masons, 3 Masons, 2 Masons

Blocker roles

1 B = Roleblocker

2 B = Roleblocker, 1-Shot Roleblocker

3 B = Roleblocker, Roleblocker

4 B = Roleblocker, Roleblocker, 1-Shot Roleblocker

5 B = Roleblocker, Roleblocker, Roleblocker

6 B = Roleblocker, Roleblocker, Roleblocker, 1-Shot Roleblocker

7 B = Roleblocker, Roleblocker, Roleblocker, Roleblocker

8 B = Roleblocker, Roleblocker, Roleblocker, Roleblocker, 1-Shot Roleblocker

9 B = Roleblocker, Roleblocker, Roleblocker, Roleblocker, Roleblocker

Scum roles

11 T = Goon, Goon, Goon, Goon + Serial Killer
10 T = Goon, Goon, Goon, Goon
9 T = Goon, Goon, Goon, Goon, Goon + Serial Killer
8 T = Goon, Goon, Goon, Goon, Goon
7 T = Goon, Goon, Goon, Goon, Godfather + Serial Killer
6 T = Goon, Goon, Goon, Goon, Godfather
5 T = Goon, Goon, Goon, Godfather, 2-Shot Janitor + Serial Killer
4 T = Goon, Goon, Goon, Godfather, 2-Shot Janitor
3 T = Goon, Goon, Goon, Godfather, Roleblocker + Serial Killer
2 T = Goon, Goon, Goon, Godfather, Roleblocker
1 T = Goon, Goon, Godfather, Roleblocker, 2-Shot Janitor + Serial Killer
0 T = Goon, Goon, Godfather, Roleblocker, 2-Shot Janitor

Other information

Once the town power roles and scum roles have been determined, add a number of Vanilla Townies so that the game contains 21 players.

Role PMs

The following DMs are handed out to players when the game starts.

Vanilla Townie

Welcome to Primrose C9++. You are a Vanilla Townie.

Abilities:
- You have no abilities other than your vote.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Tracker

Welcome to Primrose C9++. You are a Town Tracker.

Abilities:
- Track: Each night phase, you may target another player in the game to see who they visit that night, showing up as "nobody", or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town 1-Shot Tracker

Welcome to Primrose C9++. You are a Town 1-Shot Tracker.

Abilities:
- Track: Once, at night, you may target another player in the game to see who they visit that night, showing up as "nobody", or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Watcher

Welcome to Primrose C9++. You are a Town Watcher.

Abilities:
- Watch: Each night phase, you may target another player in the game to see who visits them that night, or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town 1-Shot Watcher

Welcome to Primrose C9++. You are a Town 1-Shot Watcher.

Abilities:
- Watch: Once, at night, you may target another player in the game to see who visits them that night, or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Cop

Welcome to Primrose C9++. You are a Town Cop.

Abilities:
- Investigate: Once, at night, you may target one player in the game to investigate them. You will receive a result of "Town", "Anti-town", or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town 1-Shot Cop

Welcome to Primrose C9++. You are a Town Cop.

Abilities:
- Investigate: Once, at night, you may target one player in the game to investigate them. You will receive a result of "Town", "Anti-town", or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Doctor

Welcome to Primrose C9++. You are a Town Doctor.

Abilities:
- Heal: Each night phase, you may target one player in the game to heal them. They will be protected from a single kill. You may not target yourself.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town 1-Shot Doctor

Welcome to Primrose C9++. You are a Town 1-Shot Doctor.

Abilities:
- Heal: Once, at night, you may target one player in the game to heal them. They will be protected from a single kill. You may not target yourself.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Vigilante

Welcome to Primrose C9++. You are a Town Vigilante.

Abilities:
- Kill: Each night phase, you may target another player in the game to attempt to kill them.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town 1-Shot Vigilante

Welcome to Primrose C9++. You are a Town 1-Shot Vigilante.

Abilities:
- Kill: Once, at night, you may target another player in the game to attempt to kill them.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Innocent Child

Welcome to Primrose C9++. You are a Town Innocent Child.

Abilities:
- Reveal: On Day 1, you will be publicly confirmed to be town.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Mason

Welcome to Primrose C9++. You are a Town Mason.

Abilities:
- Masons: You and the other mason(s) all know each other to be town. During the night, you may communicate.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Roleblocker

Welcome to Primrose C9++. You are a Town Roleblocker.

Abilities:
- Roleblock: Each night phase, you may target another player in the game to attempt to block them from performing any night actions.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town 1-Shot Roleblocker

Welcome to Primrose C9++. You are a Town 1-Shot Roleblocker.

Abilities:
- Roleblock: Once, at night, you may target another player in the game to attempt to block them from performing any night actions.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Mafia Goon

Welcome to Primrose C9++. You are a Mafia Goon.

Abilities:
- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.

Win condition:
- You win when the Mafia obtain a majority with all threats eliminated.

Mafia Godfather

Welcome to Primrose C9++. You are a Mafia Godfather.

Abilities:
- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.
- Investigation Immune: You will appear as innocent to any alignment checks.

Win condition:
- You win when the Mafia obtain a majority with all threats eliminated.

Mafia Roleblocker

Welcome to Primrose C9++. You are a Mafia Roleblocker.

Abilities:
- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.
- Roleblock: Each night phase, you may target another player in the game to attempt to block them from performing any night actions.

Win condition:
- You win when the Mafia obtain a majority with all threats eliminated.

Mafia 2-Shot Janitor

Welcome to Primrose C9++. You are a Mafia 2-Shot Janitor.

Abilities:
- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.
- Clean: Twice, at night, you may target another player to hide their role if they are killed on the same night. If they do not die, the clean action is not counted as used.

Win condition:
- You win when the Mafia obtain a majority with all threats eliminated.

Serial Killer

Welcome to Primrose C9++. You are a Serial Killer.

Abilities:
- Choice: During the first day, you must choose between being either Investigation Immune or 1-shot Bulletproof. Failing to do so will give you no perks.
- Kill: Each night phase, you may target another player in the game to attempt to kill them.

Win condition:
- You win when you are the last player alive.

Acknowledgements

Primrose C9++ is heavily based off of the C9++ setup by Fiasco.