

PISK (Semi-open setup for Mafia)

The PISK (acronym for Protective, Investigative, Spotting and Killing) is a semi-open setup designed after the use of dices to assign town-roles and indirectly the mafia and a possible SK. The setup hosts 16 players, where at least 4 are mafia, but there's a chance of a 5-man mafia team and a possibility of a Serial Killer.

Mechanics

- This setup uses a day-start.
- Cops are guaranteed to be sane.
- Cops will get their results in form of "Guilty", "Not-Guilty" or "No Result".
- Trackers get a report on who their target visited, "Nobody" or "No Result".
- Watchers get a report of who visited their target, "Nobody" or "No Result".
- Doctors and Bodyguards prevent all kills as long as their action succeed.
- Doctors may only protect themselves once.
- If the Doctor and Bodyguard visits the same player, and the doctor is not roleblocked, the Bodyguard will not die.
- The Bodyguard does not die if their target is killed by strongkill or the bomb.
- If a Cop dies, and a Deputy is alive, the Deputy will inherit a cop role.
- The Bomb's kill is completely unstoppable, and The Bomb has to die for them to kill their killer.
- The Miller is revealed as "Guilty" on cop reports, but is revealed as a Vanilla Townie to themselves and upon death.
- The Bulletproof's ability is passive and will be consumed when they are targeted by a lethal attack.
- Bulletproof will not be notified when their ability is used.
- The Mafia Faction has a faction-kill which they may use each night to kill a player.
- The Mafia Members may not use more than 1 action during a night, with the exceptions of roles that can use the factional kill in accordance with their ability(such as Janitor and Strongman).
- The Mafia Members and the Serial Killer will be revealed as "Guilty" on cop reports, unless specified otherwise.
- The Neapolitan will get their result in the form of "True" or "False".
- Godfathers will be revealed as "Not-Guilty" on cop reports.
- The Serial Killer may kill during the night.
- The Serial Killer can, at the start of the game, choose between being bulletproof, or being revealed as "Not-Guilty" on cop reports.
- A Jailer will make their target be untargettable and also roleblocks their target.
- Kills are indistinguishable.
- Nothing can stop a strongkill.
- No wills.
- No receipts for any roleblocks or jails.

Order of Action:

Strongkill -> Bomb-kill -> Jail -> Roleblock -> Protect -> Bulletproof -> Bodyguard ->
Bomb -> Kill -> Investigative

Setup Determination

P	-	Bulletproof
PP	-	Bodyguard
PPP	-	Bodyguard, Bulletproof
PPPP	-	Doctor
PPPPP	-	Doctor, Bulletproof
PPPPPP	-	Doctor, Bodyguard

I	-	2-shot Cop
II	-	2-shot Cop
III	-	Cop
IIII	-	Cop, Miller
IIIII	-	Cop, Deputy, Miller
IIIIII	-	Cop, Deputy, Miller

S	-	Tracker
SS	-	Tracker
SSS	-	Tracker
SSSS	-	Watcher
SSSSS	-	Watcher
SSSSSS	-	Watcher, Tracker

K	-	Bomb
KK	-	1-shot Vigilante
KKK	-	1-shot Vigilante
KKKK	-	2-shot Vigilante
KKKKK	-	2-shot Vigilante
KKKKKK	-	Vigilante

1-6 Letters	= 3 Mafia Goons, 1 Mafia PR
7-9 Letters	= 2 Mafia Goons, 2 Mafia PRs
10-15 Letters	= 1 Mafia Goon, 3 Mafia PRs
16-17 Letters	= 1 Serial Killer, 1 Mafia Goon, 3 Mafia PRs
18-24 Letters	= 1 Serial Killer, 1 Mafia Goon, 4 Mafia PRs

Minimum	Role	Priority
PPPPPP	Strongman	1
SSSS	Jailer	2
III	Godfather	3
SSSSS	Rolecop	4
KKKKK	Bulletproof	5
PPP	Hooker	6
SS	Janitor	7
II	Neapolitan	8
KKK	Doctor	9

The moderator starts with throwing a die, one time each in the 4 categories and notes down the respective numbers that the die-throws shows. Then the moderator adds the same amount of numbers that the die shows, to letters in the form above.

After the town-roles has been decided, the moderator adds the amount of letters and use it to find out the number of Mafia Goons, Mafia PRs and Serial Killers. When the amount of Mafia PRs has been decided, it is time to add the Mafia PRs themselves. Each Mafia PR has a letter requirement and will be added in after the priority order. If there are leftover Mafia PRs, they will be added as Mafia Goons.

At last the remaining roles are to be Vanilla Townies.

An example of the setup:

The Moderator throws 4 dices and gets the following:

3 5 5 2

Which gives the following:

PPP - Bodyguard, Bulletproof
 IIIII - Cop, Deputy, Miller
 SSSSS - Watcher
 KK - 1-shot Vigilante

= 15 points (1 Mafia Goon, 3 Mafia-PRs)

Then the Mafia roles are added:

Mafia Goon

Godfather

Hooker

Jailer

Then the remainder of the roles are filled with Vanilla Townies, which creates this setup:

Bodyguard, Bulletproof, Cop, Deputy, Watcher, 1-shot Vigilante, Vanilla Townie x5, Miller, Godfather, Hooker, Jailer and Mafia Goon

Role PMs

Welcome to PISK. You are a [Town Bulletproof](#).

Abilities:

-Bulletproof: You will not die from lethal attacks.

-1-shot: You can only use your ability once during the game.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [Town Bodyguard](#).

Abilities:

-Bodyguard: During the nights you may visit a player, if that player is attacked you will die in their place

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [Town Doctor](#).

Abilities:

-Protect: During the nights you may visit a player and protect that player from all lethal attacks.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [Town 2-shot Cop](#).

Abilities:

-Investigate: During the night you may visit a player and get a report on their alignment in the form of "Guilty", "Not-Guilty" or "No Result".

-2-shot: You may only use your ability twice during the game.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [Town Cop](#).

Abilities:

-Investigate: During the night you may visit a player and get a report on their alignment in the form of "Guilty", "Not-Guilty" or "No Result".

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [Town Deputy](#).

Abilities:

-Investigate: During the night you may visit a player and get a report on their alignment in the form of "Guilty", "Not-Guilty" or "No Result".

-Deputy: You may not use your ability until the cop has died.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [Town Tracker](#).

Abilities:

-Track: During the night you may visit a player and will get a report of who they visit during the night.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [Town Watcher](#).

Abilities:

-Watch: During the night you may visit a player and will get a report of who visits that player.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [Town Bomb](#).

Abilities:

-Bomb: If you are killed during the night, you will kill your killer.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [1-shot Town Vigilante](#).

Abilities:

-Kill: During the night you may kill a player.

-1-shot: You may only use your ability once during the game

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a [2-shot Town Vigilante](#).

Abilities:

-Kill: During the night you may kill a player.

-2-shot: You may only use your ability twice during the game

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a **Town Vigilante**.

Abilities:

-Kill: During the night you may kill a player.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

Welcome to PISK. You are a **Vanilla Townie**.

Abilities:

-You have no special abilities; your ability is your vote and voice.

Win Condition: You win when all threats to town has been eliminated and there is at least one member of town left.

(Millers are revealed as Vanilla Townies to themselves as well as upon death)

Welcome to PISK. You are a **Mafia Strongman**.

Abilities:

-Factional kill: During the night one of the faction-members may kill a player.

-Factional Communication: During the night you may communicate with your faction-members.

-Strongkill: You may use the factional kill in addition to your strongkill ability to kill a player, no matter what.

2-shot: You may only use your ability twice during the game.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Godfather**.

Abilities:

-Factional kill: During the night one of the faction-members may kill a player.

-Factional Communication: During the night you may communicate with your faction-members.

-Godfather: On Cop reports you show up as "Not-Guilty".

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Hooker**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- Roleblock: During the night you may roleblock a player, which will block their action during the night.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Bulletproof**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- Bulletproof: You will not die from lethal attacks.
- 1-shot: You can only use your ability once during the game.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Jailer**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- Jail: During the night you may Jail a player, which will make that player blocked and untargetable.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Janitor**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- Janitor: You may use the factional kill in addition to your janitor ability to make a player's role not show up upon death if they die that night.
- 2-shot: You may only use your ability twice during the game.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Neapolitan**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- Neapolitan: During the night you may investigate a player and decide if they're Vanilla Townie or not.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Doctor**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- Protect: During the nights you may visit a player and protect that player from all lethal attacks.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Rolecop**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- Role-Investigate: During the night you may visit a player and get a report on what the role they possess.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Watcher**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- Watch: During the night you may visit a player and will get a report of who visits that player.
- Unwatchable: As long as you use your watch-ability, you will not appear in any report made by other Watcher.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Mafia Watcher**.

Abilities:

- Factional kill: During the night one of the faction-members may kill a player.
- Factional Communication: During the night you may communicate with your faction-members.
- You possess no other actions other than the factional kill and the factional communication.

Win Condition: You win when the Mafia controls at least half of the votes, and all the threats to the Mafia has been eliminated.

Welcome to PISK. You are a **Serial Killer**.

Abilities:

-Kill: During the night you may kill a player.

-Choice: During the first day you must choose between either revealing as "Not-Guilty" on Cop Reports or being 1-shot Bulletproof.

Win Condition: You are one of the last player alive, or nothing can stop you from becoming it.