

Killer Queen



Premise

The "game" in which you are forced to participate is bound by the following rules.

First, the players are put to sleep and randomly placed on the first floor of a building. Then, they are uniformly given a collar and a PDA with multiple functions.

The PDA is based on a playing card motif, and its main functions include displaying the rules of the "game," viewing a map once you unlock it, and displaying the remaining time. The Map displays life-readings of everyone on the floor.

The PDA also acts as a key to unlock the collar. It also has the ability to communicate wirelessly, and special information given (mainly maliciously) by the "organization" in charge is displayed one after another.



"There are no restraints other than the rules, and no penalty for doing anything.

.....even if it is an act that would ruin the "game" itself.

In other words, there is no need to even disable the collar according to the rules. You can disable the collar by any means and become the victor even if you hide from then on.

If you go to the upper floors of the building, you can get weapons.

*There are **no weapons** on the first floor. On the first floor, you can at best break furniture to make a cudgel.*

*However, once you enter the **second floor**, you will find relatively **small weapons** for hand-to-hand combat in the building.*

Knives and stun guns are the main items, and bows and arrows can also be found on the second floor.

*As one ascends to the third and fourth floors, larger, more destructive, and more **lethal** weapons gradually become available.*

This is one of the factors that attract players to kill each other.

Along with the supply of weapons comes a small supply of software that adds functionality to the PDAs.

The ability to display one's location on the PDA's map will be added, as will the ability to receive information from motion sensors."

 RULE 1	<p><i>Participants are given a specially made collar. The collar can be removed by loading the PDA into the collar's connector when the conditions written on each PDA are met.</i></p> <p><i>If the PDA is loaded while the conditions are not met, the collar is activated, After issuing a 15-second warning, the collar will link up with the building's security system and kill the wearer.</i></p> <p><i>Once activated, there is no way to stop the collar.</i></p>
RULE 2	<p><i>Participants are taught four rules each from 1 to 9.</i></p> <p><i>The information given is rules 1 and 2, and two from the remaining three to nine.</i></p> <p><i>Approximately five or six people can bring the rules together to find out all the rules.</i></p>
 RULE 3	<p><i>UNKNOWN. MAY BE GIVEN TO A PARTICIPANT.</i></p>
RULE 4	<p><i>UNKNOWN. MAY BE GIVEN TO A PARTICIPANT.</i></p>
RULE 5	<p><i>UNKNOWN. MAY BE GIVEN TO A PARTICIPANT.</i></p>
RULE 6	<p><i>UNKNOWN. MAY BE GIVEN TO A PARTICIPANT.</i></p>
 RULE 7	<p><i>UNKNOWN. MAY BE GIVEN TO A PARTICIPANT.</i></p>
RULE 8	<p><i>UNKNOWN. MAY BE GIVEN TO A PARTICIPANT.</i></p>

RULES

- RULE 1** You MUST DM me for all notable events (murder plans, item taking, attacking, etc. **Follow my instructions at all times. If combat is to occur, please call me over.**)
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- RULE 2** No metagaming (Using OOC information for IC advantage)
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- RULE 3** Using `/getareas` is prohibited. Using `/getarea` is fine, however.
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- RULE 4** Use `/autopass` at all times. Try to include a note like [Enters] or [Leaves] when entering or exiting. Mention any 'visible' large items.
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- RULE 5** Don't let me catch you ERPing period.
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- RULE 6** Complex trap/contraption/Item making must be done by obtaining the relevant knowledge (i.e. reading a book about it you found for 15 OOC minutes) Books can also be used to improve skills.
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- RULE 7** Any Room that is marked as **noteworthy** usually contains a valuable item, or there's something else of interest. **Do not walk past them without checking with the GM.**
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- RULE 8** Each character creates a "title" for themselves, it can be whatever you want, and you can base 1-2 skills off it. An example would be:
- Makoto Naegi
Lucky Thief
Sleight of Hands: Makoto receives 5+ when attempting to pickpocket.
Eye of value: Makoto may DM the GM about someone in their line of sight, and if there's anything "valuable" to steal from them.
- DESPITE THIS: Abilities need to be logically explainable. An example would be a psychic or a magician. A psychic just knowing something/getting a vision, or a magician having a disappearance trick/invisibility cloak.
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- RULE 9** If sneaking, notify me. (/roll 20. 15+=Success) If you fail a sneak you MUST
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ENTER THE ROOM you were trying to sneak into. Usually, if it's an open-hallway or the like, you cannot sneak through it.

RULE 10 No teleporting without permission (i.e. using RP Hub to move)

RULE 11 BE AT LEAST SEMI-REALISTIC. While I allow non-human chars, they will be restricted to HUMAN abilities unless stated otherwise. Know that your stats are tied to character, title and ability. Being a child or weak character will mean shit stats across the board, but the GM **may** compensate with a stronger ability. There is no equal footing in this RP.

RULE 12 This RP uses LOGIC-BASED Combat. I'll try to apply wounds and bleed logically to the best of my capabilities, just know that even a small wound can really drag you down.

THE BASE STATS ARE DIVIDED BY GRADES, AS SUCH, 1-5 AND -1 TO -5 ARE THE CORE VALUES OF STATS WITHIN THIS GAMEMODE; EXCEPTIONS OF EXCEEDING THESE LIMITATIONS MAY APPLY.

STR includes brute force and how much damage you may deal. It also regulates how much you can lift, amongst other things that are STRENGTH related.

DEF includes reducing sustained injury and acting despite such pain or suffering. Aswell as general resilience.

SPD includes the priority and quickness in the action, letting you dodge or strike first more effectively. This does not make you immortal.

“Game” Participants



Character Name: Kojiro
Character Title: Mortuary Attendant
PAD: UNKNOWN
Roleplayed by: Ishii#7556



Character Name: Ryoma Hoshi
Character Title: Cold Confectioner
PAD: UNKNOWN
Roleplayed by: Scruffy the Magical#2715



Character Name: Krauss Ushiromiya
Character Title: Rightful Heir
PAD: UNKNOWN
Roleplayed by: digital_root☕#2578



Character Name: Kaede Akamatsu
Character Title: Determined Pianist
PAD: UNKNOWN
Roleplayed by: Kyalien♥#8527



Character Name: Rhyme
Character Title: Reapers' Game's Player
PAD: UNKNOWN
Roleplayed by: Saska#5878



Character Name: Nagito Komaeda
Character Title: Psycho Apprentice
PAD: UNKNOWN
Roleplayed by: Antedegumon#8878



Character Name: Kokichi Oma
Character Title: Supreme Leader
PAD: UNKNOWN
Roleplayed by: Sneezeloaf07#8158



Character Name: Kizuna Tomori
Character Title: "The Gymnast"
PAD: UNKNOWN
Roleplayed by: iana likes tea and mochi#3216



Character Name: Arima Miyako
Character Title: Nimble Nitwit
PAD: UNKNOWN
Roleplayed by: TheRealBurningFox#7983



Character Name: Seth
Character Title: Night's Trickster
PAD: UNKNOWN
Roleplayed by: PQ#9971



Character Name: Hajime Makunouchii
Character Title: Boxer
PAD: UNKNOWN
Roleplayed by: DodgerRaccoon#3123



Character Name: OMORI
Character Title: Dreamer
PAD: UNKNOWN
Roleplayed by: Catto#4178



Character Name: Korekiyo Shinguji
Character Title: [Pleasure Seeker](#)
PAD: UNKNOWN
Roleplayed by: NBCrusher#3313

Reserves: