

Based on the Game with the Name

ARTIFICIAL SELECTION



The Plot

You are all just normal people... or, well, you think you're normal people because you're blind to your own sins. Or maybe you know full well what kind of a horrible person you are and just choose to be ignorant. In any case, one day you find yourself picked up overnight and delivered into a building on lockdown, trapped with a select few other people that are allegedly just as horrible as you. You are all categorized into one of up to seven teams based on the type of your sins:

Wrath
Lust
Gluttony
Sloth
Pride
Envy
Greed

Now you are expected to work together and show the higher-ups that you have potential to redeem yourself, with your fellow captives as the judges. If you are worthy of everyone's trust, you may be allowed to board the limited-space elevator to the next floor - or even freedom. As for what will happen to you if you are left behind by everyone else... Who knows! Chances are you will very likely not see the light of day again.

ARTIFICIAL SELECTION

What you've done would normally not be forgiven.
But because we're so very, very generous...



We answered your pleas and are giving you a second chance. Try and prove that you deserve to be alive.



The Cast

Image	Character	User	Sin
	<u>Vanagloria</u>	Jeremy Hauk	GM
	<u>Tristitia</u>	[Up For Grabs]	Co-GM
	Emile Martel	Saska	Pride

	Mikado Sannoji	Sunset Winter	Pride
	VERONICA II	Catto	Wrath
	Alex Saville	Rouxls	Wrath
	BF	Wertem	Lust
	Colton Strider	Broke	Lust
	Takuji Mamiya	digital☕Hauk	Gluttony
	Maya Fey	maxes	Gluttony
	Ranmaru Kageyama	red.	Sloth
	Mark Berskii	Antedeguemon	Sloth
	Kanade Otonokoji	Pinball	Envy
	Mai Yurino	Warbler - Agent of Chaos	Envy
	Junichiro Kin	LuS	Greed
	Joseph Witz	Riam	Greed

Area Statuses

Floor 1

Closed, Elevator Locked

Floor 2

Closed, Elevator Locked

Current Task Window

(For necessary Details on certain Tasks)

Artificial Selection Rules

- 1 In order to exit the facility, you have to continuously board the elevators to the next floors back and forth until you reach freedom. We will only support the best of the best, so not everyone will make it!
- 2 To unlock each floor's elevator, you have to solve the tasks given to you in the correct way. Oftentimes this will require everyone cooperating with each other. Sometimes not all tasks are given at the start! So make the most of what you have! And remember, be nice to us!
- 3 Each elevator can only register a certain amount of people. Once the limit is reached, everyone inside the elevator will be able to advance to the next floor.
- 4 People that are left behind unable to board an elevator will be considered a failed specimen and they will lose their right to further participate in the project. What does that meeeaaaan? Why don't ya find out?
- 5 How do you decide who gets to board the elevator to the next stage? That's entirely up to you! You can hold a reasonable discussion, hold a contest, choose at random or betray everyone by charging in without consent! We wouldn't want to limit you, after all!
- 6 While you are here for redemption, making your criminal talents shine is allowed! Such as a murderer who wants to murder people, go right ahead! We won't punish you for it! ...Though your fellow captives might.

OOO Rules

-Most actions require rolls. When you roll, wait for the GM to tell you what happens based on the roll. You cannot decide the outcomes based on the rolls on your own by default, however you may react to the given outcome however you want.

-Roll-free actions that do not require you to roll are usually things like giving items to someone or taking a look around a room to get a basic overview of it.

-If you're not sure if a certain action requires a roll, ask the GM about it.

-The more participants participate in the game, the longer it may take the GM to get to you. This also depends on whether important things are happening elsewhere. So be patient with the GM. If it DOES take too long or you feel like you've been missed, feel free to message the GM in Discord so they notice you are still waiting for them.

-If the GM is in the room with you but doesn't respond, please DM them your actions and the rolls you got for them on Discord so they know you are doing stuff. If the GM is not in the room with you at all, Discord DMs. Just generally, Discord DMs are probably the go-to tool for sharing actions and rolls if the GM doesn't currently focus on you IC.

-During combat, there are rolls for both the attacker and attacked. Both have to roll, and whoever rolls higher wins the move. If you are in battle and want to flee it, you also have to roll for fleeing. Lastly, you can intercept an attack and take it for the original attacked one. Based on that interception roll, you may either completely stop the attack or take the damage in the original attacked one's stead.

- To avoid a variety of GM-overload, you only roll when asked to, and the GM will narrate actions one after another. **If you roll without being asked, then whatever action you made will instantly fail.**

-You may try to sneak to other rooms unnoticed and hide within them. To do so, let the GM know on Discord and anonymously roll for sneaking/hiding (/rollp 20). Anything above 10 makes you succeed at staying hidden, however if you roll 10 or below you fail to stay hidden. You have to sneak roll every time you change rooms. You may also lose your "Hidden" status if you become careless and do something that draws attention to you.

-This is not exactly a rule, per se, but it may be smart for you to keep personal notes about anything important that you witnessed or found.

-Using /getareas or /sas is prohibited, however you may use /getarea and /sa.

-/autopass is a must, as it is for pretty much every other RP on ODDROS. Make sure you have it turned on so you don't have to keep saying *enter*, *pass* and *exit* whenever you change rooms.

