

Artificial life (beta/test version)
By Evil1

The basis of this game is that every player is a Scientist in a experiment tampering with life itself. This experiment is that each scientist in the group has a small force of artificial beings (Cyborgs) in a test area, a synthetic maze of steel with many rooms and living areas. the ultimate test of survival, the scientists must lead their cyborgs to being able to survive, and ultimately open the exit door that leads to the next "zone". The maze itself consists of 10 Zones, each with a door that leads to a giant cargo elevator that can lift a scientists cyborgs to the next zone. All of the higher zones contain past experiments that lost control due to lesser scientists getting too cocky or getting themselves killed.

Can you conquer the Maze before you become another statistic?

Char Creation.

Every character and monster in the game has 3-4 stats. being Strength, Agility, Smarts, and Control. Every stat except control is leveled up at the start of the game and is upgraded when a char levels up. Control is a bit different because only cyborgs and cyborg pets have this stat, it represents how much control the scientist has over his experiment. you must strive to keep this number as high as you can, or you risk being attacked by your own creations. At the start of the game, you need to make two characters, your scientist and

your cyborgs.

Scientist

Name:

Sex:

you get 4 points to distribute between these 3 stats

Strength:

Smarts:

Agility:

Cyborgs

Series name:

you get 4 points to share

Strength:

Smarts:

Agility:

Now to pick skills for your cyborgs. there are tons of skills out there, but you get a

limited amount of points to choose them, eventually you will gain SP for things you do, but for now your choices are limited. you start with 10 SP, the first time you buy a skill it costs 1, but the next level you must pay the number of the next level(lvl 2: 2 sp, lvl 3: 3

sp etc).

Smarts related:

Herbology(Needs lvl 3 Basic Science)

Smithing

Biology(Needs lvl 4 Basic Science)

Basic Science(Required for learning other forms of science)

Engineering

Learning(Risky)

Planting(Needs herbology)

Domestication(Needs Lvl2 biology and engineering)

Planning(needs lvl 3 learning)

Problem Solving(needs learning and planning)

Agility Related:

Sprinting(needs lvl 2 stamina)

Advanced Reflexes(needs lvl 3 stamina)

Stamina

Swimming

Hiking(needs lvl 2 sprinting)

Dodge

Ranged Weapons(Needs Art of Combat)

Strength Related:

Weight Training

Melee weapons(Needs art of combat)

Heavy Lifting(needs lvl 2 weight training)

Art of combat

Labor(Needs wight training and stamina)

After selecting your skills, your cyborgs and scientist are ready. please note that your cyborgs have both females and males in their group, and there will be times when their numbers raise and lower, so you should keep track of their population, that starts the game at 10. you noticed that learning, planning and problem solving are "risky", that means that if they have those skills then they will lose control points slowly. your CP rating starts at 100. Weapons tech while having these skills also contributes to point loss.

This game is both a RP and a game at the same time. RP: the GM states events for the players and they have to problem solve themselves out of danger. GAME: you also have a scientist character, if he dies then it is game over for you, the game also has a map(made by the GM).

Map:

the map itself should be 15x15, and probably more if you have alot of players, and you feel like playing a long time, if players wish to join in later, then they start on the first

zone, please note that when a scientist and his cyborgs leave a zone, the exit door closes behind them, so if you want a free ride out, you better haul ass to that elevator! the map

consists of several kinds of rooms

Blank: just a empty room

Puzzle: this room has a riddle or puzzle that must be conquered to continue. most puzzles are one time, but if a puzzle resets itself and your cyborgs have done it before, then you get a bonus to any rolls needed. they can be as simple as killing a monster a certain way or building a bridge, or as complex as finding a specific color pattern that is a few pages long. most are solved with either tech or rolls,

Housing: Characters in this room can rest and heal up

"Eden": These rooms have grass, water, and trees in them, it is possible to create gardens and gather food in these areas. making them very valuable.

Junk: this is a scrap-pile room containing excessive amounts of scrap metal, even though most high zone rooms have metal already in them(from past cyborgs) these rooms were meant to store it, so you may find lost metal objects being dragged here by something.

Elevator: this is past the exit doors, they lead up to the next zone of the hellhole your cyborgs will only ever know as "the maze".

Combat, and dice rolls: Combat is a given, because once you get to a higher zone, you can

sure as hell expect some enemy's. Dice are D6. basically, you roll once for every cyborg in a attack/puzzle and combine the end results

(Ex: you run into a science lab puzzle and you must find a formula to a potion to unlock the door, your cyborgs know basic science lvl 2, so they give it a shot. there are 3 cyborgs attempting the puzzle, so they roll 3 D6. the result is 4,4,2, and you add 2 to the total because you know lvl 2 science bringing your total to 8. the potion is just good enough to unlock the door and allow the cyborgs to venture deeper)

All rolls follow this simplistic system. But eventually when you get to zone 4-5 you won't be having such a easy time....

Food and Water: your cyborgs need to eat and drink, luckily, Edens contain the basic needs of your cyborgs, so cyborgs will automatically gather food and store it in special containers, if possible Cyborgs will make their way to the closest food bin to eat/drink, but it must be atleast 3 rooms close, or the cyborg will just starve and take a bit of damage, skimping a few meals is ok at first, but don't make a habit of it.

Control:

Whenever your cyborgs think, they start to slowly realize that they are being controlled, eventually they may rise up and kill their scientist. you can make them respect you by certain actions defined by the GM. Generally, whenever you help them in a certain way they like you more. When they have weapons, they think even more, and realize your more mortal then they are. basically, don't be the weakest link. prove that your worth it as their leader.

Pets:

Eventually you will learn domestication, and be able to create animal cyborgs. these will help you in various ways, basically, they are "Familiars" that help you in certain respects. for instance, a small bird-cyborg would be helpful for grabbing that piece of paper on the other side of that big hole....

The player and GM must work together to create them, they must be fair to everybody yet be special. you can only have one type of pet at a time, but they can be created as long as you have the parts. be very realistic on parts, and realize that they are not immortal by any means.

Endgame: what DOES lie on the zone after the last zone? nobody actually knows. One would expect thats the end of it all, but who knows? it is suggested the GM puts a very interesting storyline hook at the end, like a dramatic boss fight or something. it's all the GM.

This game is meant to open peoples imaginations. let your brain run wild, have some fun.

And survive the maze....

I wrote it all. If you have any thoughts, tell me. if you want to play it, sure.

Give me feedback ^_^