

Welcome to the Playground! A continent set up on the moon Raritan Gem, it is the setting for the MMOG CrossWorlds, one of the flagship titles put out by Instatainment. The game features players from across the galaxy logging into the game, where they will play out the goal of Seekers exploring the mysterious alien world of Shadoon. Players interact with the game world via Avatars, creations made out of a programmable substance called Instant Matter that allows them to interact with the physical world.

Very shortly, an amnesiac and mute young woman will be awakening on a boat heading towards the Playground. She will be contacted by a man named Sergey, who will tell her that her condition is the result of her being in a coma, and that he hopes that exploring CrossWorlds will help her to recover her missing memories. Shortly thereafter, she will be attacked by a mysterious blue avatar, and be forced to flee into the game proper. She will end up exploring the world, making friends despite her handicaps, and slowly recovering her memories.

Except, they are not *her* memories. For the truth is that the woman, Lea, is not a player at all. She is, in fact, a new form of AI called an Evotar, created from the memories of a woman named Shizuka Sakai. Shizuka's brother, Satoshi was the one who designed the code that allowed Evotars to be created, and some time ago, Shizuka, Satoshi, and their friend Gautham all disappeared after their attempts at putting forward Evotar research was rejected by Instatainment. Sergey was also their friend, and he has been secretly using Lea to try and discover what exactly happened to his friends, and where they have disappeared to.

If you wish, you may choose to aid Lea in her journey of discovery, or perhaps try and seek out the truth independently on your own. Or you could simply enjoy your time here in a world where technology and resources have advanced to the point of entire moons being able to be set aside for the purpose of playing games. Whatever you choose, you may take **+1000** CrossCode Points to spend on purchases. Have Fun!

ORIGINS

What is your background in this world? You may select one of the following origins.

 **Evotar** - It turns out that Lea was not the only successful Evotar, she was merely the first. You are now an Avatar in the game, run by an AI rather than a human player. Unlike Lea, you won't have Sergey in your ear helping guide you around, but unless you take a specific drawback, you also won't have her speech impediment, making it much easier to communicate and blend in. Evotar are built and based on the memories of a human, and so you may have those memories if you so choose. Or, you could simply start with a blank slate. As a final bonus, the data for your Evotar is hidden within the main game servers, rather than being locked away in some hidden tower, so you don't have to worry about [SPOILER] holding you hostage. However, you should be cautious against drawing too much attention to yourself from Instatainment proper.

 **NPC** - You aren't quite an Evotar. No, you are something else entirely. Somehow, you are one of the NPCs in CrossWorld, who has developed true sentience of your own. You could be one of the human NPCs, or one of the reptilian Shad NPCs that are supposedly native to Shadoon. The NPCs are advanced enough that holding conversations and having unusual reactions probably won't go commented on, but you probably shouldn't do something silly like announcing your sentience from the rooftops.

 **Player** - You are an ordinary player, with an ordinary life outside of the game. Or maybe not so ordinary, the CrossGear used to access the game is quite expensive, so you have to be at least somewhat well-off to afford it. The biggest problem is that you will have an entire real life outside of the game that you will need to deal with, including all those pesky biological functions like eating or sleeping.

 **Employee** - You are actually an employee of Instatainment. You might just be playing the game in your off-hours, or maybe you are logging in as part of your official duties, tracking down bugs, glitches or hackers. Either way, you'll have to be careful about not overstepping your bounds, because if it got out that you were doing things such as, say, aiding an unauthorized AI in running around the game world, well, your employment could be at risk, to say the very least.

LOCATION

All players typically start in the Rhombus Dungeon, a tutorial level that teaches them how to play the game. More experienced players can choose to skip that and simply head straight for Rookie Harbor. You may freely choose from either of those locations if you are an Evotar or a Player. If you are an Employee, you might be able to use your 'backstage access' to start elsewhere, such as in one of the other player hubs, and as an NPC, you can start in any of the player-based areas within the Playground proper, though you should be aware that wandering away from where you start might get you a few strange looks.

CLASS

Even if you are an NPC, you've still been given a 'class' to help define how you can interact with and grow within CrossWorlds. You can pick one of the five classes in the game, each of which comes with its own strengths and weaknesses.

 **Triblader** - The option associated with the Virtue of Strength and the Element of Heat. The Triblader is a melee class that focuses on sword attacks and chaining together attack combos. Their ranged option takes the form of small daggers.

 **Quadroguard** - The option associated with the Virtue of Endurance and the Element of Cold. The Quadroguard is a tank class that focuses on enduring hits and drawing aggro, using their powerful maces and square-shaped projectiles to counter-attack after enduring blows.

 **Pentafist** - The option associated with the Virtue of Agility and the Element of Shock. The Pentafist are all about fast attacks that hit hard. They have relatively low HP compared to other classes, but make up for it with lots of dashing and high critical hit rates, allowing them to take down enemies quickly.

 **Hexacast** - The option associated with the Virtue of Wisdom and the Element of Wave. The Hexacast is a magic-caster type option, lacking in melee attacks but making up for it with potent Special Arts that can be used to inflict status effects or buff allies, as well as creating things like barriers and turrets to attack foes.

 **Spheromancer** - The option associated with the Virtue of Balance and not associated with any particular element. The Spheromancer is a fairly unpopular choice, due the fact that it requires a great deal of customization to use effectively. However, careful choices can allow the class to match virtually any playstyle.

PERKS

Perks that are associated with a given origin or class are discounted for that background, with the 100 CP Perks being free for their respective background.

General Perks

The Circuit (FREE) - The core skill system of CrossWorlds. You have access to a leveling system, which allows you to gain Circuit Points as you level up, and a Circuit Diagram, which allows you to unlock passive bonuses as well as Combat Arts, techniques that you can use during battle. Everyone gains access to the Neutral Circuit Tree at the beginning, and to element-specific Circuit Trees as they progress. You, however, can gain additional Circuit Trees. You will, at minimum, gain a new Circuit Tree for each Jump you have been to, either previously or after this Jump. These Circuit Trees will contain passives and Combat Arts centered around whatever you gained from the given Jump. Jumps which have multiple aspects can unlock multiple Circuit Trees that you switch between. All Circuit Trees have the same amount of points available, meaning that you will have points to spend whenever you unlock a new Circuit Tree.

Origin Perks

 Evotar 

Emotive (100 CP, Free to Evotar) - Even if you happen to suffer from Speech Desynchronization, you will still be able to communicate. Your face is expressive enough that you are able to communicate your emotions and ideas very well with just a smile, a quirked eyebrow, or a twisted smirk.

Well-Adjusted (100 CP, Free to Evotar) - You have a very high level of mental stability, allowing you to work through shocks and surprises without going catatonic or falling to pieces. Even something like finding out that everything you thought you knew about your history was a lie would only take an hour or so to come to terms with and move past.

Just Like Her (200 CP, Discounted for Evotar) - Even villains have people they are fond of. Through no particular actions of your own, you somehow end up reminding people of those that they knew fondly in the past. This can be largely subconscious, but it will result in them being positively disposed towards you, even if they don't quite realize why. Even a remorseless villain might end up developing an emotional soft spot for you.

Instant Processing (200 CP, Discounted for Evotar) - Due to your unique nature, you have the ability to process large amounts of data effectively instantaneously. You are able to mentally 'pause' the world around to process information at high speeds. You can't act to effect the world while in this state, but you can use this time to plan, mentally review information you know, and process compressed messages that others might send you.

Access Codes (400 CP, Discounted for Evotar) - You have had a very special access code embedded within your body, which does one very simple thing: It makes it effectively impossible to keep you out of a location by purely technological means. Locks will unlock as you approach, passwords will enter themselves, sensors and forcefields will fail to stop you. The simplest way to keep you out would really be to not have a door at all. More complex measures may take longer to 'unlock' from your code, but they will all give you access eventually.



Human-Like (100 CP, Free to NPC) - NPCs in CrossWorlds can be incredibly life-like, to the point where it is easy to forget that they are controlled by a computer. But sometimes, the writing does fall short. You have a particular talent for modulating your actions and speech to seem more or less human or robotic. You can act so natural that people will forget you are an NPC just moments after realizing it, or swing into acting so stilted that they won't question your NPC status.

Great Backstory (100 CP, Free to NPC) - NPCs can be given some strange backstories to explain why they do what they do, but most players will just accept it. You are able to ascribe any unusual behavior or strange abilities to some aspect of your backstory, and there is a very good chance that whoever you are talking to will simply accept it and move on. They might still find your behavior or actions strange, but they will think it is just normal for someone with your backstory.

Quest Giver (200 CP, Discounted for NPC) - One of the key duties of many NPCs is to give quests to players. You are able to set quests that you can give to individuals, things like gathering certain items for you or traveling to an area to beat a specific enemy. These quests will generate rewards of experience and money for those who undertake them, with the rewards scaling depending on how difficult a quest is for the one completing it.

Nothing To See Here (200 CP, Discounted for NPC) - A lot of players will treat NPCs like they are just part of the furniture, which is something that you can use to your advantage. You can easily 'blend-in' to the background, leading to people paying you no more attention than they would a couch or trash can. You'd be surprised what you can see and hear when people forget that you are there.

Blessed by the Track (400 CP, Discounted for NPC) - The Track is the system put in place by the Ancients to govern all aspects of Shadoon, and ensure that the world worked in perfect balance. And now you are considered to be a key part of the Track. Effectively, the entire game world will be looking out for you. If you are attacked, it can trigger defense system activations of the world, and similar defenses would be slower to react to your own actions. In future Jumps, the worlds you enter will similarly work to aid and protect you.

 Player 

Welcome Seeker (100 CP, Free to Player) - On Shadoon, there is a great deal of tension between the humans and the native Shad. However, Seekers are generally almost exempt from this tension. You will find that those who might hold prejudices against you will be willing to set them aside in your case and treat you at the very least neutrally, unless you specifically do something to justify their prejudice.

Platformer (100 CP, Free to Player) - CrossWorlds just wouldn't be CrossWorlds without some elaborate jumping puzzles required to fully explore the map. You have a particular talent when it comes to platforming and working out methods for traversing the landscape, and are able to quickly trace out the paths you need to take to reach some out-of-the-way ledge or hard-to-reach chest.

Build Guide (200 CP, Discounted for Player) - It can be easy to get distracted by things that are shiny and 'cool', and end up with a build that is 'sub-optimal'. Now, you have a form of mental guide that is able to help you set a goal for what sort of playstyle you want to use or what types of enemies you are trying to beat, and it will help you to determine how to train and what to work towards to best accomplish your goal. This also comes with a general sense for what skills or abilities would 'combo' well together, complementing each other when used.

Walking Through Bullet Hell (200 CP, Discounted for Player) - Many of the enemies in CrossWorlds use ranged attacks, ranging from bullets to beams to flinging their entire body at you. You have a second sense for being wherever projectiles aren't, finding patterns and moving at just the right time to avoid being hit.

Top Tier (400 CP, Discounted for Player) - To truly be a top-tier player, you need more than just levels. You need skills. Jump-cancels, infinite dashing, combo-juggling. There are dozens of high-level skills that you need to truly be the best, and now, those skills are practically second nature to you. You have the skills of an elite player, even if you don't have the levels yet, but levels will come with time and experience. Even as a 'rookie', you could hold your own against advanced players on the basis of pure skill. And this will carry forward to the future, where you will find that you quickly gain expert-level skill in whatever games or sports you try out in.



Live With The Lie (100 CP, Free to Employee) - There may come a time when you need to lie to someone and deceive them for your own ends. When you do, you will find that you are able to sell the lie very well, and you can bury any guilt you might feel for deceiving them.

Perks (100 CP, Free to Employee) - Even if you aren't *technically* supposed to use your position for your own gain, there are plenty of small perks that you can work out how to apply to your character and have Instatainment turn a blind eye. These are limited to small things, such as extra credits or boosted stats or a bit faster leveling speed. Anything too major will draw official notice, but you can get away with small acts in your favor, and you can get similar bonuses from future employers.

CrossCode Knowledge (200 CP, Discounted for Employee) - You have in-depth knowledge of the tech behind CrossWorlds, most especially the CrossCode. The CrossCode is the system that allows for a user's mind to be read and projected into an avatar across lightyears, allowing them to control it like their own body. Now, you understand exactly how the CrossCode works, as well as the various supplemental technologies that were put together to make CrossWorlds a reality.

Plans Within Plans (200 CP, Discounted for Employee) - Some plans would seem to be simply impossible when written out on paper. For example, managing to trick your evil boss into placing their personal security code into a broken program, pretending to delete that program while secretly hiding it in a massively popular game world where a former friend might stumble across it, and then planning on the friend managing to use the program to track you down, without anyone else stumbling across the program, would seem like a plan that would never succeed. However, when you need to make a longshot plan like that, as long as you've plotted things out, you'll find that you have better than even odds of actually pulling it off.

Hidden Hacking (400 CP, Discounted for Employee) - While trying to hack CrossWorlds would almost certainly get you caught and banned, you've managed to work out a few stealthy methods of twisting code that will go unnoticed as long as you are judicious in how you use them. One method allows you to break into neighboring 'instances' within dungeons, breaking through the supposedly unbreakable walls. The other allows you to gain a slowly growing boost over time that escalates your power, allowing you to eventually match even the most powerful opponents. These hacks can translate into future worlds, allowing you to break through unbreakable walls (and potentially even into nearby neighboring dimensions), and scaling to match a given foe while you are in combat with them.

Class Perks

Note: The five 600 CP Perks for each class all grant a blessing to you. Only one of these blessings can be active for you at a time, and to start with, the blessing will only last for a minute or so before it will need to cool down for several minutes. The duration can increase as you use the blessing.

 Triblader

Melee (100 CP, Free to Triblader) - You have a talent for getting up close and personal with a melee weapon. You know when to move in close and when to back off and look for a new opening to attack.

Heat (200 CP, Discounted for Triblader) - You will start out with the Heat Element unlocked, granting you several flame based abilities. Attacks and abilities that use fire and Heat will be stronger for you, and you have a talent for applying Heat when solving puzzles and challenges.

Combo (400 CP, Discounted for Triblader) - Combat often goes back and forth between attacking and defending, but it is better if you can simply keep attacking. You have a strong talent for chaining moves and attacks together, allowing you to seamlessly move from one attack to the next. You also excel in using your attacks in conjunction with the environment, to do things like force enemies off cliffs or into traps, and enemies will find it exceedingly difficult to break your momentum.

Strength of E'nel (600 CP, Discounted for Triblader) - You have been granted the blessing of E'nel, the God of the Triangle. When you activate this blessing, you gain a burning aura that can ignite foes that get too close, and your Strength is multiplied several times over. While the blessing is active, you are able to literally draw power from heat and from other high-energy sources, such as power lines or radiation, empowering yourself further.



Tank (100 CP, Free to Quadroguard) - You have an improved guard, taking less damage when you block, and sense for timing and positioning your blocks just right to pull off a perfect guard.

Cold (200 CP, Discounted for Quadroguard) - You will start out with the Cold Element unlocked, granting you several ice based abilities. Attacks and abilities that use ice and Cold will be stronger for you, and you have a talent for applying Cold when solving puzzles and challenges.

Taunt (400 CP, Discounted for Quadroguard) - You are an expert at managing aggression. At a basic level, you can draw attention and attacks to yourself, defending your companions and allies from being targeted, but you also know how to push attention away when you need to take a quick breather to heal, and you can even redirect aggro towards a different target, potentially tricking one foe into attacking another.

Endurance of Di'aro (600 CP, Discounted for Quadroguard) - You have been granted the blessing of Di'aro, the God of the Square. When you activate this blessing, you gain an aura of stillness, which saps energy from projectiles or from those who enter it, slowing them greatly. Your Defense is multiplied several times over, and you gain the ability to redirect a large portion of any damage you might take into nearby solid surfaces.



Rush (100 CP, Free to Pentafist) - You are all about movement. You excel at dashing, and are capable of dashing just a bit faster and farther than most, and aiming your dashes to end precisely where you mean them to.

Shock (200 CP, Discounted for Pentafist) - You will start out with the Shock Element unlocked, granting you several lightning based abilities. Attacks and abilities that use electricity and Shock will be stronger for you, and you have a talent for applying Shock when solving puzzles and challenges.

DPS (400 CP, Discounted for Pentafist) - A Pentafist's fighting style boils down to two things: Hit 'em fast, and hit 'em hard. You have a tremendously boosted attack speed, able to chain punches and blows together in a literal blur, and all of your attacks seem to magnetically home in on your enemy's weak points for devastating critical hits, allowing you to deliver truly tremendous amounts of damage each second.

Agility of K'win (600 CP, Discounted for Pentafist) - You have been granted the blessing of K'win, the God of the Pentagon. When you activate this blessing, you gain an electrifying aura that shocks those that get close to you, and your Speed is multiplied several times over. Your ability to Dash is also improved, to the point where it appears to be closer to teleportation.

Hexacast

Cast (100 CP, Free to Hexacast) - You have great aim and an eye for ricochets, as well as a skill at timing your shots so that you can hit multiple targets simultaneously.

Wave (200 CP, Discounted for Hexacast) - You will start out with the Wave Element unlocked, granting you several vibration based abilities. Attacks and abilities that use sounds and Wave will be stronger for you, and you have a talent for applying Wave when solving puzzles and challenges.

Summon (400 CP, Discounted for Hexacast) - Even when you are by yourself, you do not truly fight alone. You have the ability to summon half-a-dozen or so basic drones or turrets to fight alongside you. They can fire simple ranged projectiles, in quick bursts or as charged shots, and their programming is fairly simple, but they can easily end up disrupting an enemy's attacks on you and draw enemy fire while you prepare larger attacks. As you get stronger, so will your summons.

Wisdom of G'oni (600 CP, Discounted for Hexacast) - You have been granted the blessing of G'oni, the God of the Hexagon. When you activate this blessing, you gain a repelling aura that constantly pushes objects away from you, and your Focus multiplied several times over. Your ranged attacks can now fire multiple projectiles at once, and you have extremely fine control over the path these projectiles will take.



Rounded (100 CP, Free to Spheromancer) - You have a talent for learning and growth, especially when you are bringing a low-level skill up to your average skill level.

Neutral (200 CP, Discounted for Spheromancer) - Each of the four elements exist in balance with each other, with an element being both strong and weak to its counterpart. Working with Heat, for example, gives both a benefit and a weakness when facing the Cold element. You have a special method that you can use to slightly weaken the power of an element you are using, while effectively eliminating its weakness and slowing elemental overload. So, your Heat might be somewhat weaker than others, but you won't take any extra damage from Cold while using it. You can expand this to other abilities that come with attached weaknesses in the future.

Re-Spec (400 CP, Discounted for Spheromancer) - The key to a Spheromancer is customization, and that means that sometimes you need a whole new build to tackle a given obstacle. Three times per month, you can choose to 're-spec' a few of your skill areas, such as 'swordfighting', 'cooking', 'Ancient Sumerian', etc., redistributing your level of training for those areas. So, if you spent six years learning to play the flute, you can choose to 're-spec' and suddenly it's as if you spent those six years learning how to ride horses instead.

Balance of Di'orbis (600 CP, Discounted for Spheromancer) - You have been granted the blessing of Di'orbis, the God of the Sphere. When you activate this blessing, you gain a spherical aura that can allow you to counter attacks that enter it. Attacks that you are unaware of simply have an equal force sent back towards the source, while actively managing to block an attack can negate it and send back a countering attack that is several times stronger. You are also able to create temporary platforms that you can use as barriers or stepping stones to jump off of.

ITEMS

Many of the items listed here are made out of Instant Matter, and thus cannot be used outside of CrossWorlds in this Jump. After this Jump, they can be transitioned into and used like regular matter.

Unless otherwise specified, all items listed here will regenerate when broken, lost, or used within three days.

Items that are associated with a given origin or class are discounted for that background, with the 100 CP Items being free for their respective background.

General Items

Instant Matter Avatar (FREE/100) - Everyone in CrossWorlds uses an Avatar to interact with the world. This Avatar is made out of Instant Matter, a form of programmable matter that exists in a gaseous state in the atmosphere of the moon, and which can be solidified as needed to form Avatars and other objects. Your Avatar is extremely lightweight, weighing only around 15 to 20 lbs altogether, and like all Instant Matter, it destabilizes when coming in contact with large quantities of water. After this Jump, your Avatar will become an alt-form for you, made out of perfectly normal matter.
However, for **100 CP**, you can choose to instead have your Avatar become a second body that you can meditate and project out from yourself. This body will be made of Instant Matter, and so will have only a limited effect on other objects physically, but can constantly reform, and can be used as the source for abilities that would ordinarily require your presence. You will need to maintain dedicated focus while projecting this Avatar, but once projected, distance is no obstacle.

CrossGear (FREE/100) - The device that is used for linking to CrossWorlds, it uses the CrossCode along with Quantum Communication technology to maintain a connection across many light-years of distance. It has a power supply integrated within it, and can allow for FTL communications across almost arbitrary distances with the right transmission / receiving protocols in place, even outside its ability to allow for an immersive gaming experience.
For **100 CP**, you will get the specs and blueprints for the tech behind this device, allowing you to create more and potentially even improve on it.

Credits (100) - A batch of 10,000 credits, the currency used in CrossWorlds. This is easily enough to get you off to a good head-start. Replenishes each month.

Trade Goods (100) - A batch of trade goods used in the game. You have a few dozen of the more common items (Veggie Sets, Fruit Sets, and Junk Metal), a dozen of the more uncommon items (Spice Sets, Refined Metals) and three or four of the rarest Precious Metals. Replenishes each week.

Raritan Gem (800) - Whoa, are you sure? There's no discount here. Alright. You now are the metaphysical owner of the actual moon that CrossWorlds takes place on. Legally, Instatainment still has the rights to it and runs the show. However, once the Jump ends, you are able to take the entire moon, and all of the infrastructure and such on it, with you, and you can import it into future settings. You can choose to just use it as a home base, or use the infrastructure to set up your own version of CrossWorlds in future Jumps. Note that while the non-sentient NPCs will come along for the trip, you can't use this to bring actual sentients, whether humans or Evotars or whatever, along that you haven't made into Companions. That said, if you should manage to elevate the NPCs who are here to sentience after leaving, they can continue to follow along while being tied to the moon.



Origin Items



Custom VRP (100 CP, Free to Evotar) - As an Avatar, you gain access to the VRP: Virtual Ricochet Projectiles, which are effectively just data packets that register a hit when they connect with the right target. This item purchase allows you to set a custom shape for your projectiles, instead of the basic shape associated with your class, and it also allows you to make the projectiles actually solid when charged, striking with the force of a strong punch.

Peaceful Tree (200 CP, Discounted for Evotar) - A small tree on a little island on a lake, hidden somewhere in the Playground. It is always peaceful, with no enemies around. You can always teleport to it, and you will find that the peaceful atmosphere helps you when dealing with mental stress or making tough decisions. Can be imported into a remote area in future Jumps, or simply exist as a pocket space you can teleport into and access.

Memory Encoder (400 CP, Discounted for Evotar) - Part of the reason why Evotars were researched was as a means of gaining copies of people's memories and extracting information from them. This device can help protect you against that. When used by someone, it scrambles and encodes their memories and thoughts, rendering them unreadable by technology and most other exotic sources unless granted specific access, and even then, access is limited to what is granted. It also gives a great deal of resistance to interrogation and torture.

Hidden Server (600 CP, Discounted for Evotar) - As an Evotar, your code is extremely well-hidden within the game, but potentially still discoverable if someone is determined enough and knows exactly what they are looking for. With this, however, that is no longer a problem. This 'virtual server' is a construct of pure information, invisibly connected to the datasphere of CrossWorlds, hosting your data in an untraceable way. You can even transport your consciousness within the server, gaining a purely virtual avatar within a controllable virtual environment. You won't be able to gain levels, as you are outside of CrossWorlds proper, but you can train skills and such, and simply relax. The server has a large amount of data storage, and could even act as a haven for other Evotars you might run across while you are here. In future Jumps, this 'virtual server' can be linked to other dataspheres, and will be equally hidden from detection.



Jump Booster (100 CP, Free to NPC) - A small platform that you are able to deploy on the ground near you, and recall when you want to remove it. Those who step on the platform will receive a boost in either jump height or jump distance, allowing them to jump up onto taller objects or across gaps.

Trading Post (200 CP, Discounted for NPC) - A simple trading post that can be set up with recipes for exchanges for trade goods, and which grants you a modest income. You'll generally need to collect quite a few trade goods yourself before you can offer a given recipe, but you could potentially give out a quest for others to collect it for you. Comes staffed with a generic, non-sentient NPC to run it while you are away.

D-Link Directory (400 CP, Discounted for NPC) - A special database that contains a listing of all the players in CrossWorlds, and their current status and location. This can allow for easy contacting of specific individuals, and allow you to keep an eye on their progress. The database can be synced with things like a cell phone database or comm-badges in future Jumps.

Track Temple (600 CP, Discounted for NPC) - You have gained your very own copy of one of the temples of the Track. This could be a literal copy of one of the temples, or a unique structure that just shares general characteristics. Either way, it is a massive structure, filled to the brim with virtual monsters, traps, puzzles, and so forth. You, of course, have free reign to move about within the temple with impunity, but others will have to actually solve its challenges to move within it, and some areas can be hidden such that none but those you authorize will be able to enter. As with the main temples, the interior can be instanced, leading each who enter to be placed within their own 'version', separated from any allies.



Scaling Weapon (100 CP, Free to Player) - A basic weapon, suitable for your class, that will always match at least the minimum of your power level. As you grow it will scale up, and while there may be stronger weapons out there, this one will always reliably match you.

Detector (200 CP, Discounted for Player) - A detector item that can be set up to scan for certain item types, such as locked chests. When near an instance of a given object, you can scan it to have it as a potential target, and the detector will release a trail of virtual particles pointing towards the detected objects when they are close by.

Rhombus Square Pass (400 CP, Discounted for Player) - Ordinarily, a player must be very far along the Track before they are allowed into the capital of Rhombus Square. For you, however, there is a shortcut. Sure, a lot of what is on sale will be outside of your level, but there are still plenty of opportunities that await you in the largest city in CrossWorlds, which can greatly accelerate your growth. In future Jumps, you will both have access to a similarly futuristic city that you can freely teleport to, and your Pass will allow you to bypass most travel restrictions that might ordinarily keep you out of various cities or countries.

Guild Base (600 CP, Discounted for Player) - You will likely make friends while you are here, and it will be nice to have a place to meet up with them, and maybe even form a proper guild. This building will function as such a place, being capable of being secured against actual members or approved guests, and coming with a special scrambler that prevents external entities from spying on those within, even including direct employees of Instatainment. You can feel secure in knowing that any secrets you share here or plans you make are actually safe from being overheard or discovered by anyone you didn’t specifically invite in.



Growing Armor (100 CP, Free to Employee) - A basic armor set, consisting of a hat, chest piece, and footwear, that will always match at least the minimum of your power level. While stronger armor with better effects may exist, this will always reliably stand up to whatever stresses your power might put it through.

Neutralizer (200 CP, Discounted for Employee) - A device that destroys Instant Matter in a fairly broad area around you when activated. This can be used to instantly clear out enemies and obstacles, but it will also disrupt your avatar unless you find a way to protect or exclude yourself from the effect. While this can terminate boss fights or other difficult encounters, it won't count as beating them, and items won't drop. Still handy as a last resort. In future Jumps, this can be used to disrupt all sorts of technology, such as force fields.

Tech Specs (400 CP, Discounted for Employee) - Humanity has been out among the stars for over a millenia, and there is a lot of technology that they have developed in that time. This datapad contains a basic database full of the various advanced technologies that exist within this universe. Nothing that is too cutting-edge or proprietary, but even things like FTL drives are commonplace enough to be included here.

Solar Barge (600 CP, Discounted for Employee) - A massive, self-sufficient, solar-powered ship that can be used to transport a lot of goods. It is startlingly fast when moving across the ocean, and comes with several security features, including the ability to simply block Instant Matter from forming properly on its deck (and the ability to block similar technological or even mystical invasions in the future). It also has some limited hover technology that can allow it to act as a skyship as well as a seafaring vessel, and a special launcher on the deck that can be used to launch objects into orbit and safely retrieve objects sent down from orbit as well.

Class Items

Triblader

Training Manual (100 CP, Free to Triblader) - A manual of training tips, specifically geared for combat. The lessons will start out fairly generic, but as they are used and practiced, the manual will customize towards the needs of the user.

Snack Mix (100 CP, Free to Triblader) - A snack mixture of various crackers and nuts that improves resistance to various elements when eaten. Replenishes daily after use.

PVP Ring (200 CP, Discounted for Triblader) - A deployable area that can be used to isolate you and an opponent for the purpose of having a duel. This sets up a barrier around a fairly large area, preventing any stray attacks from escaping or other people from interfering, and once an individual runs out of health, they are automatically revived fully, allowing for the duelists to go all out.

Personal Arena (200 CP, Discounted for Triblader) - A pocket dimension space that contains a large arena. Those who enter can challenge a series of powerful foes in combat, and if they succeed in beating them all, they will gain a boost to strength that lasts for 24 hours. These fights won't give EXP or loot, but if a challenger falls, they will simply be revived at the entrance. A range of difficulties can be selected, with higher difficulties providing a larger boost if beaten. You can deploy a teleporter pad that allows individuals to enter this space, but the pad cannot be removed until everyone has exited.

Challenge Booster (400 CP, Discounted for Triblader) - A special belt-like device that, when activated, can raise the difficulty of enemies that you face. Enemies can become tougher, stronger, and gain new attack patterns and skills, meaning that even formerly weak enemies will now be able to provide more of a challenge. This increase in difficulty will come with a boost in experience and loot drops, and it only affects the enemies when they are attacking the party of the one using it, so they will not pose any extra danger to bystanders or such.



Botanics Guide (100 CP, Free to Quadroguard) - A guide to local flora and what can be obtained from them, as well as hints on where rarer specimens can be found. It will update for the new local area in future jumps.

Stack of Sandwiches (100 CP, Free to Quadroguard) - Half a dozen, high-quality sandwiches that replenish health when eaten. Replenishes daily when used.

Barrier Maker (200 CP, Discounted for Quadroguard) - A set of devices that can be used to create programmable barriers in various shapes and configurations. These barriers are extremely durable, though they can be worn down by attacks given sufficient time. They will regenerate in strength if left alone.

Personal Gauntlet (200 CP, Discounted for Quadroguard) - A pocket dimension space that contains a series of rooms. Within each room, a challenger will face several waves of enemies, and if they fight through to the end, they will gain a boost to defense that lasts for 24 hours. These fights won't give EXP or loot, but if a challenger falls, they will simply be revived at the entrance. A range of difficulties can be selected, with higher difficulties providing a larger boost if beaten. You can deploy a teleporter pad that allows individuals to enter this space, but the pad cannot be removed until everyone has exited.

Immortal Barrier (400 CP, Discounted for Quadroguard) - A device that can deploy a barrier around the user that renders them utterly untouchable. It also prevents the user from movement or taking actions other than observing and talking, but even the strongest attacks will be simply negated against this barrier.



Monster Fibula (100 CP, Free to Pentafist) - A guide to local monsters, including strengths and weaknesses as well as items and loot they might drop. It will update with each new jump.

Molten Ice (100 CP, Free to Pentafist) - Three cans of a refreshing liquid that can be dangerous in large quantities. It has the special effect of curing status effects, and replenishes daily after use.

Training Drone (200 CP, Discounted for Pentafist) - A very durable, transforming robot that can take a beating and can be set-up to emulate different enemy playstyles for training. If you should manage to actually destroy it, it will regenerate within an hour or so.

Personal Obstacle Course (200 CP, Discounted for Pentafist) - A pocket dimension space that contains a series of obstacle and platforming challenges. Challengers will be expected to make their way through without falling or dying, and if they do, they will gain a boost to speed that lasts for 24 hours. These challenges won't give EXP or loot, but if a challenger falls, they will simply be revived at the entrance. A range of difficulties can be selected, with higher difficulties providing a larger boost if beaten. You can deploy a teleporter pad that allows individuals to enter this space, but the pad cannot be removed until everyone has exited.

Landmark Network (400 CP, Discounted for Pentafist) - You now have a connection to your own personal 'Landmark' system. This takes the form of a series of networked teleports that you can deploy at locations that you wish to return to. These teleporter pads will be hidden from anyone other than you or those you designate, and like the normal Landmark system, you can't use them while in active combat, but it can allow you to move around on a global scale.



Encyclopedia (100 CP, Free to Hexacast) - A knowledge guide with entries and trivia about various local subjects, including brief dossiers about individuals you have met, summarizing information you have learned about them. It updates to include new local subjects with each new jump.

Tea Thermos (100 CP, Free to Hexacast) - A warm and tasty beverage that grants regeneration of both health and stamina. Replenishes daily after use.

Remote Turret (200 CP, Discounted for Hexacast) - A deployable turret that can be programmed to fight alongside you with various combat priorities. It can also be elementally charged with a variety of effects.

Personal Shooting Range (200 CP, Discounted for Hexacast) - A pocket dimension space that contains a large shooting gallery full of targets. Challengers can try to hit all the targets within a specified time range, and if they do, they will gain a boost to focus that lasts for 24 hours. These challenges won't give EXP or loot, but if a challenger fails, they will simply be revived at the entrance. A range of difficulties can be selected, with higher difficulties providing a larger boost if beaten. You can deploy a teleporter pad that allows individuals to enter this space, but the pad cannot be removed until everyone has exited.

Hidden Secret Hintbook (400 CP, Discounted for Hexacast) - There are a wide variety of secrets in this world that you would likely only stumble across by random chance. However, with a bit of a hint on where to go, that 'stumbling' may become much more likely. This book contains hints on where you can start looking for a wide variety of secrets, ranging from hidden areas to secret quests to the mysterious backstories of certain players. And it will update in future Jumps to include new secrets hidden in each world.



Quest Log (100 CP, Free to Spheromancer) - An ordinary quest log displays quests taken and remaining tasks to be completed for each, while this upgrade includes a listing of quests available in the local area and who would offer them. This will update to include tasks that people want performed in your local area in future jumps.

Rare Steak (100 CP, Free to Spheromancer) - A delicious steak that provides a potent boost to physical stats when eaten. Replenishes daily after use.

Restriction Poles (200 CP, Discounted for Spheromancer) - A set of poles that can be used to designate an area and restrict access by those lacking a specific key. Attempts to enter the area will see the one trying to enter simply pushed out, including effects like teleportation or phasing.

Personal Puzzle Run (200 CP, Discounted for Spheromancer) - A pocket dimension space that contains a series of rooms containing a variety of puzzles to solve. Challengers will need to make their way through, and if they do, they will gain a perception boost that lasts for 24 hours, helping with identifying objects or spotting solutions to traps and puzzles. These challenges won't give EXP or loot, but if a challenger fails, they will simply be revived at the entrance. A range of difficulties can be selected, with higher difficulties providing a larger boost if beaten. You can deploy a teleporter pad that allows individuals to enter this space, but the pad cannot be removed until everyone has exited.

Legendary Equip (400 CP, Discounted for Spheromancer) - Ordinary Combat Arts max out at Tier 3, which is quite potent on their own. With this item, however, you can reach a level beyond that. This piece of equipment will grant anyone who equips it a unique Combat Art, based around whatever their particular speciality and favored element happens to be. This Art can have an arbitrarily large amount of stamina points pushed into it, growing in effect and potency to truly ridiculous levels. A single point might create a ranged fireball that explodes with great force, while a dozen points could reach the level of basically blowing up entire buildings.

COMPANIONS

Pet (FREE) - You can choose to gain a small pet that will follow you around as a mascot. This can take the form of an ordinary pet, a small and cute version of a canon enemy, or one of the canonical pets that are acquired late in the game. Regardless, they do not count as a full Companion, but instead follow you around and generally act cute.

Good Friends (100) - You can spend this amount to create or import two companions. Each of them will get an Origin, Class, and 600 CP to spend on Perks or Items. They can each gain points by taking Personal Drawbacks listed below. They are also able to gain a Pet if they wish, but they can't spend points on further Companions.

Full Guild (300) - You can spend 300 CP to create or import a full set of eight companions. They gain everything listed in the Good Friends purchase above.

Canon Character (100) - You can spend 100 CP to bring along one of the canon characters. They will have the appropriate Origin and Class, the freebies for both, and any other perks that are obviously based on them.

DRAWBACKS

Drawbacks are divided into two categories: Personal and Global. Personal affects only the person taking them, while Global affects the entire world. You, and you alone, can select Global Drawbacks, and you can gain a total of +1000 CP from drawbacks altogether. Any companions that you take can gain a total of +600 CP from Personal drawbacks.

Can't Speak (+100, Personal) - Like a certain blue-haired Evotar, you are unable to speak, beyond three words: "Hi", "Bye", and your name. You won't gain any more words to use, but you aren't forbidden from using writing or sign language like she is.

Hostile Wildlife (+100, Personal) - Normally, most of the enemies will wander around and ignore you until you actually attack them. Now, however, all enemies will start attacking the moment they see you, and they are both more numerous and respawning faster than normally. This might be good when you are trying to farm loot, but it will be much less enjoyable when you are swarmed while trying to line up a tricky shot.

Shaky Aim (+100, Personal) - Why can't you aim straight?! So many puzzles rely on you shooting at a precise angle, but your aim keeps drifting, meaning you'll almost always have to take multiple shots to actually hit what you were trying to target.

Impossible Timing (+100, Personal) - It seems that punishingly tight deadlines are in right now. Most of the puzzles and challenges you face will have a timed component now, and the deadlines will be so short that you'll have to do everything precisely correct to actually make it.

Lightweight (+100, Personal) - Instant matter is light, but this is ridiculous. Virtually every impact will send you flying, with even hits you managed to block sending you stumbling back, and those that hit you squarely practically launching you across the room.

Almost There (+100, Personal) - You just can't stand to allow any area to go unexplored. Whenever you see a chest that is out of reach or a ledge that you think you might be able to reach, you will end up obsessed with making it up there, wasting hours of time before you can pull yourself away. Expect to get side-tracked a lot trying to make that one almost-but-maybe-not-entirely-impossible jump.

Corrupted Code (+200, Personal) - Evotars and NPCs Only. Ordinarily, your code would be very well-hidden, with no one realizing anything was odd unless you clued them in directly. Now, however, you are leaving traces as you travel around. Small bits of corrupted code that are messing with the game, and there is a team from Instatainment that will be put in charge of tracking the source, you, down and removing you. And they will manage to do so unless you figure out how to cover your tracks, with not even a 'virtual server' being able to completely throw them off your trail. You will start out with clues for a way to access some of the hidden background areas of the Playground, where you may be able to find a solution that can clear out the corruption, allowing you to simply slip away with no-one the wiser.

Job Risks (+200, Personal) - Players and Employees Only. Something is going to come up that will threaten your job, and it will be connected in some way to you playing CrossWorlds. Maybe something that you've done in-game is reflecting badly on your job. Or maybe they have rules against playing the game altogether. Whatever the case might be, it will take a great deal of time spent in the real world to solve the problem. And you will need to solve it, because if you lose access to CrossWorlds entirely, you fail the Jump.

Lagspike (+200, Personal) - The CrossGear is supposed to operate with zero lag, regardless of distance, but for some reason, that's not the case for you. Every so often, you will get hit with a burst of lag, your body and responses suddenly slowing down or freezing for a moment or two before snapping back.

Wetlands (+200, Global) - Instant Matter can't handle large amounts of water. So why, then, did Instantainment set up on such a wet moon? Heavy rains, large puddles, sudden water spouts, wet hazards seem to be everywhere you turn, leading to half the challenge of the game being just avoiding getting splashed.

Early Access (+200, Global) - So, it seems like CrossWorlds is still in Beta stages, despite being billed as a full release. Quest lines that are only partially implemented, bugs with keys not unlocking areas properly, some enemies just not registering hits. The list of bugs that need fixing just seems to be getting bigger and bigger as you play, and actual fixes will be fairly slow to come.

Avatar of Interest (+300, Personal) - A certain mysterious, god-like Blue Avatar has taken an interest in you. At least four times during your stay here (yes, even after the main story line is resolved), the Avatar will suddenly swoop down from the sky and whisk you off to a battlefield in the sky, where you will have to face off against him in a long and grueling battle. And each time, he will have come up with new tricks and tactics to match any abilities you might have displayed in the prior battles. You won't be able to escape until you win, and you'll fail the Jump if you lose. No pressure.

Trapped in Vermillion (+300, Personal) - Somehow, you will start out your journey here trapped within the mysterious Vermillion Wasteland. It is patrolled by several ridiculously powerful robotic guards, and you will find it utterly impossible to escape on your own, as your powers have somehow been sealed while you are here. You will either have to wait for Lea to become trapped here and aid her in her escape, wait for the invasion of Vermillion Tower to free the Evotars, or wait for some of your companions on the outside to come rescue you. In the meanwhile, you'll need to keep your head down, lest you draw attention from the powerful figures running the area and wind up being 'destructively interrogated' to slake their curiosity.

Caught in Conspiracy (+300, Global) - Shortly before you actually arrived, the conspiracy behind Satoshi's disappearance somehow got a hold of an Evotar copy of you, lacking all your powers, but with full information on your history. They interrogated it fully, and the mysterious backers behind the conspiracy are now aware of your arrival, and are working to find ways of trapping you so they can try and exploit your abilities for themself. The one catch is that they don't know exactly what you will look like and where you will appear. They are, however, aware of all of your prior Jumps and the abilities you gained there, so demonstrating those powers is a good way of revealing yourself to the interplanetary conspiracy. One bright side is that, if you should manage to track down and free your Evotar self, they could join you as a Companion for free, albeit still lacking any of your powers.

Amnesiac (+400, Global) - You have completely lost your memory upon arrival here, both from your prior Jumps and from your current history. You will be effectively a blank slate, possessing only the powers that you have purchased here, with no idea of their source and origin. Any Companions that accompany you will be similarly affected, though they will not gain points for this. As you progress here, some fragments of memory may return to you in vague dreams, happening more often when you are doing something or acting in a way that is close to what you did or how you acted in a particular memory. If you regain a memory of some prior jump or history, then some small fragment of the power you gained in that Jump may also return to you. Either way, your full memory and power will return at the end of the Jump, should you survive.

On The Real Track (+600, Global) - The Track of the Ancients was supposed to just be something made up for the game, but it turns out, it is very, very real. Or rather, it has now become real. Somehow, all of the players (along with you and your Companions) have been transported to a fully real version of Shadoon. The various game events are no longer scripted, but are instead part of a living breathing world. Players keep the power of the Circuits, but have all been reset to 'Level One', and will need to advance through the track all over again. The temples and dungeons are no longer instanced, but death is now a very real possibility. On the positive side, given that you are no longer made of Instant Matter, you can swim! However, that is small consolation when you learn from the native Shad that a second Envelope of the Sky is heading this way, and that the various Seekers must work together to advance through the track to be able to gain the power needed to meet it, or it will wipe out the entire planet. No pressure.

ENDING AND NOTES

You have reached the end of your journey in CrossWorlds. Whether you reached the end of the Track or not, and however Lea's story ended, it is time for you to make a choice. Will you **Stay Here**, **Go Home**, or **Move On**?

FAQ

Q: You mentioned we can't take people with us with the moon, but what about…?
A: The answer is no, unless you paid for them as a Companion with CP. If you are playing by some house rule where anyone who can be dragged along can come, then that is different, but by default, you can't 'sneak in' Companions by hosting them in your Hidden Server, or loading them onto your Solar Barge, or whatever other loophole you might think you've found.

Q: How does On The Real Track interact with…?
A: Other Perks and Drawbacks will be adjusted to fit the fact that Shadoon is now real, and you are now stuck there. Corrupted Code, for instance, may now have your presence be rejected by the Track in small ways, with you needing to find a way to fix it before some Shad Hunters or something tracks you down. The basic spirit of the Perks, Items, and Drawbacks will remain the same, just with details shifted to fit the new reality.

Q: Where can I find out more about the story?
A: The Wiki is a fairly good resource, and there are also plenty of walkthrough videos on YouTube.

Version History

V1.0 - Released