

CROSSOUT

CRAFT • RIDE • DESTROY



Introduction

In 2027, a mysterious viral epidemic known as the 'Crossout' swept the planet. Populations began to fall simultaneously at an alarming rate. Those who did not die in the first few days were plagued by hallucinations and headaches, many went mad and committed suicide. In just a few days what was once an epidemic became a pandemic unlike anyone had ever seen on such a global scale. Cities, once the vibrant social and economic beacons of humanity, were left ravaged and deserted.

Many speculated on the nature of the disease. Some argued that radiation of cellphones and televisions was infected with a new synthetically engineered virus created by terrorists. Others thought the atmosphere was corrupted following the impact of a large meteorite. Many tried to escape the effects of the virus: they wore face masks to filter the air and completely stopped using electronic devices.

Survivors gradually began to change. The most noticeable metamorphosis occurred in the eyes — some began to glow, while others resembled black holes. Now, those who are no longer human hide their unnatural looks with padded clothing and sunglasses. The most inhuman live apart from what remains of civilization, in the remote corners of the wasteland.

More than twenty years have passed since Crossout, but those old enough remember life before the disaster. Some groups try to recover what was lost, while others revel in the chaos and destruction. Whichever you are, you'll start your time in the Valley with:

+1000 CP

Factions

Drop-In

You come into the Valley without a background, knowledge of the world, or contacts among the established factions.



Engineers

A loose group that helps others survive in the post-Crossout world. They teach newcomers how to control and build various armored vehicles, and supplies them with basic parts and weapons. However, their charity means they lack resources.

Still, the doors to the Engineers' garage are always open to anyone who wants to use their workbenches or ask them for advice.

Without a home of their own, the Engineers constantly travel, exchanging information, spreading news, and fixing infrastructure where they go. There are not many of them, but they are everywhere.

The Engineers are a faction of outcasts, deprived of access to high technologies. But there are some Engineers who wish to return the group to its former glory as a military power, and continue the conquest that saw the group shattered. There are rumors that the Mentor, the original founder of the group, lives, and is inventing and producing weapons somewhere to this day.



Lunatics

Mad raiders. Hounds of chaos. Post-Crossout, when human nature itself began to change, many threw off the shackles of civilization, and found shelter in the animal part of their old nature, where the strong devour the weak, fully submitting to the instincts of survival and reproduction.

The Lunatics rely on their superior numbers and try to smash their opponents with buggies assembled from lightweight structures, loaded with missile launchers, explosive spears, and shrapnel shotguns. Their cars are littered with spikes and skulls to intimidate the enemy, ambushing survivors who stray from their comrades, and wrecking their cars with ramming weapons.



Nomads

Those who changed too much to be called human began to appear after the disaster: The Lost. Their increasingly inhuman physiology and mindset is often shunned, and they are killed or driven off into the wasteland. The Lost wear masked suits, and no one knows exactly what hides underneath.

Some Lost received new knowledge or abilities, and began to unite, according to their talents and character. The Nomads are one such group, who sometimes act as mediators between the Valley inhabitants, and the even more inhuman Lost who live deeper in the wasteland. No longer human, these wanderers can survive in any natural environment, and so they explore the most remote areas of Wasteland without fear, where they retrieve rare artifacts.



Scavengers

Scavengers technically belong to the lowest branch of the Brotherhood military organization; however, in reality, they bargain with everyone, providing other factions with artifacts of the old world. They live up to their name, unearthing old military warehouses, cutting into shipping containers, and dismantling factories down to the last screw. Anything in working order goes

to the Brotherhood, or gets sold on the side. Any other salvage acts as armor for their vehicles until it gets repaired and sold off.



Steppenwolves

Originally, the Steppenwolves were military men who banded together to help civilians in the harsh years immediately after the catastrophe. Later, all kinds of people sided with them, drawn to the group that provided a measure of security and strength while society collapsed.

The Steppenwolves are the Brotherhood's punishing sword, relying on tactics and military discipline; they have no patience for chaos on the battlefield—everything they do is painstakingly planned. An elite squad, executing the most dangerous operations far away from civilization.



Dawn's Children

After the catastrophe, some people acquired a sort of genius. For a brief time, centers of startling progress stood out in the midst of a crumbling world. Until they began to resemble lunatic asylums.

The virus changed people, inside and out, and so-called 'gadgeteers' went off the deep end faster. Many ran into the

Wastes, or were killed during the course of insane experiments, leaving unfinished works of genius behind.

Some found ways to postpone the madness, and withstand the Wastes. They gathered together to form the Dawn's Children: talented scientists, engineers, and craftsmen. Now they travel through the Wasteland in their hermetically sealed suits, studying anomalies and developing incredible mechanisms from the artifacts discovered there. Their ultimate goal is unknown, but with every year they get stronger and continue to search the Wastes for something... Or someone.



Firestarters

As the Khan united the numerous gangs, he faced the problem of forging an ideological unity for his horde. He needed something his half-crazed raiders would fear more than death. He turned to the witches, sorcerers, and psychics already in the mass consciousness.

He personally met with former actors, musicians, charlatans, and crooks with the panache and courage needed. These would come to form the backbone of a caste responsible for ideological work among the masses – the Firestarters.

Whether or not the Firestarters actually possess the kind of supernatural abilities they claim, one cannot deny they do have a talent for presentation! They live up to their name, wielding fire and destruction to both deadly effect and the awe of the raiders they direct.

Perks

Factions can purchase their associated Perks at a ½-off discount.

General

Post-Apocalypse Mechanic (100)

In this world, all you can depend on is yourself, and your vehicle. And sometimes the vehicle needs a bit of help. This perk won't let you keep a car in perfect condition, but can ensure your combustion-powered friend can limp to a garage.

Drive (100)

Even after the apocalypse happens, it's good to know how to drive a car. Not only will this perk give you the practical knowledge of driving anything with wheels, it will also prepare you to quickly pick up the basics of other vehicles.

Mental Blueprints (200)

Nikola Tesla could reportedly construct anything in his mind, removing the need for drafting. You share that talent, and can build elaborate and accurate 3D models in your mind, and save the schematics for later in a sort of mental archive.

Boom (200)

Explosions are a fact of life. When your car is getting shot by a maniac with a chain-gun, it's only a matter of time before your car explodes. This perk lets you survive the eventuality of vehicular immolation.

Drop-In

Looking Good (100)

You have five fenders, a milk crate, the front half of a rusty pickup, a nearly-empty can of sky-blue spray-paint, and a tank canon. Yet, somehow, you can turn it into something that isn't completely embarrassing to be seen driving down the road in. Well, these roads, at least.

Get a Job (200)

Wherever you go, people will ask you to do jobs. They might be simple, or weird, or annoying – but they'll never be out of your ability, and you'll always come out ahead (in terms of money) if you do them.

Unlikely Vehicular Anatomy (300)

Why couldn't a radiator mounted on the back bumper be able to cool a machine gun mounted on the hood? You can design vehicles such that they benefit from component interactions even when they really shouldn't.

Engineers

Absolution (100)

Maybe you feel bad about your past, but whenever you help loners or newbies, you feel like your soul gets a bit lighter. The people who could use your help also have a way of finding their way to you.

DIY (200)

When it comes to building things, half the battle is knowing how. It's rare for new things to get made in a post-apocalypse wasteland, but if you don't have parts, weapons, or infrastructure, all you need is the knowledge and resources to DIY.

Be a Mentor (300)

The best way to become a master is to teach, and anything you know how to do, you can quickly teach to others, as long as they have the capability and a willingness to learn. You might get a reputation for being an educator, as a result.

Lunatics

Throw off the Shackles of Civilization (100)

If you're going to survive a lawless wasteland inhabited by psychos with guns, you might have a better shot if one of those psychos is you. Now you can find shelter in the animal part of your nature, and be the strong that devours the weak.

Drive Me Closer (200)

Hitting people with guns is hard. Hitting people with a car is easier. All those spikes on your car aren't just for decoration, either. Put them to best use by knowing how and when to ram an enemy effectively and safely. Safely for you, at least.

More Human Than Human (300)

Odd how the Post-Crossout mutations are least apparent among Lunatics. Almost like a primal aspect of humanity refuses to be tamed or changed. Your true nature and form is resistant to outside effects that would change your mind or body.

Nomads

Journeyman (100)

Resources are few and far between, in the new world. And that means you're going to have to know how to prepare, and how to survive the many miles between, to arrive at your destination safe and sound.

Negotiator (200)

Nomads sometimes they act as mediators between the survivors, and the more inhuman Lost. This requires a certain flexibility of thinking, and a willingness to consider points of view that wouldn't normally come easily to an outsider.

Adapted (300)

If the changes of the Crossout do anything, they allow one to survive in this wasteland of a world. For some like yourself, this means you feel at ease in any natural terrestrial environment – from burning hot, to freezing cold. Make the world your home.

Scavengers

Trading (100)

Everyone has something they need, everyone has a price, and everything is for sale. You're good at finding people who need what you have, convincing them they need it, and making a profit selling it to them.

Finder's Keepers (200)

Hitting it big means being lucky or well-informed. You'll need to unearth old military warehouses from nothing but rumors and water-damaged maps. And have the patience and dedication to find and dismantle factories down to the last screw.

The Big Haul (300)

Somehow, you keep stumbling into valuable situations. A rumor about a busted pipeline leads you to the biggest oil wells around. Fall through a floor to find an underground parking garage full of pre-Crossout cars. That thing you just found turns out to be exactly what some collector is looking for.

Steppenwolfs

How to Gun (100)

This is a world of cars and guns. That means you're going to need to know the difference between a magazine and a clip, tell at sight a mortar from a howitzer, and the basics of gun safety – shooting the other guy before he shoots you.

Drive and Shoot (200)

Hitting a moving target is hard enough. Try doing it while going 50 mph over the remains of children's playground, while getting shot at by a lunatic in a car covered in skulls. If you're not careful or you don't have this perk, you could get a bit distracted by the shooting that you forget the driving, or vice-versa.

Tactical (300)

You can rely on tactics and military discipline. Unlike those lunatics, everything you do in battle is painstakingly planned. Sometimes plans don't survive contact with the enemy, but more often the enemy doesn't survive contact with your plans.

Dawn's Children

Maintaining Tolerances (100)

Have you ever tried to keep a clean room *clean* in a dust-bowl apocalypse? Or aligned nanotubes while idiot runs over your wind turbine with a tanker? Now you can do science without worrying about outside factors screwing up your work.

Innovation Never Stops (200)

The Wasteland is full of anomalies and artifacts that defy explanation. But the job of a scientist is to adapt, overcome, and understand! And then use that understanding to build a really sweet hover tank that shoots exotic energy!

Knowledge is Power (300)

Astonishing technology can be deadly in the hands of a skilled survivor. And there's no better hands than yours – you have an instinctive knowledge of how to use any new technology to it's maximum destructive potential.

Firestarters

Spooky (100)

When the Khan united the factions, he faced the problem of ideological unity. What would half-crazed raiders fear more than death? You, it turns out – Firestarters have an otherworldly presence that demands respect.

Social Worker (200)

Thus did he form a caste, responsible for keeping the masses faithful to his vision. The ideological work the Firestarters do is not as primitive as their appearance suggests. They're canny manipulators able to read and sway public opinion.

Through the Fire & the Flames (300)

Firestarters are known for their literal flames as much as they are for fanning societal fires. Now, you don't have to be worried about getting burned by either. Fire can't touch you, and social troubles tend to pass you by, as long as you aren't the *direct* target of a flamethrower or an angry mob.

Items

Factions can purchase their associated Perks at a ½-off discount.

General Vehicle

Car (100)

A vehicle with the most basic of parts, a couple of light-power machine guns, and half a tank of gas. Buying a faction car upgrade will improve this immensely.

Fleet (200)

A dozen or so simple cars. Again, a faction upgrade would be useful for making these more than a bunch of rust buckets with scavenged guns welded on.

Leviathan (300)

A titan of the waste. Titans are big fuckoff monsters bristling with guns, thick armor plating, and capable of crushing smaller vehicles without slowing down.

General Location

Garage (100)

It's a place to build and work on cars. As long as nobody followed you back, you'll be safe while you get a vehicle up and running.

Scrap Heap (200)

This walled-off junkyard is more defensible than a sheet-metal building, which is useful if you expect to run into trouble. And you'll never run out of scrap metal.

Base (300)

More defensible than a scrap heap, and more roomy and comfortable than a garage. With a little elbow grease, this place could be downright hospitable. Also has work benches and tools needed for advanced crafting.

Drop-In

Spray Paint (100)

You want your car to look GOOD, don't you? I mean, "rust-brown" is fine, but it sure gets boring after a while. Bring some color to the world's palette, with a chest of spray-paint cans in various colors.

Car Jack (200)

A must-have for anyone who drives alone, this jack will right any stuck or flipped vehicle in seconds. That it also works on any adjacent allies' cars is probably explained by gyroscopes and black magic.

Fuel Tank (300)

Fuel is life, and with this refilling tank of gas, your life just got easier. Whenever you're parked, it refills over eight hours, with whatever fuel your vehicle takes. Just be extra careful with exotic fuels, like antihydrogen or concentrated dark matter.

Engineers

Basic Tools (100)

If the job is hard, you're probably using the wrong tool, or using the tool wrong. This will solve... neither of those problems for you, but at least you'll be able to find the right tool somewhere in this toolbox.

Basic Parts (200)

Engineers supply beginners with various parts and weapons. While you might not be able to brag about hi-tech gear, there's enough light machine guns and rusty junkers in adequate repair to hand them out like candy to anyone who needs one.

Basic Infrastructure (300)

Radio towers, oil pumps, water reclamation, bullet presses, motors, engines – there's a lot of things that would sure come in handy after the world ends. This gives you just about everything you need to make sure a small community survives, and the blueprints for what they need to thrive.

Lunatics

Party Gear (100)

Sometimes, even if nobody wants to admit it, being a crazed marauder in a wasteland can be... not fun. Which is what these pills are for! Enjoy abusing this cornucopia of recreational pharmacological miracles! And booze!

War Gear (200)

Lunatics move quickly on spike-studded buggies armed with missile launchers, explosive spears, and shrapnel cannons made of old mortars. This will upgrade your fleet to match even most insane raider's band of miscreants.

War Party (300)

You can't just hold a party and not invite some friends! Get the boys on the horn, and let them know there's a war, and pretty soon you'll have a couple dozen lunatics in various states of undress and sobriety at your beck and call! Just point them in the general direction of the fun, and watch them go.

Nomads

Suit (100)

The Lost wear masks and bulky padded suits to disguise their body shape, so that no one knows what exactly they are hiding under it.

Wasteland Mirage (200)

Nomad vehicles are as strange as they are, with features of airplanes and vintage cars for a balance of speed and resilience. Durable, maneuverable, equipped with drones and cloaking tech – fighting your fleet can be an exercise in frustration.

Prescription for Mankind (300)

Forays into the depths of the wastelands produced this – a sample of the original virus, ready to be primed: a way to inflict your own mutations (mental and physical) upon others. They can be like you. Unfortunately, it isn't catching, and it can take quite a while for the effects to fully manifest in the first generation.

Scavengers

Finder (100)

This detector can pick up anything from ferrous metals to exotic radiation. It has a very limited range – maybe a dozen feet at the most sensitive setting – but sometimes that’s all you need.

Lost and Found (200)

Scavengers prefer powerful, heavy vehicles covered in salvaged metal plates, and repurposed military surplus. Long-range combat with lumbering armored vehicles armed with cannons and grenade launchers can be your forte, too.

(Trapper) Keeper (300)

Maps, rumors scribbled on scraps of paper, journals from before, and newspaper clippings. There’s a lot of stuff that’s been buried, forgotten, or lost – but with the right clues (and some dedicated effort) you’ll find a mystery, a fortune, or a secret – in this world, or any others.

Steppenwolfs

Small Arms (100)

There’s more to war than fast cars and big guns! Sometimes you need to get a bit more personal, and this arsenal of body armor, pistols, and sub-machine guns will let you operate outside a vehicle.

Armed and Armored (200)

Wolfs prefer using state-of-the-art works of military scientists and engineers. Your fleet would surely benefit from high-grade military equipment like powerful howitzers, advanced automatic weapons, guided missiles, and auto-turrets.

Reloader (300)

You know, it can be hard to find ammunition in a Post-Crossout world. That’s what this refilling ammo box is for. Simply place gun on the top, and wait a minute for the ammunition it requires to appear inside. Please note that it’s limited to the most common type of ammunition used by the weapon that will fit inside the box.

Dawn's Children

Hermetically Sealed Suit (100)

A group of scientists led by Riley found a way to withstand the lethal effects of Crossout (and most anything else) with these suits. You're probably going to need one if your body and/or mind haven't adapted to the effects of the Crossout.

Fruits of Knowledge (200)

The Dawn's Children's affinity for high technology shows in their incredibly fast hovering vehicles. This mobility, combined with their powerful medium-range plasma cannons, can make your fleet ideal for formidable hit-and-run tactics.

Panacea (300)

It took more than two decades, and many lost lives, but they've finally finished what they set out to do – make a cure for the Crossout. They might be too late to save their world, but with this retrovirus, you can make sure the worlds you visit are inoculated against any sort of epidemic that could destroy them.

Firestarters

Accoutrements (100)

You can't be a soothsayer if you don't look the part. You're going to need a mobile tent, a cauldron, or at least a crystal ball and deck of cards, if you want to convince the murderous raiders to listen to your wisdom.

Namesake (200)

Firestarters live up to their name, and so can you, with intimidating flamethrowers, catapults that fire barrels of incendiary compounds, and harpoon guns that let you drag friends and enemies around.

Temple Guard (300)

Of course, to ensure their security in the material world, each high shaman has an elite guard of a half-dozen followers to protect them. They're only moderately more sane, trustworthy, and better equipped than the average raider, though.

Companions

Shotgun! (50, 200 for 8)

Import a companion, or find a new buddy and 400 CP to spend on perks and items. They also get to benefit from a faction's discounts!

Co-Driver (100)

You can change the fate of some canon character. Like poor, sweet, more-clever-than-he-looked Munch. Or pick up one of the faction's co-drivers. Or that weirdo who lives out in the desert who keeps asking you to pick up his crates.



Faction Leaders (300)

Ivy XO, Mentor's Daughter (Discount Engineers)

Ivy's father, after her mother was killed in a skirmish with raiders, began to gather troops and technology for a crusade. Ivy often escaped her gilded cage, learning from her father's followers how to fight, work with metal, about engines, military affairs, and psychology. She was beloved by her father's forces for her curious mind, caring heart, and helpful nature.

Unsurprisingly, after her father left, Ivy became the leader of the remaining Engineers. Like her father, she wants to make the world a better place, but her methods differ. Under her leadership, the Engineers changed from an expanding army to inventors, traders, and repairmen.

Psycho Pete, Warlord (Discount Lunatics)

He was a small-time gang-banger, cruel and fearless, but too unpredictable to rise in the ranks. After the disaster, his nature led to him becoming the leader of a group of scumbags that followed his example. He was always at the front, in the fiercest of the fighting, but always came back.

Like locusts, the gang moved across the wasteland, ravaging everything in their path – until they met up with the Khan's army, which subsumed them like it had so many other small gangs. Now they scout the Valley, looking for easy pickings.

Map Keeper Ulysses (Discount Nomads)

Since infancy, he lived dangerously close to the Sepulchre, where deadly radiation prevented most from venturing, becoming inhuman as a result. He organized a gang of other not-entirely-human teens, and the inhabitants of the Valley joined forces to fight the mutant gang. To escape, Ulysses fled into the heart of the Sepulchre.

What he experienced there changed him. Since emerging from the ruined skyscrapers and the Nameless Tower, Ulysses has always worn a mask, and never settled among people. He has spent the years since helping others. Whatever secret knowledge that he received in the Sepulchre, and his kindness towards those he feels deserve it, have made him the unofficial leader of the Nomads.

Scar AB, The Collector (Discount Scavengers)

It is said he's traveled as far as the Western Sea, and seen twice as much. He's been a part of numerous groups, even made it to a decent rank in the Kaganate, before losing his leg in a dispute with Khan. After that, ran with enough loot to bargain for a spot in the Brotherhood, and a decent prosthesis. But due to his ill temper, Scar was again exiled West — with an important mission as a leader of a scavenger vanguard. But he seems more than happy with his lot in life. Scar has relaxed a bit and has started collecting, exchanging a share of his loot on the black market. Brotherhood Headquarters is content to ignore his dealings — as long as their quotas are fulfilled.

Major Eric Stahl, "Ironhand" (Discount Steppenwolfs)

Eric served his country. When the world collapsed, Stahl remained true to his ideals. With other dedicated officers, he continued supporting the interim government. As years passed, the goals and attitude of the Brotherhood changed. Eric's ideals became increasingly out of synch with high command's, and he knew it.

When his scars and eyes started glowing, Eric knew he'd spent too long fighting in the Wastes, it was time for his last crusade. He, and those who chose to follow him — no longer welcome in the Headquarters — went Northwest into the Valley, to fight for new lands in the name of Brotherhood.

Chief Scientific Officer Riley (Discount Dawn's Children)

Little is known about Riley — even their gender is subject to rumor. What is almost certain is that they headed a Waterquarn Corporation laboratory, and created the hermetically sealed overalls that protect against the deadly effects of the Crossout. What lies inside Riley's sealed suit is a subject of speculation. Is there still a human face behind that opaque helmet, or have they been mutated beyond recognition? Despite Riley's mystique, they have managed to become a key figure in unification of Dawn's Children. Some say Riley is the world's hope for revival, the harbinger of a new beginning, a last gleam of progress. But the true motives of this mysterious character are, like everything else, a mystery.

Supreme Shaman Odegon (Discount Firestarters)

The first years after the disaster were hard for this elderly actress. By putting her skills to use, she survived. To house herself, she built a hut on a pile of skulls. To feed herself, she told fortunes. To protect herself, took confidence in her acting ability. Even the cruelest raiders left her alone. She conducted rituals, made vague predictions, and performed sacrifices. Until the Khan came to her hut, alone and unarmed. They came out together. Since then, the witch has been the spiritual advisor to the Khan. Recently, however, she seems to have lost his favor. Whether or not she has magical powers, nobody wants to deal with her — whether she can call upon the Khan's wrath, or is fleeing it.

Drawbacks

Motion Sickness (+100)

Driving calmly down a road is enough to make you clammy. You don't even want to think about rumbling over a cracked median, speeding across the bumpy desert, or making hairpin turns while getting rocked by explosions. You poor bastard.

Out of Gas (+100)

Didn't you just fill up? For some reason, any vehicles you're riding in or driving seem to turn into gas guzzlers, and they always tend to run out at the worst time.

Side-Tracked (+100)

You feel compelled to finish any small job you come across. Whether it's picking up crates, killing a few bandits, protecting a transmission tower, or repairing a water pipe, once you hear about it, it's hard to say no – even if the reward is a pittance.

Driverless Cars (+200)

You're plagued by a fleet of AI cars with guns. They're not too well equipped, or very tactical, but they're persistent, and they don't have a driver for you to kill. At least you might get some scrap and maybe parts out of them.

The Lost (+200)

Like some others, you were changed, in body and mind by the Crossout. Most wandered off into the wasteland, and the remaining Lost are viewed with suspicion at best, and outright hostility at worst. And that's when they do cover up.

Bad Driver (+200)

Whenever you drive, bad things happen. How does a person even get a pickup truck 15 feet up into a tree? So, uh, you better stick to being a co-driver.

Susceptible (+200)

Unlike nearly everyone else, you're not adapted to the Crossout. You're going to need to stay inside a CDC quarantine room, or risk going nuts and offing yourself. On the other hand, this comes with a nifty Hermetically Sealed Suit!

End Choices

Get a Lift Home

You've had enough fun on this joyride, and decided it's time to get back.

Park It Here

This world could use some improvement. Maybe you'll stay, to make things better.

Ride into the Sunset

This wild ride isn't over yet, baby!



Notes

- 200 CP Faction Items act as upgrades for any vehicles you purchased.
- Many of the perks are unfortunately vague, due to the nature of the medium, and the difficulties of adapting it into a jump. Fanwank something.

Changelog

Version	Changes
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0.0	Basic Outline
0.1	Missing some perks and items, but basics are there, and some pictures have been added.
0.2	Perks finished.
1.0	Items finished, some minor editing.
1.1	Finished Finder. Made it clearer in the 200 faction items that it applied to your vehicles.
1.2	Shortened some drawback, faction leader descriptions, added some notes. Increased the price of Boom and Mental Blueprints to 200, gave Susceptible a free Suit.