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 **START**
CONTINUE

V. NEXT2

Dummied Out Content Edition

Welcome to the world of Kid Radd! This is a world where in the depths of the internet, on a plane humans are not privy to, Sprites live and work and strive. It was only a short while ago this happened to the real world, but you start off the year after Hopetown has been established. Within the next year, there are going to be many changes, and possibly even an apocalyptic battle for the fate of two worlds. Despite this world having a semblance of civility in many places, nearly everyone here is a killing machine honed by years of play. Massive multi-stage bosses, killer heroes with strong attacks and invincible NPCs capable of retribution all call the internet their home, and it's very possible to pick an unwinnable fight. Not only that, but later on it will be very possible to face one of the strongest enemies this place has to offer, one who has dark plans for the world both analog and digital. To give you the chance to survive this world, you will get 1000 cp! Spend wisely!

100 CP perks for each background are free, which the rest discounted.

SELECT YOUR CHARACTER



Drop-In(0): Welcome, user! You are an anomaly in this world, a being without any real programming. You have complete free will in this world, and many Human-oriented programs will recognize you as a user. However, you don't benefit from any combat programming or gameplay quirks to really exploit, unlike a Sprite. This can be a blessing, but it means you also cannot pull off any exploits to benefit you. If your true nature is revealed to Sprites, expect to be gawked at. Some will adore you, some will be awed, and some will really want to kill you for putting them in a living hell. It happens.



Hero Sprite(0): A protagonist, programmed to fight and win. You were damn good at that, too, but now you're in a civilized world. You can't kill without discretion anymore. Violence is in your code, and soon there's gonna be a war where you'll be tempted to lose control of yourself. Can you overcome your programming and be strong without being a tyrant? Maybe even a Hero in the real way, not just by being pulled around on strings.



Boss Sprites(0): An antagonist, designed to scheme and plot and ham it up, then curbstomp the Hero until he found your weakness. You've reformed now, you can't really be a supervillain in any reasonable society for very long, but you still feel the urge to fight a powerful opponent. All of your skills, all of your desires, are focused around dancing the dance of death with someone your equal. It's a dangerous life, but you were made for it.



Mook Sprites(0): Holy shit, dude. Why would you pick this? As a mook, your job was to die. It was to take orders from the Boss, and die to the Hero. You did this job well, taking hit after hit in your little corner of the stage, with a lot of time to contemplate your lot in life. You're loose from your game, now, and you will suffer no longer. Maybe you're not intimidating, you're practically 'armless' (Heads with feet on them are a cruel but common form of mook sprite) and you're weak...but the weak have their pride, dammit. Show them what a mook can do.

STAGE SELECT

Roll to see which game you start in, the game also determines your fighting style and the base mechanics you may begin with. The games are all from the 16-bit era or earlier, console games will be mostly limited to those that are on cartridges(as these sprites are all from dumped roms that are on the loose) or from old PC games. Rule of thumb, if you can get it on Abandonia, you probably can hail from it. You start as the Gender you entered the jump as. 100 cp in order to choose a game, or 50 to change gender.



1 - Adventure Game: Heroes are pretty fragile, but they're quick-witted with the ability to grasp any sort of logic...even moon logic. Mooks tend to be easily duped or defeated when faced with odd circumstances. Bosses are master puzzlers, however they always create a way for the hero to defeat them, even when they don't try to. Fights settled with wits or settled in one hit are common, as are large inventories and the ability to combine items together.



2 - TBS: Hero units often have unique powers and effects, but can go down to concentrated massed attacks. They usually have a revive power as well, but you have no access to this unfortunately. You also tend to have boosted stats and leadership qualities, compared to other protagonists. Mooks are just the day-to-day units, the tanks and footsoldiers. Bosses are often commander units, weak and fragile with boosted leadership auras and powers.



3 - FPS: You're either a floating pair of arms with a gun, a faceless goon who shoots/exists to be shot, or giant super cyborg hitler. FPSes are weird, man. Especially since you're probably from the local equivalent to DOOM or Quake. HP usually doesn't regen, but you can aim easily. Also kind of hard to get your hitbox due to being floating arms.



4 - RPG: You know the deal. Large beefy healthbars for all, but you're slow and sometimes even wait for someone to attack you before trying to attack back! You also don't know how to talk and attack, apparently, as cutscenes or involved discussions lower your combat ability. At least you can bring the hurt on with that Ultima Weapon.



5 - Platformer: A classic. You have mercy invincibility, jumps, getting knocked back by enemies, the works. You're mario with the M filed off, a Goomba wannabee, and a Dime Store Bowser. Still, some heroes and bosses aren't quite the same. You might have access to ranged attacks, though not on the level of an FPS.



6 - Fighting game: Punch! Kick! It's all in the mind! The distinction between Boss and Hero is tenuous here, and Mooks tend to come from Beat-em-ups more than anything else. Punches, kicks, combos and super moves are all fair game for those who hail from these genres.



7 - Shoot 'em up: Bullet. Fucking. Hell. This is one of the genres where Mooks and Heroes tend to have similar HP scores, though Mooks are set in their patterns. Bosses are monstrous, slow things that can fire out hundreds of bullets at a time.



8 – Free choice: Pick one, son, You’ve got the pick of the litter.

SELECT: DROP IN



Welcome to the Game Grid(free Drop-in, 100): You have an encyclopedic knowledge of gaming mechanics, every major genre and franchise, a number of non-standard games, and general knowledge of the plots and weaknesses(if they have any) of pretty much every sprite in the Net, save for the Seer(seeing as he's a program).



Administrator Access(discount Drop-In, 200): You've got the whole world, in your hand...You now have automatic administrator-level access privileges in every public server you come across, only having issues with getting into government or the core systems of private companies. You can waltz into pretty much any database you can think of, and mess with the data within. Not only that, but anyone who investigates will be unable to find a trace of what you've done, or at least won't be able to tie these to you.

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0011
1001

Beyond the Code(available only to Drop-In, 200): You weren't made to be effected by things a mere sprite would be weak to. You can't be deleted or have your data destroyed, you can't be effected by things that break people down into code or change the code or even corrupt your code, because you aren't code. For all intents and purposes, you are not merely a program to be used. You are digitally untouchable.

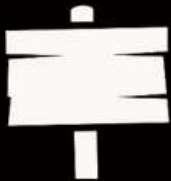


Will of the User(Can only be taken with "Beyond the Code", 300): You are a User, and your will be done. You become the Sprite's idea of what a user is meant to be, someone who has mastery over the lives of sprites with little to no effort. You may touch a Sprite and alter their code easily, playing with their programming switches to mold them at your leisure. Not only that, you can see 'dead' sprites whose data is intact and revive them through this method, as death and life of the digital beings are nothing more the switches to be flipped by your hand. You are able to also interface with the servers and programs you're present(like Hopetown itself) in with a thought. Outside of this jump, you gain a kind of technopathy that works by merely touching or affecting the system's display. You can destroy a computer system by breaking one of the monitors, or tap a few keys on a terminal to completely rearrange an entire network's inner workings.

SELECT: HERO



Charity's Grace(free Heroes, 100): Times are tough. Most sprites go through an adjustment period when they leave their games, but heroes are always the ones who have it the roughest. After all, they didn't even move without a player to guide them. Cause of that, heroes tend to get looked upon a little more kindly. Maybe you're a Boss who just knows the right words, or just a really wimpy mook, but people are more likely to give to you. You can always find someone willing to give you a bit of bus fare, or money for a sandwich. Getting somewhere to crash for the night won't be too hard, either. Don't abuse it, however, this perk doesn't protect you from being labeled a mooch. Get a job you damn NEET.



Read the Freakin Manual(discount Hero sprites, 200): Life usually doesn't have any walkthroughs, but you do have one really good trick. Every so often, a mysterious figure can be seen where you travel. If you talk to this figure, they'll give an accurate estimations of the dangers and rewards to be found in their surroundings, not encyclopedic knowledge but the kind of things you'd learn from living there for a few years.If you're somewhere abandoned or otherwise without many people, you find a corpse or wreckage that gives a similar message. Hint systems yay!



Programmed to Fight(discount Hero, 400): If there's one thing hero sprites are known for, it's a lifetime experience of combat. Not only do heroes in their games fight constantly, they're also fighting against enemies who have vastly more power than they do, and succeeding. You still have those skills within you. When you're outmatched in combat, either by a lone enemy being stronger than you or by being heavily outnumbered by weaker enemies, your combat prowess grows by a noticeable and wide margin. The rule of thumb is, the more the odds are stacked against you, the stronger you'll become, but this won't make you immediately able to beat off an entire planet's worth of military if you pick a fight with them. It will, however, allow you to go toe-to-toe with forces grander than you on even grounds, making an uneven battle even.



Ready Player One(Discount Hero sprite, 600): Just when you thought you didn't have enough voices in your head... Say hello to Player One. They're a non-corporeal being of extreme skill and knowledge that exists on a plane that seems unreachable to you. You'd have a better chance of trying to contact your benefactor directly, honestly. In any case, they have the ability to take over and use your body, but no real reason to beyond keeping you alive to improve further. They are a bro, and will coach and mentor you to use your abilities to their fullest in ways even the in- universe masters couldn't handle. When they do take control of your body, they can do anything essentially anything up to and possibly even surpassing your normal limitations. As mentioned, however, they have a distaste for it and will only do so if you are caught in a situation where you would otherwise be completely doomed.

Select: Boss



You and I were meant to fight (free Boss Sprite, 100): You're a boss, and while you might have a lot of enemies, there's one who will always be the greatest thorn in your side. Your programming gives you a general sense of the location and progress of your "Nemesis", the strongest entity out for your blood. If you have multiple Nemeses, you can only sense the healthiest or strongest of them. Not only that, you can telepathically issue a challenge to this nemesis, letting them know where you are so you may clash again.



Don't fail me (discount Boss Sprite, 200): Through fear, coding, and being an utter hardass, You rally your minions. With the right words and maybe a demonstration, you have the uncanny ability to get people under your employ to work their hardest for you. The laziest underling will work their ass off to make sure you're happy. In general, people working underneath you will strive to please and generally hold a high esteem of you.



Finally, A Boss fight!(discount Boss Sprite, 400): If you won't fight, you won't survive! There's one thing that seems to be universal to boss battles, at least from your generation of gaming: There's no escape. RPG Bosses cannot be fled, FPS Bosses have their own little rooms to fight in, and platforming bosses are at the end of a stage. You can now set the stage for your own battle, by creating a 'force cage' for you and one other combatant, which is heavily resistant to magical or technological attempts to breach it. (Teleportation counts as breaching.) In order to activate this force cage, you have to have both sides explicitly agree to duke it out. The wall's size is variable, usually enough to give both you and your opponent room to maneuver in but not enough for you to evade each other for eternity. Anyone not part of this battle is evicted from the area, just outside the force cage. 'Mooks' you've created using the Solidarity or Pride of the Weak perk can also fight freely in this area. However, this force wall cannot go down until either side cannot fight.



Limit Mode (discount Boss Sprites, 600): Fighting at full strength isn't your strong suit. You only do so when it's completely urgent, and even then it often acts as the prelude to your death. There's a technique many bosses learn, becoming a "Multi-stage" boss with many different forms and abilities. At the beginning of every year, you may choose to disable 9 perks out of every 10 completely and enter "Limit Mode". While you are in limit mode, you will be returned to your baseline body (Body Mod modifications will remain). While you are in limit mode, your ability to learn and train increases noticeably, though it still feels like you were learning normally. If you are in limit mode and you would be killed as a result of combat, you may disable limit mode and get your second wind, not restored to complete fighting ability but enough that you can keep going for a little while longer.

SELECT: MOOK



Comes with the Territory(Exclusive to Mooks, free): If there's one benefit to being a mook, it's that you kind of blend in with the scenery. Not only are you considered pretty much completely harmless and beneath the effort required to even fight you...It'll be hard for people to believe you're capable of anything if they don't witness it with their own two eyes.



Never Let It Down(discount Mook, 200): Getting killed 1000 times over has given you a legendary ability to hold grudges, especially against people who have done you wrong. If someone causes you non-lethal harm(even if it's stealing something, breaking your property, or hurting someone you care about), you can declare a vendetta on them and you will immediately have a vague idea of what would hurt them most(emotionally). This doesn't make it easier to kill someone, just to make their life miserable.



Solidarity(discount Mook sprite, 400): Filthy minions, to me! You're able to call on favors from other sprites similar to you and in desperate times, an army of 500 mooks with mook-tier strength and health will appear. If you're a mook, this means calling on buddies to back you up. Heroes may have summon magic, or have a power-up that allows you drone companions(like mini-marios). Boss Sprites just have loyal minions in general. You can choose how your power manifests, as a Drop-In. By Default, they will resemble Shy Guys and are smart enough to not walk off a cliff to their deaths. You can customise their appearance, but they will not be larger then about 2-3 feet. Anything more specific of an order then "Get that thing" or "Kill that guy" will be a little hard for

them, but they're loyal and will do their best to interpret your orders. These mooks do not count as Companions and cannot be altered beyond giving them weapons.



Pride of the Weak (Mook discount, 600): Just a mook, eh? You'll show 'em! You'll show them all! You gain 500 mooks, which stacks with the 500 given by Solidarity!

Not only that, but you can increase their strength and abilities by adding on certain traits, such as "Flying", "Giant", and "Armored". Those with Mook origins can apply the aforementioned adjectives to themselves as well. Every mook can only have a maximum of 3 traits at a time. You can apply 3 general traits to your entire army, designate a section of your army to be changes or customize certain mooks on an individual basis through a command prompt. It only takes a moment of relative concentration to bring up the prompt and input your choices, at which point the changes will occur immediately. The mooks cannot be imported as Companions, as they are all spontaneously generated as according to your command. They arrive from the nearest doorways or entrances, as if they were coming from your Warehouse. Unless they have a Leader type, Mooks can only general commands or a commands of up to 5 words. "Kill [Hero]" is a valid command. "Get the water hose, then bring it over here so we can put out the fire" well end in adorable, hilarious disaster.

MOOK ADJECTIVES

- Giant(Normal mooks are about 3 feet tall, Giant mooks are 6 feet tall)
- Armored(The equivalent to a full plate of armor)
- Flying(Small wings on their back, allows floating and flight)
- Aquatic(Can breath underwater and swim expertly)
- Intimidating(Mooks that are terrifying to look at, and exert a minor psionic fear effect 5 feet around them)
- Miniature(Inch-High mooks, good for scouting)
- Mechanized(Robotic mooks that are stronger, tougher and not biological...but are weak to water and lightning.)

-Leader(Intelligent and tactically minded, the amount of leaders you can have in your army is the maximum amount of mooks/10. 500 mooks = 50 leaders, 1000 mooks = 100)

-King(Kings have the stats of a mini-boss and can command many mooks independently of you. Capacity of kings in your army is your maximum amount of mooks/100. 500 mooks = 5 kings,

1000 = 10 kings.)

-Teleporting(Will teleport any enemies they touch 20 feet away)

-Healing(Can heal any friendly mooks within 5 feet)

-Undead(Immune to instant death attacks and most physical attacks, are weak to healing and sunlight)

-Berserker(Mindless, but have twice the strength and ferocity of a normal mook)

-Multiplying(Will divide into 4 weaker mooks without adjectives upon death, survivors will disappear or upgrade to fit to your current cap(500 or 1000) of mooks)

-Calvary(riding a weak vehicle, a small tank or helicopter that provides minimal body armor to them)

PERKS OF THE NET

While these are not tied to any given origin, they are available to all at a flat rate to all origins.



Flamboyant Schemer(300): It's odd how little these sprites seem to consider the idea of someone turning another leaf. It's even odder that if that happens, they never consider someone turning back to their old ways. Even if you're sharpening the knife to dig into their back right in front of them. I suppose it's part of being considered "static" beings, always meant to be good, bad, or pathetic. As long as you don't explicitly tell a person that you're going to betray them, you will be the last person on the list of suspects even if you are the one with the most reason to pull an epic betrayal. Every time you use this perk, it gets weaker against the same person. You can only be double-crossed so many times, you know?



Data Destroyer(600): This is a dangerous power you hold here, friend. You may choose the basic form of this weapon, however it will be mostly normal save for one dreadful ability. This weapon can assault and delete code directly. It can destroy or cripple a sprite with a few attacks, and can be used to delete small(Think cinderblock-sized) sections of buildings and servers as well. This deletion effect applies to all virtual worlds you come across, and will be present in your inventory for these worlds. Be very wary about this. The armies of the Seer were rallied just to kill one person with this kind of power...



Moderator Membership(300): You've mended your ways, and have gone legitimate! Adapating rather easily to the civilized world outside of your game, you easily managed to get a job in Hopetown's local government. As a part of this, you have easy access to advanced technology from Dr. Amp(requisitioned, of course), power over those in the Moderator's grasp...and of course, you can get a sweet ride for absolutely free. Being a Moderator gives a measure of independence and a lot of connections throughout the internet. Be wary, though. There's going to be a coup a year from now, and the government will be in the control of an ambitious sprite known as Crystal. If she sees your powers, she'll do whatever it takes to get you as a servant or force you into her plots. After this, you can find that the Moderators have a branch in every internet in any worlds you may visit from now on, and will consider you their leader.



Eye of the Seer(600): The great and powerful Seer has eyes all over the internet, which combined with a natural intelligence makes his statements as good as fact, in terms of respectability. You now have access to these eyes, and can bring them wherever you go. The eyes will enter the information networks of the planet you're on and begin to interpret all the data at their disposal. They are untraceable and they can spread pretty much anywhere there is data storage, through mysterious means. The information is almost always infallible, though make sure that you're given ALL of the information.



Chimera(600): Pick a Companion. You now are able to create a fusion form with them, gaining the abilities of that companion as your own. Not only that, but your overlapping abilities stack while in this form, as well as giving you the full array of powers both you and your companion possess, combined. However, you must be in agreement on the course of action you're taking with this Companion, and you will be sharing a mind with them while in Chimera Mode. If you are defeated or de-fuse, the mental shock will leave you helpless for a few minutes.



Giant Killer(300): Surprisingly enough, hitboxes don't discriminate. It doesn't matter if you're smaller than the boss's palm, if you can land a hit, it still takes off about the same amount of health regardless. When fighting something physically larger than you, your attacks have an effect on it as if you were that target's size. This only works towards larger creatures, and provide no other buffs other than not making size a factor in battle.

ORIGIN BOOSTS

These work best with a 'home game' or genre, and are extremely effective with your Sprite form. They're best for anyone who has not taken the Drop-in path. Drop-ins will find they are not extremely useful, unless they also take "It's In The Game."

Pick-Up Artist(200): Just because you can take a Mushroom from a mystery block in order to get huge, doesn't mean that there will suddenly be Mystery Blocks everywhere. Likewise, why would a foreign or enemy unit have any meaningful amount of ammunition in boxes out in the open, ready for you? Nobody would be stupid enough to leave health-restoring Life Kits out for everyone to find, would they? Well...They are now. You now notice that your genre-appropriate one-use items(such as medikits, ammunition refills, health potions, antidotes, power-ups and energy capsules) will have a chance of turning up every so often, enough to be helpful...not quite enough to trivialize situations you find yourself in.

Personally, I Prefer Puzzles(200): Anyone who's ever played an annoying stealth mission in an RPG should know that a game is at it's strongest when it's core mechanic is in play. An FPS isn't the best way to portray a harem romance, and a turn based strategy can't be effectively used to simulate an stylish gun-battle in the style of John Woo's films. Likewise, it'd be a waste if you had all these abilities as, say, a platformer and was forced into an all out brawl without any weapons. While these situations may pop up, you now have a surprising ability to apply your mechanics in order to match these events. You'll be able to use your wits to give you an edge in a sword fight, as an Adventure sprite, or you can apply your prodigious acrobatic ability to kick and stomp enemies as a platformer in melee combat.

Benevolent Architecture(200): The world doesn't make sense, in some games. Even when it would be extremely unlikely for those cliffs and bridges to be arranged in just the way for you to leap your way up...Well, here you are, platforming out of the gorge. Likewise, waist high walls are apparently the future of the battlefield, despite having no good reason being there. You'll be able to join them in that oddly convenient world, as from here on out it will be much easier to find places where your mechanics are allowed to shine. FPS sprites will find that the areas they go to will be suitable for firefights, platformers can easily see where their acrobatics will be of use wherever they go, and RPG heroes will be able to find paths towards their goal even in rubble-ridden ruins.

It's In The Game(100): Your mechanics are usually tied heavily to your sprite form(if not only functioning due to that), but the code has been deeply embedded into your being. You can now choose whether or not your current form(if you're not a Sprite) possesses the mechanics your Sprite form has access to, essentially giving you the benefits of that genre while in a different body.

Hybrid Theory(100, Sprite Only): You are a strange Sprite. Perhaps you are some ill-thought-out attempt to fuse genres, or a flash game that doesn't fit one genre easily.

You now have access to the basic mechanics of another Genre, randomly rolled from the chart. You may pay 100 more CP in order to choose one instead.

Gear

Radical Gear!(50): You gain a distinctive set of duds, oddly enough styled after 90's fashion. Have fun.

Radd Board (100): R U RADD? It's a hovering surfboard that'll allow you to pass over gaps and fly almost indefinitely. It's about 40mph. It's more useful for going over chasms and gaps more then getting around speedily, though it's not anything to sneeze at.

NetSpace Ship (300): A ship capable of traversing the airless void between Servers in the Net, otherwise you will have to rely on the labyrinthine hyperlinks, like a freaky version of 6 degrees of Kevin Bacon. This one is slightly modified, with an awesome red paint-job. This ship lets you head towards Servers directly, and you get the benefit of using it outside of the jump as a slower- than-light Space Ship. As a plus side, it can also be used to enter or escape virtual worlds when used in another 'verse.

Super Scope(200): How the hell did this get here? In any case, the Super Scope is a highly versatile weapon that has 3 modes. A semi-auto mode that allows for constant firing of 3-round bursts of a powerful plasma pellet, a charge mode that allows an extremely dense pellet, and Overdrive mode that allows for a column of unrestrained devastation, at the cost of completely burning out the battery. Batteries are only regenerated once a year, and last for 64 hours of continuous firing in semi-automatic mode.

Navi.EXE(200): A simple program, but useful around here. It allows you to essentially 'search' the web and teleport from server to server with relative ease. You're also easily able to track and map out the contents of the server as if you were a User, either searching for individual areas within the server or for sprites of interest. Outside of this world, it's an absurdly accurate search program that can crawl through databases in the blink of an eye, and find what it is you're looking for in the database, if it's there at all. It's extremely useful as a navigational aid, regardless of where you go, giving a holographic display of the area around you and your relative coordinates.

Emul8 M8(100, Discounted Drop-in): You gain an entertainment system of indeterminate design and a television of good quality in your warehouse, durable as Nintendium's badass grandma and having no need of a power supply. The device will accommodate both cartridges and discs of any make or manufacturer, though it only will

run games if you use unrelated CDs. You also have the complete collected library of the NES, SNES, the Sega Genesis, the Sega Saturn, The Sega Dreamcast, The Playstation One and the Nintendo 64 on a shelf next to the entertainment system. Now you're playing with power. Super Power.

The Palette Stop 'n Swap(200): Your body is infused with the nature of this world from now on, in little ways. This device takes advantage of a relatively harmless property you gain. That is, you seem to possess a 'color palette', which is made up your day to day equipment, your skin tone, your eyes, even your hair. This palette also extends to the various "special effects" that follow magic or otherwise supernatural phenomena, such as flashes of light or shimmering auras. You won't notice the presence of this palette until you take advantage of this device, a gorgeous blue wrist-mounted computer that will allow you to wreak havoc with your chromatic presence. Your first decision might be to change the color of the Stop 'n Swap device proper, or you could give a personal touch to your fireballs. There are already fun presets, such as "inverted scheme", "shadow jumper", and "Painting the town red", but if you're patient enough you can coordinate your color schemes to your liking.

Sprite Genie (200): Have you ever heard of the concept of 're-skinning' something? It's relatively common, especially when it's easy enough to code a wolf enemy, slap a fresh coat of paint on it, and call it a Death Coyote. Luckily for you, this large, garage-sized chamber added to your warehouse doesn't seem to see the difference between reskinning matter and reskinning data, though it's impossible to get it to do anything other than its job. It essentially scans your memory for every person and object you've seen, and stores it in the database. After a quick moment of selecting your choices, you can now make anything you own look like anything you've seen...at least in your eyes. People will still recognize the items as they're meant to be, you can't fool someone into thinking a sword is a baseball bat or vice versa. But they will recognize that it's a very baseball bat-looking sword, and if you're just doing something like changing what your clothes looks like or pimping out a ride for the aesthetics of it, they'll take it at face value. You can do the same for you and your companions, taking on the looks of anyone you've seen before, but it's just as bad at disguising living beings as it is objects, if not worse. Pixel-art aesthetics optional.

Sonic Shark(200): You might be looking for an odd bit of theatrics! It's really pretty unexciting for swords to NOT sound like razors swinging through the air, or for there not to be a small twinkle when you give an excited grin. There are quite a few distinctive sounds out on the net, and it'd be a shame not to partake. You gain a small digital jukebox in the corner of your warehouse. You can walk up to it and see that the interface allows you to set your personal 'sound effects', using a selection of stock sounds from all across the worlds of games, as well as a few that are common throughout fiction(such as the aforementioned audible sword-swing.) They'll only be audible to you and your companions, but it's hard not to get a small smirk of satisfaction when you loot a box and hear the familiar jingle of "item get!"

Dr. Amp's Wondrous Pixel Transmogrifier (400): It's no secret that in this world, everything is made up of a single basic building block. The Pixel. It's the atom of the digital world, and much easier to shift around than real atoms. Why, with enough power, you could simply shift inanimate sprites on demand, making bricks out of logs. It's the Origin of Hopetown, actually. This is that power. Based on the Pixel theory, this glorious machine resembles by default a blue and curved pedestal on which you can rest anything up to the size of a large car on, though the pedestal can contract up to the size of a soup can on command. Changes in design and coloration are permitted, but the general volume of the pedestal must remain intact. This pedestal is placed in your warehouse in its own room, along with the various blueprints and designs the machine has loaded into its database by default. When you place an inanimate object upon the pedestal, the machine can analyze it and determine roughly how many 'pixels' it's worth, which then lets you know what designs on the database that the machine can transform the item into. Not only that, but you can 'load' materials or objects into the Pedestal via a panel on the side, entering said object into the database. Magical, advanced, or rare materials tend to be ludicrously expensive to produce in pixel count, often in the quadruple digits, while common and easily found materials such as Perfectly Generic Objects or boulders are often worth on average less than 50 pixels. You also are unable to convert the items into pixels, only into other items equivalent in their cost.

Dr. Amp's Stupendous Unmogrifier (Requires Amp's Transmogrifier, 400): A Device to surpass the Transmogrifier. It appears the same as the Transmogrifier, but the room gains a new series of attachments, chiefly a series of 16 canisters lined up on the wall and attached to the device proper. Before, you were unable to store Pixels in any form, the measurement only showing an item's worth in equivalent exchange. Now, you may permanently destroy an object to render it to pure pixels, storing them in the canisters attached to the wall and allowing you to 'feed' items into the machine in order to craft something greater. Unfortunately, objects tend to lose much of their pixel value in the process of being destroyed, and the pixel payout is often almost a quarter of its value in transmogrification.

DRAWBACKS (800 CP max)



Touch of Death(+100): You bad, man. You bad. Now, any friendly contact you make will cause severe damage to the person you're trying to get cozy with. No kissing, no touching, no hugs, handshakes, anything. Not only that, attempting to use this power to your advantage will end up in it backfiring and damaging you.



No inventory System(+200): While you are in this jump, you cannot actually...carry things around with you. You only use whatever you can wear and a single weapon, if that. Not only that, but any items you get are either used immediately or replace your limited use of items. Any items purchased in this jump are returned after the jump is over.



It's about letting go(+300): Some people just can't forget old grudges. A Boss Character(or Hero, if you're a mook or boss sprite) is utterly devoted to destroying your life. Their powerset is antithetical to the one you possess during this jump, though they

don't have any counters for outside abilities. They do have knowledge of your powers from outside the game, however, and they will account for that. They respawn infinitely, and have access to unlimited resources (mooks for Bosses, Powerups for Heroes).



It's a G-g-glitch!(+300): Something went wrong. Something went really, really wrong. It might've been that data, it might've been something wrong in your game. But now everything's topsy-turvy. Your powers have been inverted, switched, your items look off or blocky...You tried to drink a sword the other day. Your companions also have issues. Their speech is garbled, they warp and twist...Sometimes they even start spouting vile and venom at you, convinced you're a hostile. Expect all of your abilities to work in different, confusing ways(you have to pull your toe and chant Spanish to use your Stand?!)



Ludodependency Syndrome(+400): Welcome to Sprites Anonymous. Not everyone can make the transition into freedom on the net, especially Heroes. With this drawback, you will spend the next five years struggling to take any independent action on your own, either struggling to move or remember how to do anything without a player to guide you. You will have to rely on the kindness of strangers and your companions through this difficult period, and until then you'll be crap at using your powers or skills without a concentrated effort. Not only that, but even after you overcome this you'll feel a sense of confusion without someone's commands to guide you. This essentially makes you useless in the long run, especially as in year 2, the comic's plot will commence...



Popular ROM(+400): Well, good new and bad news. Good news is, your game is beloved by all and downloaded on a constant basis. The bad news is that this means there are dozens of dozens of dozens of body doubles of you out on the net, and you're eventually gonna meet up with them. They're all going to hate your guts, and will team up to attack you. They have access to every power you purchase in this jump and every power that is part of your biology (fire breath, tentacles, etc...) as well as your Alt Forms. The worst part is that they have sprite versions of all your companions as their own sidekicks as well. Luckily, they have no memories other than anything that might have been programmed into you as part of being a Sprite. They also don't have access to the Warehouse or any gear that isn't worn on your person. Mistaken identity shenanigans are going to ensue, believe me. Have fun explaining to law officials, spurned lovers and other types that you're not 'Really' the person they're mad at.



Harbinger of the Cool Ragnarok(+600): ...You've fucked the beehive now, son. The Seer has foretold your coming, and he is pissed off. This is the same Seer that has his touch in almost every known part of the net, whom people respect and fear, and whom a certain Crystal is going to follow to raise an army of the baddest asses in Gamedom. Prepare to have a near-omniscient entity plotting your defeat with one of the strongest armies of video game bosses from every genre at his back. He has full knowledge of your perks and history, so he knows your weaknesses. Also, killing him is gonna be near-impossible due to being Legion. Have fun.



Gotterdammerung(+800): END OF DAYS, BITCHES! You came a little too late to the party, about...a decade late. As a result, The Seer has won the battle for control of the internet. The Net and Hometown are hopelessly dead, filled only with the brainwashed and reprogrammed servants of the Seer...or his avatars. These avatars are as a rule extremely powerful, if not wholly invulnerable due to being hacked with NPC traits. Attempting to exit the Net won't save you, however, as he made good on his promise to destroy the world both analog and digital. He has a number of terminator-esque machines wandering the earth, and has used chemical and nuclear weaponry to utterly rend the planet of life. The only way to survive is to try and kill every single piece of data storage on the planet, hide in the shadows of the net, or flee into space. That last one might not even help you, as he had also promised to send his probes into the stars, seeking new life to destroy...And unfortunately, that will make your ultimate job harder. You will have to destroy the Seer entirely to leave.

So, you lived! Awesome. Now, you've got three choices...



[GAME OVER]: You've had your fun, but after 10 years of living in the digital world it's getting tempting to unplug. Or you've been defeated in battle, or otherwise left to die. You return to earth, but you have a present: If you chose a Sprite Background, the game you originated from will be subtly inserted into the history of videogames, as a title on a previous gaming console. Or as a popular retro indie game. No matter what you choose, you keep all your perks from this and previous jumps as you return home.



[CONTINUE]: Why leave? This place is fun, full of new people and pixels to explore! You continue your stay in the land of Kid Radd. Who knows? In the future, you might be joined by the new generation of gaming sprites. After all, pixel-art designs are getting back in vogue...You do gain a bonus: You have a source of infinite one-ups placed in your warehouse and can benefit from them, effectively becoming immortal as long as you stay here



[NEW GAME+]: This game is over, but a new one is just around the corner! All of your drawbacks are removed, and you keep the perks you've purchased here wherever you go next. As a bonus, if you have taken a sprite background, You are now able to play the game in which you originated from. Versions of this game will pop up across the

worlds you appear in, if they have video game consoles. (you might even get entire franchises dedicated to your sprite self.)