

Realm shatter

Basically there are no traditional classes. You are a being from one of 6 races on one of 6 planets tied together by ripples and fractures throughout time and space. There is immense power in the equipment forged from the energies pouring out of these fractures; arrays of light and color flow across fields, forests, and vast oceans.

A planet known as Vicerac has various shades of blue instead of green and clear cyan oceans that has a faint glow, partially from the blue sun. Vicerac is home to a race of amphibians known as echolytes. They have various scales that range from fish scales to reptilian scales, like that of a lizard or crocodile. These creatures have big mouths and fins behind their ears and at their elbows can retract against their body when they're not swimming or wearing heavy armor. The echolytes have a sort of british or australian accent. These fish people are afraid to leave the waters as the lands are dominated by a vast race of beasts called behemoths. The behemoths have such an incredible strength that it would take a group of heroes with great strength to bring them down. These behemoths often roam the wilderness alone or in groups of no more than 3 and they're each a powerful world boss type monster. Behemoths have small brains and slur their words with a drunken scottish accent.

A planet known as Exxovus has a burnt orange sky and a yellow and red sun. There is hardly ever a night on this planet since it's surrounded by 9 moons. Exxovus is covered in sand and rock, is filled with tunnels and monuments, and is home to a race of people made of rock and dust. The rock people often look similar with the only differences being gender and the texture of their skin. The people are divided into highborn and tunnelers. Highborn are cruel and powerful, often large and brutish. The tunnelers are the player characters, fighting slavery to survive the highborn dominion. The highborn have a more sandy texture while tunnelers often have skin that looks like dry cracked earth. The cracks often form into curves and lines that make the arms and legs fancy in both highborn and tunnelers. Highborn patterns are often finer and more unique, allowing you to tell them apart much easier. The earth people have no ears or nose but they can hear and smell things through the cracks in their skin.

The planet Movarka is covered in black trees with glowing fruit on one side and giant glowing mushrooms on the other side. It has a black sun that emanates minimal light and heat,

extremely close to the planet to the point where it takes up a massive chunk of the sky in a mass of black fire with small amounts of dim light swirling around in it. The moons reflect the starlight and is the only other light this planet gets aside from the glowing plants scattered across the planet. There are glowing streams of light flowing through the black waters of this planet that light up the water and allow you to see deep into the waters. This planet is home to small teddy bear-like playable characters, bikkas. They often resemble pandas with more vibrant colors and are covered in shapes, like triangles and squares, that seem to form patterns. They hide in the tops of trees and can climb almost anything. They are only two feet tall so they can hide from the massive beasts that roam their forest planet. Giant rodent people called eforras roam this planet and find the bikka to be delicious. The eforras have little intelligence and can't climb. However, they have crude weapons and magical glowing fruit at their disposal. Some eforri grow to be over 15 feet tall, but tend to not have much of their mind left to even use weapons and armor. Since the taller they get, the less intelligence they have, they are often feral and vicious. The ones that do wear armor are often forced into it and the ones that still have the intelligence use weapons at that height are often world bosses.

The next planet is Florra, the home of humans. Florra is much like Earth, with the exception of dinosaurs roaming rampant, sometimes attacking towns. The towns often have bell towers to warn of incoming assaults. The guards fend off the dinosaurs as the civilians hide in their homes. Sometimes a dinosaur breaks through a house's walls and takes off with a villager. Other times they will just attack a villager, but after a short time of priest work, the person is usually back on his feet. The same thing happens with the guards that fall in battle against the dinosaurs. The unusually precise timing of the dinosaur attacks suggests some foul wizard is at work behind the scenes; perhaps a human or otherworldly visitor at work.

The planet Favaala is a planet far too close to the sun with a frozen core. The planet's crust is molten during the day and frozen at night. The inhabitants of this planet have hollowed out most of the undercrust to live there but beasts of ice burrow from below at daybreak and scorpions of fire burrow from above at night. The roof of this giant cave system lights up like fire during the day and steam flows through pipes all around the cave walls and centers. It's said that the steam goes underground and drives the ice beasts upwards and the freezing temperatures of night drive the fire scorpions downwards where the steam has been stored and slowly vents out from deeper within when the sun goes down. The playable characters of this world are shadow beings. They are humanoid with skin of shadows and ancient writings on their flesh that bind their bodies together. They have various shapes of horns on their head and shoulders, as well as eyes in many places all over their bodies. Small amounts of darkness seep out of their flesh from time to time but not nearly as much as the members of their race that have lost their writings and become wicked. They grown in size, become unstable, and started

attacking their own kind. They've even collapsed tunnels and sabotaged steam pipes, making many areas very dangerous to travel through depending on the degree of sabotage. Some steam pipes flooded the under chambers with steam without letting any out at night. Others flood the main chamber with steam, covering it in molten rock and thick steam that you can barely see through. Who knows what kind of beasts lurk in such temperatures, world bosses perhaps?

And last but not least is the world of Bolfarra, known by many as the home of the gods. Much of this world is golden and reflects the sun with gleaming light. Nearly every aspect of Bolfarra is golden; from the sea to rocks, from homes to trees. Some of the inhabitants are also golden. The playable characters are machines of gold and chrome that take on a sleek humanoid design. Through their stomachs you can see moving gears, but the rest of them is covered in a shell of gold that can be modified at creation. The golden robots are known as the alpheX and are at war with other machines born from their race during ancient times known as the omega synth. There is a hive mind for the omega synth that constantly creates giant overwhelming creatures of steel and gold to topple the armies of the alpheX. The legends say somebody on this world is responsible for the universe fracture but during the nearing of end game content it is revealed that all worlds had a person with a part to play in the universe fracture. Guided by an unknown entity deep in the corners of space, promising them power and planets to call their own. Something on a 7th planet is drawing power from the universe gap and fueling something that he plans to reveal at the last minute to take on all the greatest heroes of all the worlds.

There are many sets of style of armor surfacing every week. Styles often have secondary mana or health bars which you can stack up to 3 of all together. Styles do not use other styles health or mana bar unless they use the same type of health or mana bar, like fire and ice pooling from the elemental mana bar. Dps deals damage, healers heal teammates, tanks keep enemies from attacking teammates, and crowd control recover teammates' primary mana bars and keep enemy hordes from destroying the tank. Rare armor comes around once a week to once a year depending on rarity. Legendary armor comes around once or twice and never returns or takes several months to obtain from a questline that is almost never available to start. Pieces of set gear and uncommon gear to legendary gear often come with abilities anywhere from a minor buff to an invincible shield to a tiny fireball to a massive flame tornado.

The ability bar limits you to up to 16 abilities or emotes at a time (excluding passives that could be toggled on or off in the skill book). This allows for console gameplay using a combination of L1 or R1 and the arrow pad or main buttons or switch it to L2 and R2 or even use both sets of buttons and leave the arrow pad for changing voice chat options, accessing the skill book quickly, etc. As you use abilities from armor and weapons, you gather fracture energy for that

specific style which can be used as experience to upgrade abilities on that armor and weapons.

Most styles can change in color with a quick visit to the designer. The designer can change anything from your hairstyle to your skin texture to the color of armor you pick up once you set a permanent color palette for specific gear or all gear. You can find a nice piece of darkness gear and find its primary palette much better and enable it or take it the extra mile and bring it to the designer and copy it to your saved palettes. You can mix and match colors that you've unlocked to one of 9 color palettes that you can save and activate anywhere. You can click a lockbox for any piece of gear to activate "permanent color palette" for it; ensuring that the chosen color palette is visible for newly acquired gear instead of the primary color palette of that gear set. Styles usually come with no more than 3 primary palettes, but legendary gear may have more.

Styles include but are not limited to:

Style- Fire

Role- Dps, tanks

Style Rarity- Common

Rare and legendary set pieces of this style may include a secondary elemental mana bar of Fire. Fire abilities cause longer lasting flames and the ability to burn enemies. Fireball will deal quick, powerful fire damage or scorch, leaving a lasting burn effect. Flame shield deflects half the incoming damage and burns what dealt the physical damage. Flamethrower and inferno deal massive burn damage to crowds of enemies in a cone in front of you or in a wide area around you. You can also get passives like flame touch.

Style- Ice

Role- Dp, crowd control

Style Rarity- Common

Rare and legendary set pieces of this style may include a secondary elemental mana bar of Ice. Ice abilities slow enemies more and have a higher chance to completely freeze them temporarily. Ice focuses mainly on cold damage; chilling crowds of enemies to slow their attacks, freezing their armor to make them vulnerable to armor shatter, and increase critical attack rate and damage for anyone attacking them. They also wield super abilities with a chance to freeze one or more enemies solid to make them extremely vulnerable to physical attack. Ice is weak to fire and cannot freeze enemies that have heat shields and flame touch active

Style- Wind

Role- Crowd control, healing

Style Rarity- Common

Rare and legendary set pieces of this style may include a secondary elemental mana bar of Wind. Wind abilities have a wider scale with element bar casting by throwing enemies around and sweep them off their feet for short times. The control effects last for shorter times than ice abilities, but are much wider scaled and aren't weak against other types with the exception of heavy abilities. Wind healing sweeps through allied crowds for small, wide scale healing bursts.

Style- Water

Role- Healing, crowd control

Style Rarity- Common

Rare and legendary set pieces of this style may include a secondary elemental mana bar of Water. Water abilities cause longer buffs and debuffs with the element bar. Water healing works well with allies that are close together as the ripple effect bounces to close allies. The healing is strong and works on a small scale. Water is also focused on healing buffs and mana regeneration buffs as well as debuffs takes part of the enemy's mana and health and gives it to the attacker.

Style- Electricity

Role- Dps, crowd control

Style Rarity- Common

Rare and legendary set pieces of this style may include a secondary elemental mana bar of Electricity. Electric abilities are intensified, dealing more damage and arcing to additional enemies when using the element bar. Electricity focuses mostly on dps and stun abilities. Electricity courses through enemies that are too close to each other up to 10 times, losing strength with each jump but capable of traveling to the same enemies more than once to stack up to 5 times while staying within enemies for the duration of up to 3 jumps. The stacks refresh the jumps. Most electrical attacks only jump to 3 enemies per attack but some more powerful attacks can go up to 10.

Style- Psychic

Role- Crowd control, tank

Style Rarity- Uncommon

Rare and legendary set pieces of this style may include a secondary health and mana bar that will regenerate with mana usage until mana is depleted, then double as a health and mana bar when you use mana based skills. A bigger psychic bar makes it harder to recover the primary mana bar. A psychic has passives, like levitate, that make them immune to some weaker wind attacks and a strong psychic shield that strengthens them against the elements. Psychics trade in their massive psychic energy for mana for their team and steal mana from enemies as well as hitting enemies with telekinetic attacks and mind shattering control effects

Style- Steel

Role- Tank, dps

Style Rarity- Uncommon

Rare and legendary set pieces of this style may include a secondary health bar that boosts defense or attack depending on whether the equipped gear is tank or dps specced. The boost depends on how full the health bar is. Certain healing abilities regenerate health for this bar.

Style- Inferno (Fire-Wind multielemental)

Role- Tank, crowd control, healing

Style Rarity- Uncommon

Rare and legendary set pieces of this style may include a secondary elemental mana bar for Inferno. Inferno focuses on attacks that combine fire and wind. For example, a flame tornado that surrounds the user in order to bring enemies around them down and allowing them to take on both a tank and crowd control role at the same time. It's also possible to bringing out a scorching wind that burns enemy mana and heals allies with it

Style- Blizzard (Ice-Wind multielemental)

Role- Crowd control, healing, dps

Style Rarity- Uncommon

Rare and legendary set pieces of this style may include a secondary elemental mana bar for Blizzard. Blizzard brings out frozen gale that knocks enemies back and slows them down for ranged dps. Abilities like chilling breath heals allies and regenerates their mana in front of them.

Style- Bile

Role- Crowd control, dps

Style Rarity- Uncommon

Rare and legendary set pieces of this style may include a secondary mana bar for Bile that fills while you use gross abilities. It automatically discharges all of it's mana to make a noxious super explosion out of all the combined abilities of each set piece that holds a mana bar bonus.

Style- Poison

Role- Crowd control, dps

Style Rarity- Uncommon

Rare and legendary set pieces of this style may include a secondary mana bar that increases the number of enemies affected by your poison by 1-5 depending on how much mana is left in this bar. It is used after the primary mana bar and locks the regeneration of the primary mana bar if your poison bar is more than half full. Some abilities can only be used by the poison bar and will bypass the mana bar. Poison focuses on all manner of crowd control from crippling toxin that stops foes completely to weakening venom that attacks an enemy's immune system to make them super weak to any kind of attack. There are slowing poisons to deadly poisons that deals damage over time.

Style- Void

Role- Crowd control, tank

Style Rarity-Rare (various forms of this style appears during halloween, which happens every 2 months, each planet celebrates holidays at a different time, sometimes not at all)

Rare and legendary set pieces of this style may include a secondary health bar that boosts defenses and received healing as more of this bar's max health is deplete. This health bar only absorbs 70% of damage and the rest goes to other health bars. Abilities that use this health bar's energy usually absorbs health and mana from the enemy.

Style- Light

Role- Healing, crowd control, dps

Style Rarity- Rare (forms of this armor appear during new years which happens more often on certain planets than others as the sun cycles vary from planet to planet)

Rare and legendary set pieces of this style may include a secondary mana bar that increases the effects of all light based attacks but regenerates very slowly. This bar is used before mana. Light focuses on many forms of healing as well as binding light and blinding light that restricts enemy movement and reduces their accuracy to near nothing.

Style- Darkness

Role- Tank, crowd control, dps

Style Rarity- Rare (various sets of this style appear during new moon days which don't even happen on planets with too many moons or planets without any moons)

Rare and legendary set pieces of this style may include a secondary health bar that doubles as a mana bar when mana is depleted... when using this bar all abilities are greatly increased but the bar regenerates slowly and when it's used up darkness abilities start taking from the primary health bar... darkness consumes... it reduces enemy attacks against you, it reduces enemy attacks against allies... slows enemies down... it drains enemy mana and health into your own darkness bar and health and mana bar...

Style- Technology

Role- Crowd control, healer, tank

Style Rarity- Rare (Various sets of this style appear bimonthly and only happen on Balfarra.)

Rare and legendary set pieces of this gear may contain a secondary mana or health bar of Technology that can recharge with certain abilities. It is used for super abilities if it is set to mana and it recharges automatically with almost any technology ability use if it is set to health bar. Technology focuses on traps and gimmicks as well as scientific mana recovery tools. Technology has a wide range of effects and can even regenerate secondary health and mana bars.

Style- Chaos

Role- Crowd control, tank, dps

Style Rarity- Rare (Every few months there is an outbreak of chaos caused by an unknown enemy that calls himself The Antagonist. The enemies on this rare event often drop rare

items and goods as well as a small chance for a quest item to obtain new chaos gear from the bosses.)

Rare and legendary set pieces may include a secondary health and mana bar that recharges over time with speeds depending entirely on how many enemies are infected by your chaos. The chaos bar is used first and increases the infectivity of chaos abilities. Chaos infects are like a wide scale poison with much less damage and reduced effect but it's much longer lasting. Chaos can also control some enemies if they're weakened enough or at a low enough level.

Style- Storm (Water, Wind, Electricity multielemental)

Role- Crowd control, healing, dps

Style Rarity- Rare

Rare and legendary set pieces of this style may include a secondary elemental mana bar for Storm. Storm has the effects of water, wind and electricity combined into most of it's abilities. Abilities like thunderstorm last a long time and have a very wide scale; rejuvenating allies while spreading water among the enemies so that every time lightning strikes it zaps them all with a quick jolt, stunning them and making them vulnerable to the sweeping wind.

Style- Spirit

Role- Healing, crowd control, dps

Style Rarity- Rare (New sets of this style surface during celebrations like christmas for planets that celebrate such holidays.)

Rare and legendary set pieces of this style may include a secondary mana bar that fills up quickly on it's own and gives your abilities reduced damage, increased duration for crowd control, heal over time, and decreased channeling speed for abilities. This bar is used after mana is depleted. A larger spirit bar increases the recharge rate of the primary mana bar but disables it from being recharged by a crowd controller.

Style- Sound

Role- Crowd control, dps

Style Rarity- Rare

Rare and legendary set pieces from this style may include a secondary mana bar that recharges faster than any other. It maxes out sound abilities, but requires a lot more energy from this bar to use abilities than the mana bar. This bar is used before mana. These abilities use sound and vibration to stagger enemies and deal damage.

Style- Life

Role- Healing, crowd control, tank

Style Rarity- Legendary

Legendary set pieces of this gear may include a secondary health bar that doubles as a mana bar. It doesn't recharge automatically, but has massive reserves and greatly increases healing effects . It also has a weakened chaining version of all healing effects to nearby friendly targets

including themselves.

Style- Time

Role- Crowd control, healing, dps

Style Rarity- Legendary

Legendary set pieces of this style may include a secondary mana bar that regenerates when you use minor time abilities. It can be used for wide scale, long-lasting crowd control and healing effects. It can also be used when you run out of primary mana.

Style- Space

Role- Tank, Crowd control, dps

Style Rarity- Legendary

Legendary set pieces from this style may include a massive secondary health bar and mana bar that recharges quickly as you move around and boosts space abilities greatly when used. This bar is used after the primary mana bar unless you use space bar exclusive abilities.

A player's title is decided by the gear they chose to wear. An unnamed combination of gear is considered a Freelancer unless it mostly consists of a named gear combination. Other classes based on combinations like spirit and elements are known as shamans or high shamans if all the gear is rare or legendary. Legendary gear like space, time and life combined together are called things like Titan if it's a tank, Cosmic Deity if it's a crowd control, or simply Creator if it's a healer. Titles depend on various circumstances like whether you're using light armor, heavy armor, heavy weapon, arcane weapon, light weapon, or ranged weapons. The title is also affected by the rarity of the armor. For example an arcane weapon, like a mage staff, combined with uncommon heavy fire armor would make one a battle mage. Another example is a magic sword and rare heavy fire armor would make them a flame warden.

Pvp is unforgiving as people will be able to loot and bounty hunt other players. Strength and wisdom allows you to protect limited amounts of items and gear. Dexterity opposes strength and intellect opposes wisdom to allow you a chance to bypass protection and loot a random protected item once a day to once a week if your stats are higher than theirs and your level isn't much higher. Endurance affects how much is available in the loot window and luck opposes it. Endurance also affects how often you can be looted. Luck affects how often you can loot somebody. You can only take one item or a random amount from a stack per loot. Looting something gives you a bounty depending on its value. Looted items are marked untradeable and unsellable for a limited time. It is also considered stolen for a limited time depending on value. Player killing also gives bounty depending on the level, area, and bounty of the kill. Bounties go from a half red star on the nameplate to 5 red stars. When you claim a bounty you take a bit of cash from your bounty target as well and reduce their bounty by a half star.

Jobs

Patrol- Patrols receive bonus bounty reward and can only loot stolen items. The limited looting only works for each individual person. You can loot as often as you want as long as it's a different person or the timer for people runs out. They must return stolen goods to the patrol camp within a certain time limit and can see when a player has stolen goods by looking at their nameplate. Higher rank affects timers and bounty bonus.

Criminal-Criminals can protect 1 to 3 stolen items from looting unless they have no other loot available when a patrol tries to loot them. Other advantages include reduced stolen goods timers and reduced looting timers. Higher ranks allow to loot up to 4 people within 1 timer and changes timers.

Delivery- A Deliverer being looted takes from their delivery bag first, returns or loses stolen goods within time limit or gain bounty. They get faster movement and way point to owners of stolen goods in their possessions. If a target player logs off or leaves the area, a timed mailbox will appear where they were last spotted that will send the goods to the person they need to go to. The mailbox will disappear when the return timer is over or when the Deliverer uses it to return the target's items.

Merchant- Merchants can place a shop stall in safe zones. Shops can buy stolen goods, protect additional items from looters, pay bribes to patrols, and looters to become immune to punishment and looting once in a short time.

Players can buy property in the void and place a portal to their property anywhere in the world to last until they place a new portal. They can then build or buy a house and furniture for their land. The houses are a safe zone for the characters to store items safely. The houses provide an area of protection for the characters inside and all items stored in the house. In the houses, characters also have the option to invite friends and have parties and chat.

Guilds can conquer territory and create kingdoms. Placing a town in the wilderness of their territory costs resources and marking it as a safe zone costs extra but it's worth it if there's a lot of guild only gear vendors and quest npcs in town. They can then modify the non playable character to anything from general goods vendors to legendary gear quest vendors that gives their choice of anyone, certain races, or only guildmates a questline that could last a month to finish. Other guilds can raid the town or territory once a week during territory wars and conquer or burn it to the ground. They can then place their own town or non playable character in it. Almost all structures can be damaged if you don't mind getting a bounty for property damage. When you damage property several non playable characters come out to repair it within a few minutes to an hour.