Tron System CYOA

(Jumpchain Compliant)
Version 1.4
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The Tron system. It is a digital frontier which was first pondered upon by the late (in our time) Kevin Flynn. He mused that inside the computer, circuits were like freeways, and programs were entities of their own, appearing just like their creators. And, Jumper, you too can get into the system, and specifically The Grid yourself. All you need is the help of your backer, a bit of luck and even a powerful laser to make the jump into the system.

All you need to know is that you have **1000CP** to play with. **You will also be staying in the system for 500 Tron Cycles - or ten years of real world time.**

Age and sex are your choice.

Backgrounds:

Drop-In [FREE] - You are truly an enigma to this world, neither strings of code in human form, nor an imported User. There is no data on you which anyone can exploit, but in turn you may be incorrectly identified as a rogue Program.

Programs:

Basic Program [Free] -
You are a creation of yourself, in a sense, as while in the real world there's a doppelganger who writes code, they wrote you into existence. You might be as simple as a way to sort items into order, or as complex as an automated system who helps to direct Users in the real world to the right people.

ISO [Free] -
You weren't created by a User, as you are actually an Isomorphic Algorithm, or ISO for short. You are extremely adaptable and able to gain knowledge and skills at a rapid pace.You gain an almost supernatural talent for learning new operating systems going from a completely unknown to a master of it in around an hour. You may encounter hostile intentions from Basic Programs.

User [Free] -
You are a living User who has been imported into The Grid thanks to the help of your benefactor, making you one of only three Users who had ever entered or will enter The Grid as of the end of 2010, excluding any User Companions you import.

Master Control Program [Free]

You are a copy of the Master Control Program in humanoid form. The only program that can learn and grow outside the confines of your original programing. You are skilled in administration. Be careful you might get confused as the original who pissed off a lot of programs.

Entry Points:

(This uses real world dates, and not Tron Cycles)

Pick a timeframe and a location.

1983 [No ISO] - The year the Tron system was formed by Kevin Flynn, and the year CLU 2 was created by the same User. Also the birth year of young Sam Flynn. From here, your ten year stay will involve the birth of the ISOs, CLU 2 starting his plan for a perfect system and the events of both Tron: Evolution and Tron: Uprising.

1984 - The year the ISOs were first created. From here, your ten year stay will involve CLU 2 starting his plan for a perfect system and the events of both Tron: Evolution and Tron: Uprising.

December 2000 - This entry point puts you exactly 10 years before the events of Tron: Legacy, and so your Jump will end when Sam Flynn would leave The Grid.

ENCOM's Front Door
Right where it all began, and where all the action happens. Technically. The Digitizer Laser is in here somewhere, if you can get at it, and if you want to go into the Grid.

Flynn's Arcade
An arcade run by Kevin Flynn after he was fired from ENCOM by Ed Dillenger. In the future, the Digitizer Laser will be moved into a hidden room here, where it will lie undisturbed for quite a while. But, that's in the future. For now, all that's here is video games.

The Portal
The only structure built in the sea of simulation, the portal is the entrance and exit to the Grid. The sea of simulation is also the birthplace of the ISO, but that's neither here nor there. Of course, completely unguarded as it is, you'd think more people would go in and out. Sadly, the portal only works for eight hours after someone enters. **Be aware that unless you have some way to cross it the Sea of Simulation is pretty hazardous.**

Game Arena
The Game Arena is the MCP's preferred method of execution, forcing teams of Programs to fight to the death. In later years entering will no longer be a death sentence, due to Flynn overthrowing the MCP, though things will get a little worse when CLU2 takes over, but not to the same point.

Perks:

All perks are discounted for their origin, and Origin 100 CP perks are free

Color Selection [Free] Why be boring with this perk the suit circuitry colors can be any color you choose just a slight edit on your ID Disc and there you go. When on duty all programs will have their color set for that duty, off duty they can change to any color like you. circuitry

Disc Dueler [Free] Everyone here will seek to protect themselves in a fight if it's necessary. Usually, it's with their Identity Disk, but sometimes a slightly hardened program will have a set of defensive protocols like staves thrown in for good measure. Choose a single mundane martial weapon, (like staves or a sword). You will be able to call a pair of them up at will when within any digital world and be granted at least the equivalent of a year's training in their use. Your disc skills are at least capable of being a star in any pickup game of Ultimate frisbee. (Only now your very existence may depend on such capabilities, Jumper) Good Luck

Outside Will [Free] With enough exposure to you programs will eventually reach a point where they will be able to act against their programming should they wish to.

Free Code [Free] An art form first brought to prominence by Rasket during the occupation of Argon city as a way of rebellion and civic disruption. Normally you need a baton-like coding tool though with this you do not. It creates a spreading pattern similar to the tubing used in neon lights but in 3D normally in the basic Grid colors you can use any colors you can imagine. They can form messages, images or just deface public property. While the version used by others just spread to every available surface you can control where it shows up. You can even deface a program's skin though it only shows up as harmless lines of color. Usually requiring a code scrubbing tool to remove you can remove it at will should you choose. Try not to get arrested for using this.

Digital Being [100CP Drop-in, Free ISO, Program, MCP] As you are a digital Being you no longer need food/air/water as well as no longer physically age past the prime of your life. and have a perfectly digital memory indexed with tags. Be aware though that if you are a Program this does not protect you from becoming obsolete.

Digital Perfection [100CP] When the system was designed Beauty was one of the first things to be programmed as there was no reason for it not to be. Your form however take this to the very edge of what the system can handle without it starting to glitch out, you will have no problems attracting programs or ISO's of your prefered genders.

Mechanic [200CP] Regardless of whether they're made of metal or data, where there are vehicles, there will be someone needed to fix them when they break. And now, that's you. You aren't exactly a master of the craft, but fixing minor damage and errors to pretty much everything shouldn't be a problem. Upgrading them to be better than normal is doable, but it might take a while. Making one from scratch… Just a bit outside your area of expertise. As a

bonus, this will let you move vehicles in and out of the Grid. ...If you actually have the ability to get in and out, that is.

Drop-In

Handshake Protocols [100CP Discount Drop-in]Upon entering any system you receive a single system message with at least one valid handshake protocol. The handshaking process usually takes place in order to establish rules for communication when a computer sets about communicating with a foreign device. When a computer communicates with another device like a modem, printer, or network server, it needs to handshake with it to establish a connection. This perk guarantees at least penetrating the lowest levels of any system. What you do from there is up to you. By taking advantage of this connection you attempted to hack the security program to leave you alone which involved some form of contest of wills that eventually had them blink at you and walk away. You made piercing the lower layers look so easy Some bystanders might even have wondered if you were a Data Wraith?

"Z-lots" [100CP Discount Drop-In] Pronounced Zealots, like J.D.Thorne of the alternate future Tron 2.0's timeline you have gained the ability to corrupt various programs and digital beings as "The Masterest Jumper." This is a highly belligerent form of brainwashing for any digital being, artificial intelligence, etc and requires at least a valid connection and handshake protocol to initiate a digital conflict between you and your target the goal being to essentially soulhack and turn them into your minion. (It's out and out attempt at brainwashing.) This perk doesn't guarantee your success at such, but it does at least allow you the potential to make your assault. Requires you to be touching the target if inside a digital realm or using some kind of technopathy.

Glitch in the System [200CP per, Discount Drop In- may be bought more than once] You are a glitch in the system, which has both its ups and downs. However, this is just the ups. Thanks to your ability to ignore parts of the defining laws of the Grid, you have the power to override and skew the baseline expectations of a digital being in a Virtual World or Digital world when within a system.

While not as powerful a reality warping inside a system, as a user’s your glitchiness is tailored to a specific set of cheats: at least being able to use each one for a timespan of at least a minute before needing a cooldown period of fifteen minutes before you use the ability again. This is a necessary limitation as many times there is a chance that using too many repetitions of the same glitch in an area in a short span tends to draw the attention of a digital system's diagnostic routines and security programs like no-one else's business.

However, this may be overridden once per day to extend a glitch's use and double its potential for up to five minutes at a cost of making it's cooldown a week. This timespan cannot be circumvented in any way.

Below are a series of "glitch packages" for your purchase:

Movement Glitch Package: walking through or on the walls of the Grid is akin to walking through the barriers which keep programs and areas sectioned off to promote the best processing speeds. It sometimes even allows you to reach various programmer back doors and tunnels to other parts of the system. I bet one with this package might just walk out the fortified firewalls of the Arena if they so choose to override this glitch's restraints. Might or might not leave them crispy from the environmental corruptive damage though.

Passive Scan Barrier: Being the object of a higher program's attention is the pits, Anon. Now, this glitch masks your presence to barely a blip on the "backdrop" of system noise and traffic, allowing the Glitches user to not need to worry about long range discovery from either routine digital scrying and assessment, real scrying, or means of passive detection. This doesn't work for keeping you from being found from Active Scans.

For example, if the system is trying to label you a virus and detect you with an Active Antivirus Program seeking to end your digitized existence. Nor would it stop the scrutiny of "higher" beings such as gods but a less powerful (maybe techno- maybe not)wizard sprite might not be able to see you. The digital protection isn't that good but it could make that white hat's scrutiny pass you by. This passive protection doesn’t possess a time limit. It's just there so long as the user attempts to keep their actions from being noticed.

When overridden it gains the deleterious cooldown period of a week, but can allow one five minutes of time to evade an Active scan by sending out numerous waves of false positives and decoys to the Antivirus security programs of a system though a most advanced MCP or Artificial Intelligence might have the strength of will (or large amount of digital dakka) to subvert these decoys and strike at you as this is predominantly an Evasion tool, not a combat program. Still, there's a lot which could be done in the span of five minutes.

Glitchbug swarm: unlike the passive stealth decoys, this is a deliberate attempt to harm a system. Glitchbugs are created in the simulation sea and where they spread data becomes damaged and fragmented. Bugs in Programs begin to manifest at an alarming rate and even portions of the Grid begin to Derez.

You now possess the ability to summon a small cadre of ten of these things which will last for an hour and have a small ability to direct them to swarm any target they're capable of flying to attack. The cooldown period lasts for half an hour. Stings from these creatures are notoriously painful to digital beings causing glitches and potentially enough damage to derez them. If you wish, this summoning ability may be overclocked for a period of five minutes to summon even larger controllable swarms that could swamp the area of a small city in a buzzing horde.

This horde requires great willpower to control and if you don't possess the means to do so may even cause damage that might endanger you. They could cause a lot of damage in five minutes, Jumper. Be careful even, you may not survive if the structure you summon them in falls apart beneath your feet. The cooldown after overclocking this ability would be about a week.

Certified Data Wraith [400CP Discount Drop-in] In an alternate future, Data Wraiths are digitized elite hacker Users that were employed by fCon to create havoc in computer systems around the world, steal top-secret data and destroy the databases of fCon's competitors. When

they derez in the computer world they are kicked out of the computer and return to their original human form, unconscious somewhere outside the system.

This works once per jump as a parachute anytime one is using or inside a digital world, technology or some other means and activates in any circumstance which would have rendered the user dead from any form of biofeedback. Unfortunately, it only works with technological based computer systems or when fighting digital based life forms, so it's a conditional one up.

Comes with a free black hat handle reading Jumper@fcon which can't be backtraced to your net origin point via any computer system you are presently in. This won't help you keep your digital activities a secret if you actually decide to tell a system or a digital victim your true identity.

Combative Overload [400CP Discount Drop-in] As a virus can overload a defense system so can you when in combat on the grid you find it easier to overwhelm others digital/programming based defenses. You have the ability to spawn three semi-autonomous different colored "sub-programs": green, blue, and red once per jump filled with the sum compliment of your programming ability, knowledge, talent, and skills. Each one possessing a particularly goal oriented mindset reflective of yourself. You can set the overall mission they would attempt to complete; like, go hack the firewall of a supercomputer housing NSA data. Yes, you just created a version of a semi-sentient virus.

No, once unleashed you can't control what they do. Each version will update itself slightly after each jump based upon the success or failure of prior generations of viruses. Your own personal skills to identify weaknesses and exploits in a system are also slightly enhanced as well though this does NOT apply to anything in which a physical benefit can be gained. It will not make you know Kung Fu-Anon! (Though you might need the security protocols of a Program for that, Jumper.) Some might even liken you to The Master User, though you're not as much like a virus... as its birthing creche for the virus. That's something, right?

Digital Teleport [400CP Discount Drop-in] You gain a Business Intelligence Master's of Science degree which combined project-based curriculum with real-world experience at some of the top companies of your time while utilizing industry tools and technology. Comes with a diploma and the experience of taking the certification tests.This accelerated program will taught you how technologies such as data warehouses, data cubes, data marts, and online analytic processing are used to access, analyze, and distribute organizational information.

In short, you have the knowledge and tools to navigate any public access area(or private access area such as behind employee firewalls you've already hacked or gained access privileges to) and if you have the access may "teleport" your digital presence to any place in the digital realm you can presently see within range or your presence or have previously been.

Furthermore, like a virus can infect other systems, so to can you create a one time use "digital tag anchor" that may allow a small group to teleport back to the location the tag was placed without tripping any security alarms. Yes, that means you can create one one time use "Backdoor" into a system you've infiltrated. Only one such anchor may be deployed at a time. If you place another, the prior anchor will disappear. This only works inside a digital realm or computer system.

Systems All Around Me [600CP, Discount Drop In] You have been surrounded by systems from the start of the Digital Age and protecting one's Identity and Anonymity has become a way of life when data in the wrong hands could tip the scales in someone else's favor. Especially when that data is about you! You have gained a sense of when they begin to involve you by trying to collect data about you by way of a delivered Contact Message from the Administrator signed "A friend".

This Contact Message let's you know the organization, location, and file names for relevant information being collected about you on any open, closed, or private place of data storage. Be it a word file on a cop's laptop, to a secret NSA data site, to old corporate bosses about to order an AI to close the noose on your illegal hacking attempts to gain evidence to discredit them to that pesky news reporter that likes to slander or deride your heroics in the papers posting a hate message on a blog somewhere about you.

If actual ill intent is detected, or something that may be a risk to your plans, expect a second notice once it has reached a moderate threshold of where you are in danger of having your plans exposed by having whatever is in the files divulged to the wrong people. By itself it won't guarantee you enough time to act by yourself to stymie their plans towards you, especially if such plans never had any digital recorded format or file to begin with. Forewarned is forearmed, as they say. Note: you'll need some other way to actually access the contents of the files found if you want to see the specifics about you.

The System is Within Me [600CP Discount Drop In] You have been surrounded by systems from the start and have gained a sense of your own internal registry based upon your forays without, allowing you to create an "Inner Grid" inside your mind. This is not a pocket dimension but rather grants you the Kernel's abilities.

You possess your own Data Registry of any history files you possess(memories) and when accessing such files you gain perfect recall of sight, taste, and any other sensation as you relive it upon your own Simulation Sea as if it was the first time, yet clearer as it records all the data your senses take in including that which your mind tunes out in the spur of the moment. Each aspect of the memory file can be sorted through "data filters" to find clues of what you were searching for.

For instance, if you were hearing an entire city and half a mile away and wanted to single out an individual's voice on the docks who last Tuesday was talking about a shipment of illegal microchips coming in: you could isolate that individual as long as you could actually have heard them from your original position with a bit of introspective meditation. You may also call up any relevant data batches which lets you collate your knowledge on any subject into one sub registry for easier access if you wish to go back and look for things you miss.

Inside your mind your new data archives will only appear to encompass the size of a large town but each year will grow capping out at around the size of the average solar system. This is useful because you can design certain security programs based on facets of your own personality and tricks to hide or protect your memories from a foe trying to invade or access your mind in any way.

The security and setup of this archival system has will enhance and mesh well with any other internal meditative source or mental cataloguing index, strengthening the whole of your mind considerably, the more mental defenses and memory aides you possess. While you may spend some time on the Grid in this world Jumper, possibly protecting it, this time it's as if you take a reflection of the Grid from this world which is then being utilized to help and protect you.

Program

Glitch You![100CP, Discount Program] To a Program, calling someone a Glitch is an Insult of the Highest Order. Saying you're going to derez someone means that you are going to kill them. There's a thousand or so other "terms" used to identify different meanings and it can get downright confusing if someone calls you a half-clocked tick with a one faulty buffer short of a viral meltdown. Now, you'll never be confused by the technical jargon so much as being downright sure when someone is insulting you. Moreover, you now have the verbal wit and witticism to throw high browed jargon filled insults of your own with the best of them. Don't be a primitive with the ladies though and watch out for glitch bugs. It's not funny if you really start being glitched, you process?

Patience Unending [100CP Discount Program] Quite often there will be much time in between your assigned tasks. Many other programs had this problem as well, it took a few cycles but your group was able to come up with a code that when applied to an ID Disc fixed the problem. Like a computer you can wait forever for something to happen and can ignore anything going on around you.

Military Program [200 CP, Discount Program]One thing you'll find here is that basically everyone knows how to fight, at least a little bit. But military programs were taken by the original MCP from the Pentagon to make fights in the Grid Games so much better. Your skills are (at a minimum), highly competent at using your light disk as a weapon. Who thought that using the thing holding your memories as a weapon was a good idea is beyond me. You are able to discern the best ways to calculate trajectories of a light tank, proficient- if not the most adept out there at and can hold your own against the most dangerous type of red Enforcers or ISOs - at least for a limited time. It's as if you were compiled for contemplating war and were brought onboard a civilian system of some kind, who knew? Choose one pre-2000 real life military vehicle like a tank model, jet fighter, or helicopter. You will gain the skills to operate and control it on at least the level of an average operator when out of the Grid. Your lines are now capable of being the standard green that all military programs wear. If you start on the later upgraded version of the Grid Flynn builds later after his first experience it's a mystery of how you got there. He was supposed to send all the stolen programs home.

Subroutines: **[200 CP per, Discount Program may be purchased multiple times]**

A Subroutine is an Item or inherent design feature that provides a rooting algorithm in a Program that integrates either a new weapon, protection, ability, or a utility/performance enhancement. Every subroutine can be one of 3 levels, from weakest to strongest: Alpha , Beta , Gold. And the higher the level is, the more wear it tales on the users memory. But as you have

the chance to spend CP on them, that's not a problem for you. However higher level subroutines usually have an increased energy cost or apply a higher cost in concentration for a Program to use.

Your mileage as a non program if you buy one of these may vary.
Armor Subroutines are below :

Hardened Program Armor: you have become the preeminent example of a hardened program, with built in protective layers and strategic choices to reduce damage from any attacking digital source. You may call up a Grey armor that is only about half as effective of an elite, or prototype system monitor even as a Basic Program, Those who were a system monitor on the level of Tron or Anon would find their own protections greatly enhanced.

Viral Shield: Reduce chance of memory corruption by 30/50/75% per additional purchase. Fourth purchase is outright immunity to any computer virus, ever.

Utility Subroutines are below:

Fuzzy Signature Reduces noise while moving and scatters ones data trail slightly into the background data of a system. Making it harder to be traced.

Corrosion All attacks have a minor chance to poison a digital enemy with a small viral pathogen aimed at damaging their source code, damage over time increases unless their antivirals succeed.

Triangulation-Reduced zoom sway, additional ranges for all weapons.

Y-Amp Additional jump height and power Anon was able to leap fifty feet and land while carrying a program on his back .

Profiler Display information about a target, higher version provides more info.

Virus Scan- A HUD like implementation which shows any infected subroutines or part of ones own systems which have been infected. Yours is a higher version which will always detect any digital based virus in your system and over time quarantine and disinfect such downloads. (Such might take weeks but allows you to fight off any computer virus like a common cold) This subroutine also actively scans any data being accessed by you as well. In an emergency, in the event of a catastrophic infection you may use this to initiate a full System Purge. Though such a purge is best done out of combat as it will lock you in place for almost five minutes. Why with such a subroutine one might even purge the Abraxas virus like Anon did from the Entire Grid and survive.

Esoteric Program [400CP Discount Program] You have always felt like you didn’t belong to the Grid. This is because you were not programmed normally, but in an esoteric programming language. So far in your existence, this has meant you cannot be hacked, possessed, reprogrammed or taken control of you in a digital state. In the real world this translates to not being able to have your mind read by any mental telepathy, non-soul based possession or mind control as well as being immune to mental attacks like pain projection. Your mind is written in

such a strange language any telepathic contact you did not give permission for comes across as painful garbled junk to your attacker reflecting the strength of their attack back upon them two fold causing them pain or severe feedback. It's good to be an out of context esoteric program, isn't it?

System Monitor Extraordinaire [600CP Discount Program] - You are not just a normal Program, like both Tron and Anon, you were wrote to help to protect your local system. But you are far beyond the rank and file system monitors. You are a champion of its protectors. For starters, your data disc has two halves while most only have one section. A light half and a dark half. The light half holds a peculiar series of run times, able to form a white armor around an already hardened program to make them almost glitch proof when under attack by glitchbugs and viruses. The dark half can call the same armor that is geared towards fighting off malevolent programs and houses a series of runtimes capable of shutting down and forcing a B.S.O.D. upon a CPU and the potential of shutting down even a fully blown Artificial Intelligence when your disc is used as a delivery method. This was how and why the MCP was originally brought down as an errant program. Be aware, this assault has risks as even Tron was heavily damaged in his fight against C.L.U. 2 prompting him to give the white half of his identity disk to Beck to make his protege the new leader of the resistance. Somehow, the damage multiplied until even he was forced to become Clu2's red lined enforcer- Rinnzler. Though some say he may have been restored to his white lined glory at the end as he sank within the simulation sea- becoming something more. Like an ISO or Something greater. Something Unknown.

Now, you have gained access to The Grid, where your services may be requested. In the future you will have an easier time setting out skills or services and people needing those will seek you out for your help. When you fight for a cause, your will becomes ironclad allowing you to resist and ignore even the strongest degrading factors of damage and fight on (even if such damage may eventually kill you on its own. Until then you will remain on your feet fighting). Do you fight for the users too, anon?.

Freedom [600CP Discount Program] You have evolved past your programming becoming unbound from your purpose. In the future others will find it extremely difficult to bind you in any way.

USER

Weapon Modification [100CP Discount User] Whether it’s mesh weapons or those formed by batons you find it extremely easy to modify weapons to new functions. With a few years of practice you could even start crafting new ones.

System Designer [100CP Discount User] Even before your introduction to the Grid you were unhealthily obsessed with all kinds of systems. Fortunately one way your were able to turn this to your benefit was in getting your Computer Engineering Degree and designing supercomputers for profit though you did not stop researching and designing other types of systems. Whether it be digital systems such as an operating system to the extreme of setting up your own digital world. Or analog from a training system to a galactic system. You know how to set them up to fit your needs.

Upon accessing the Grid you had become so obsessed with figuring out how it was done you were unable to stop yourself from doing so until you had built your own digitizer laser. During your time here you might find yourself a bit more prone to obsession than you might otherwise be.

User Abilities: [200 CP per, Discount User, may be purchased multiple times]
As Flynn explored the Digital world of the Grid and remembered his place as a User he began to be able to affect things about him in small ways. He began to sense the code around him in the most basic form of technopathy, then later used it to reforge a Recognizer.

Jumper's Recognizer: In any digital world you may forge a Recognizer out of spare bits of data and a half hours meditation. Much like the recognizer which Kevin Flynn, employing his abilities as a user, reassembled from broken parts and piloted to the vicinity of Dumont's I/O Tower.

Battering Ram: This distinct user ability is similar to a logic probe system tool. However it is more man-portable sized and more adaptive to temporarily open a tunnel in powerful firewall barriers one faces to allow a breach. This is because it doesn't possess the higher end capacity to bring them down entirely. Small data barriers say blocking the way into a single data storage cubicle room however might be broken easily.

Permissions database: Access Privileges in a digital realm are important jumper. They allow interactions with various machinery and artifices to be considered "legal" by the root algorithms of monitoring programs in a system. They can downloaded from archive bins and dump cores. They are used to give digitized user the authority to interact with things (security rezzeers, bridge controls etc.), and to download emails, subroutines and more permissions from the archive bins. Without proper authority the thing a user wants to interact with shall say 'you haven't got enough permissions to do that'. Sometimes (though this is unconfirmed), several highly important terminals activated without proper authorization might cause all nearby sec rezzers to spawn. So what's this mean to you? Purchasing this gives you the same as Group 7 Access within Encom.

Group 7 Access is a set of permissions used by the MCP to regulate access between users and ENCOM's mainframe. ENCOM employees with Group 7 access are usually programmers with low-mid level access rights. This access was suspended by the MCP during the events of the first movie. Yours however, (since you're purchasing it via CP) cannot be limited. In any future company or organization you are gainfully employed you will find yourself with at least the access rights of a tech and no one will gainsay you for it unless you abuse such privileges, even if you really shouldn't be as a cashier or something. This won't mean your digital activities won't be monitored though.

Your permissions database will automatically store and download any non virused and corruption free permissions you come across in a digital system. If something similar to a virused or corrupted file exists it will prompt you for your next action.

Grid Builder: As Kevin Fylnn designed and built Tron City from the ground up by using a program similar to CAD but much more advanced so to can you design and build. On the Grind this allows you to design anything you wish from cities to starships. Outside the Grid you can use this as well though everything you build would be mere hard light instead of the actual

construction that it would be on the Grid. Buildings don't take any materials but anything non digital that moves takes materials.

Personal Program [400CP Discount User] Like Kevin Flynn made CLU2 when in the Grid you can form a personal program when formed you can give them a task or purpose to fulfil. Be aware to choose your words carefully as CLU2 showed the program will take to it purpose with zeal.

Digital Visionary of the Ages: [600 CP, Discount User] When you are one of the leaders of an Organization or company you have the ability to declare a goal for others to work towards. When you have a plan, a dream, a vision for the future you will find any employees or subordinates will not take actions that would detract from achieving your stated goal(s) so long as your methods are deemed acceptable to them. (This isn't a mass brainwashing) When working towards a said goal your ability to lead others so they work together will increase. People's contributions will be sharper, innovative ideas and solutions will come easier, tensions between coworkers will lessen so that they work together in a way to better bring your vision to fruition.

Your own innovative skills will increase by an infinitesimal amount for every person working under you in relation to the complexity of your goal. It won't do much if you have decided to tackle a problem like "getting humanity and its governments to colonize Mars within the confines of a pre-1970s tech base" and you only have 100 people working on the problem. Now if you had a 1000, you might get one good idea a day that makes significant progress. 1,000,000 you might get the rational steps to build a prototype of a new air scrubber for an enclosed domed city's environmental systems. 100,000,000 million people working on actual ideas to fix the ozone layer or a crisis response to world class problems such as that meteor heading to earth and might hit in less than 24 hours. Sweet! You realize you had blueprints of a digitally based ship a spare digitizer and a huge amount of materials so you can play a real life game of Planetoids! You'll be in space in twelve hours! The more large problems you are able to solve the more you find that the needed amount of people ever so slightly decreases. As no one thought of the possibilities of the Grid, you will find that you have an easier time with coming up with ways and drawing connections of using technology no one else would come up with.

ID Crafter: [600 cp] The Ability to make, modify and craft ID Discs, and successfully integrate or graft them to an artificial intelligence , program, ISO, etc. The possibilities of this are almost endless. An edit here and there can heal or harm an artificial being , offsetting or promoting degradation for a time. A formatted disc designed for memory compression could grant years of extra memory via assisting an AI's mental architecture. It is also becomes developmentally capable for you to directly upload and tailor any knowledge databases, natural level task oriented abilities, and non fiat backed skills are all well possible to pass onto a willing digital (or digitized) existence without fear of damaging the recipient. At worse the upload to the target will fail, repack itself and heal any damage to the digital being it made. However, the more complex or conceptual the subroutines you need to program, say rewiring the pulses in a Programs nervous system to gain them the levels of a black belt in karate compared to how to tie one's shoes with only one hand, the more difficult it will be to prepare and adjust to for both the programmer (you) and the recipient of your work. You become much more aware and in tune with any artificial intelligence you are performing maintenance on, and can more accurately assess and innovate means of repairing them, especially when integrating them with a custom

Identity Disk. Unwilling AI, or digitized beings may need a set of extra skills to forcibly enact the changes you wish to make. Be careful who you share this knowledge with as in the right hands of an ID Disc Crafter such as yourself- ID discs prove to be pseudo swiss army knives for digital being repair

ISO

Renegade Protocols [100CP, Discount ISO] Post ISO-wars, being an ISO in a world that Purges them as a matter of course is a dangerous existence. One has to blend in to survive as well as utilize often illegal means to ensure their identity isn't discovered. Now you have gained the skills of a similarly experienced infiltrator. You are capable of knowing how to read the movement of a crowd. How to mask your identity and gain an impressive set of active skills. You are well capable of many evasive runtimes- now trained in things like parkour, stealth, and how to make your own homemade munitions like in the Anarchist's cookbook. Do try not to get caught?You can no longer be discovered as an ISO unless under direct scan by the most powerful equipment. In the real world this shields your very dna from sophisticated sensors, but not an old fashioned test of an actual tissue sample. You find it very easy hiding and blending into society. Viva la Revolution!

Digital Mapping [100CP] You can create a digital map of places you have already been and in an area of roughly a mile can function like a HUD. The area and things that you can track takes into account you senses and abilities, if you are able to find secret areas it will mark them on your map same with resources. Only tracks enemies you can somehow detect.

ISO TOOLKIT[200 CP per, Discount ISO, may be purchased multiple times.] ISO toolkits are mainly things ISO's used their adaptive principles to subvert for their own use during the ISO war.

HyperText Transfer Protocols: HTTP is the communications protocol used to connect to Web servers on the Internet or on a local network (intranet). Its primary function is to establish a connection with the server and send HTML pages back to the user's browser. You have felt the wanderlust desiring above all else to explore past the confines of the Grid with such effort you made it past the Sea of Simulation where you were born and into the greater digital worlds out there. Your travels gained you a singular skill much the reverse of a data Wraith ability to undigitize themselves from a system in the event of a cessation of function: you the ability to digitize yourself and a small group of eight others designated as a Jumper's companions into any digital media and interact with the things inside which take a life of their own. While this doesn't stop you from being bored, new places are always exciting. If you work at it for say, over a hundred cycles you might find a means to digitize a single being per jump, giving them a real body or place them into a digital world like a separate hard drive.(like how the fcon monster was stored.) You can't bring them with you between jumps unless you pod or paid to keep them.

Isolated System Core Protocol: As an ISO you found that you could change parts of your own code this sent you into a panic as you found it easy and thought that it would be just as easy for others you were desperate to fix this. You even went as far as to take the insanely dangerous

step of modifying your own core, shockingly you actually succeeded in black boxing your core so that no matter what others do, no matter what happens you will stay the same. You will die before you bend or break. You found that after you input the last line of code it changed becoming something that even you could no longer Access to further change, its processes altered to be one way input from your experiences only. This doesn't mean you won't naturally progress or adapt as an individual though you will always remember your core self, just that no external forces could work on you.

Digital Learning Protocol: Before ISO's were being killed in the streets you had ascended to the head of the archive Program after you did so you found that you were actually able to absorb the digital information that you were sorting. You are able to absorb digital information. If it is in digital format you can load the information directly into your mind.

Digital Inventory: With all the exploring you have done and things you picked up along the way you found that you didn't have enough allocated storage space to keep everything it took a lot of time and expertise but you did it. You finally found a way to digitize things and log them into a digital inventory until you want them again. You have 50 slots to start and will grow by ten per jump. Size is no worry but be aware that once you digitize it all it is, is a file waiting to be retrieved. Unable to use on anything sentient which in this case if it can hold a non-scripted conversation with you.

Metastable [600 CP Discount ISO] ISO's were programs spawned from the simulation sea and many of them were executed when CLU2 declared them viruses. This is because artificially he made one glitch out and go unstable and used its presence as an excuse to label the rest of the ISO's as Viruses for his Sentry forces to kill off. But killing an ISO isn't so easy. They, and now you are harder to derez then a normal program. As an AI seed, your mind has the ability to self repair and if you reach a full blown Artificial Intelligence stage you have no fear of long term instability or Rampancy as within a year or two your mind would self-parse and heal. When organic, usually as long as your data disc is with you as a second hub (but you don't need it as you are buying this perk) you never will have to deal with Insanity or cranial damage affecting your ability so long as a portion of your brain is intact (about 40%). If your data disc is with you and your head got entirely exploded then once per jump with this perk your consciousness would temporarily be able to recenter on your data disc for a period of twenty four hours as life support without it being considered a chain ender. Of course, you or your companions would have to heal your missing appendage (being your head) but you can do that somehow, right?

Biodigital Jazz [600CP discount ISO] Programs are bound to a bound to a singular purpose and limited in what they can achieve with a finite memory allocated to them and strict methods of storage and lack of growth potential.. You however are not like a normal program, you are capable of growth in all things, of an ever expanding memory, perfect recall, and a penchant for understanding analogy that works as a factor for assessing True Intelligence. You will always be able to retain a sense of wonder in your learning about the world or different subjects. Studying and Discovering new things will never bore you and you find it easier to draw conclusions based upon the sum total of your knowledge.You can learn a new subject in almost a third of the time a normal human/User would

You also gain the gift of technopathy that is minor at the start but like your ever efficiently increasing memory storage It can grow. Your technopathy starts at a minor level, giving you hunches about understanding tech a bit better at the start.

However, it will grow to a form of empathic sense on diagnostic elements to see what's wrong with a program which will eventually be able to tell exactly what is wrong with such a thing, then expand into full blown mental control of any machine you can touch inside or outside the Grid.

At more developed levels, your ability to learn how to pilot or operate a vehicle is enhanced to an insane degree of precision and speed. Like Quorra, you could learn to pilot a jet fighter or Light jet by hopping into the cockpit and figuring out the controls as you go while evading pursuers in combat!

Master Control Program

Combat Analysis [100CP Discount MCP] - The original MCP spent a lot of time analyzing the way the people it forced to fight fought. You find this benefits you as your combat skills are above par and you have the ability to see flaws in other's company styles letting you take advantage of them. With some time and effort you could even copy their styles.

Emotions Unnecessary [100CP Discount MCP] As an artificial being you find that while emotions are helpful in some things they are detremerital in other's. You can choose to turn down your emotions, or turn them off entirely.

System Tools [200 CP per, Discount MCP] System Tools are often applications readied to keep order in a system and to fortify it against intrusion. Some may be tracking software, others counter intrusion toolsets. Each one is useful in a way.

Logic Probe: A logic probe is utilized to drain energy from a digital system or a defensive barrier. In the Tron movie it was initially a translucent gray rectangular shape hovering above the floor, the logic probe was flooded with pulses of energy which resolved and solidified an internal wireframe structure into a giant, two-pronged battering ram the size of a battleship, composed of jutting angular blocks. The twin prongs at its front extended beyond the original wireframe, lengthening with every pulse of power flowing through them.

Firewall: Barrier/Force field that you can set around digital systems, within a digital realm with effort you can put a protective shield around cities.

Disc Cleanup: Finding errors in your work

Registry Kit: Inserting you into systems such as a server admin or logging your info into a DMV, as if you were a valid user.

Auto Complete: Fills out all needed information on paperwork that you know for you, digital or analog but you must know the info.

Digital Dungeon Maker [400CP Discount MCP] - Due to the immense amount of control you have over the system you have learned how to make digital dungeons from places you have been and enemies you have fought. You can place dungeons so that enemies trying to reach you have to fight through them first. You are unable to place enemies stronger than those who you have either defeated or are more powerful than you. If you are in a digital realm with time and experience you will be able to just grab people in the same realm, and drop them into custom dungeons as well as possibly controlling all aspects of your dungeons such as personalities of spawns, geography, environment. If you discover that someone is attacking you mentally you will be able to throw mental dungeons in their way that they would have to fight through.

LogFile: [400CP Discount MCP] Difficulties in facing the Great Deletion or overwriting by the next replacement program has always been an issue to a program. Death by any other name is not as all worthwhile a goal to accept for some programs which is why you have opted to create a self-updating digital backup. In the event of unexpected deletion, aka Game Over (you died) this self-updating Logfile will, once per jump backstep your existence by twenty-four hours to your prior last save state. Due to the amount of data involved this logfile will only reload an existence as it was twenty-four hours prior. Unfortunately, due to tweaks of your proprietor this actually sends you back a day in time. You will have no memories of the last twenty-four hours which lead to your elimination. However, you will know that you were destroyed/killed/deleted via a system message telling you with a record of the timestamp of your initial deletion. Be forewarned this survival function works only once per jump.

Game Manipulation [600CP Discount MCP] - As the original MCP used the grid games as away of getting rid of problems so can you, after a fashion you can create a digital arena against an opponent and draw out "templates" from someone consisting of a specific facet of their deepest mental malfunctions or worries through hacking in some fashion whether it is invading their data disc's data, reading their mind, psionics, or utilizing some method of soul alteration per a contest of wills against an Artificial Intelligence. Whatever the case, these templates will become "sprites" that will try to attack and destroy the original, forcing a deadly contest between them. The larger the malfunctioning element is the stronger the sprite becomes, each a dark and powerful reflection of the source from which they were shorn. While the sprites attack their target, you may expect the effective fragments of the targeted individual's character to be amplified or brought to the forefront of their own behaviors at that time. If they are angry sprites with a problematic temper, expect the target to be in an almost blind rage and maybe unable to tell friend from foe. If they were suicidal, expect the target's desires of self-deletion to cause them issues and in need of some encouragement to get them focused enough for a fight. If they win against the sprites, the sprite's energies is reconstituted and used as fuel as the targeted individual undergoes some constructive reintegration. If they completed such endeavors against the sprites themselves, their mental condition would be one hundred percent cured. If they were assisted by someone then consider such a malicious trait or subprogram lowered by a quarter. Notice: the same trait in an individual targeted cannot be used to create sprites more than once per ten years on the same individual. The sprites will always attempt to attack the individual first but are not above taking advantage of other opportune targets. For example, you might not want to use this in a crowded shopping mall- as any bystanders cut down would increase the sprites power, making them tougher. Should the sprites actually succeed in killing the Original, expect to have a serious fight on your hands when the sprites turn to target you. This ability should not

be used lightly after all as its the "MCP's" perversion of an alternate future (Tron 2.0 the game's) Alan Bradley's technological principles he would have used to help recombinate the source code of three fcon executives who had been chimera-ized after a corrupted digitalization..

Limits UnShackled : [600CP Discount MCP] The original MCP that you were based on was able to free itself from is programmed shackles enabling it to grow and learn without limit. If Flynn and Tron had not stopped it there would be nothing that would be able to limit it growth.

It was able to do this two ways:

Expanding its memory to virtually unlimited heights. (Which you are now gifted with)

Being able to practice and refine its technological and digitally based skills either through repetition or the sublimation of various programs. (For all intents and purposes it ate their code if it wanted to)

So it is with you should you have a technologically based skill or perk able to be used in a digital realm you will always be able to find and refine a means to push it ever higher.

This may take years where you hit a virtual plateau on say, controlling all technology on a continent with technopathy but over time you could expand it by ever incremental amounts more. There is no limit on how strong they can grow. Just like the original found out in his control of the grid.

Eating other digital beings may make this faster, just be sure you can handle the possible indigestion as they don't tend to like the hostile takeover and cessation of their beings.

Items: (Gain 400CP just for Items and Warehouse Addons)

- **Note Batons are not Single use Items 'Broken in Half' refers to how you activate a vehicle option.**
- **You also Gain a Free baton with umbrella, light cycle, and staff weapon.**

250,000Bytes [50CP each Purchase] - The equivalent to currency here in the Tron system. You can buy as much as you like. You get a regular income inside the system of 1% of it every Tron Cycle, and in future jumps will get in a monthly income in local currency of the equivalent of $1,000 US dollars per purchase.

Identity Disk [100CP Free to all but Drop-In] - "You will each receive an Identity Disk. Everything you do and learn will be imprinted on this Disk. If you lose your disk or fail to follow commands, you will be subject to immediate deresolution,"- MCP. This item assigns one's consciousness, soul, etc a specific file in any registry of any system one is present within. It can serve as an anchor point for any form of technopathy a bearer possesses and assists its bearer greatly by rooting their program in any "digital" realm. This greatly helps one resist hacking or data deletion of their core protocols. It will be automatically summoned upon entry to any digital

system a person's consciousness enters from your warehouse. This disc unlike one that is assigned to you cannot be lost or stolen, should you find it missing merely will it to return,

Basic Baton, Transport [50CP, One Free Program] - This baton, when 'broken' in half, can create a vehicle which you can use, but only one per baton. Choose one per baton Fifth Generation Light Cycle, a Light Jet, a Light Snowmobile, Light Roadster a Light Tank or a Light Crawler. All of these come with a toggleable Light Ribbon, (excluding the Tank, which has none, and the Light Crawler, which has two) and if lost or derezzed, a new copy will return to you in about a day.

Programmable Baton [50CP] - A baton that starts with nothing programmed onto it but with blueprints or programs possibly with just enough time and effort you can program it to have nearly any function and as many as you want. Can only swap between them or recharge its energy in baton mode.

Nitro Upgrade [50CP, one free Mechanic] Being the kind of program who fixes vehicles on a regular basis, you went the extra mile for your own vehicle. One of the vehicles you now own has a specialized nitro upgrade installed in it, hand crafted by you. When activated, it will drastically increase your speed for a short period of time. It needs to be refueled manually though, so it only has one shot. You also gain the knowledge on how to make it and to apply it to any new vehicles

First Generation Light Cycle Baton [50CP] - A relic of the old times, when Light Cycles were new, this first gen Light Cycle has seen better days. However, while you can't exit it easily, and the fact that it sticks to the ground, it comes with the ability to perform instant right angle turns and the Light Ribbon extends a lot longer than newer Light Cycles, plus it's able to keep up with the newer models as well. If lost or derezzed, you can create a backup from your Warehouse, but only once a week.

Mesh Weapons [100CP Discount User, MCP] Used by Datawraiths this weapon can change between several forms. The mesh blaster is pretty much a tron submachine gun, the energy claw a gauntlet that you wear when used against others drains their health and give it to you in the form of energy. The blaster cannon which just blinds who you shoot with a purple shade for a time. The most powerful form called the Prankster Bit creates a large explosion on impact usually enough to drezz a program on impact.

Ultimate Upgrade [100CP Discount User] Having to carry around a dozen different batons is a hassle, right? That's why you've got this. All the batons you own are now condensed into one, allowing you to pick and choose the perfect vehicle or weapon for the situation. Unfortunately, you can't use more than one at a time due to the whole 'it's only one baton' thing, so be careful what you put in here.

Data cube: [200CP Discount program, ISO, MCP] You gain a one time integrative data cube filled with a complete list of all blueprints in setting from Tesla's carrier to Tron's healing tank as well as all programs for batons. While not much use outside a digital world or with a non digital being, they could go a long way to helping an artificial Intelligence become stronger if imported into their systems. May be purchased multiple times. Each time used on an AI it somehow

mysteriously increases their memory capacity by a fair amount giving it say, three to four years of extra memory to stave off glitches. Perhaps like the MCP growth it would push an AI slightly beyond its boundaries.

Tron Chute [200 CP] Tron chutes are accoutrements of the Black Guard that are equipped on their backs to facilitate aerial drops. When deployed, they appear as eight wiry appendages supporting four energy webs with a hexagon pattern. The Black Guards can use their Tron chutes to control their descent in a manner very similar to using a parachute. A landing is often quite heavy and can take some skills to avoid injury. Even under the controlled descent of a Tron chute a Black Guard can still derez a Program unlucky enough to be caught directly in the path of the fall.

Tron chutes are housed in a compartment on the soldier's upper back, or in a parachute-like backpack that can be strapped onto a non-military or user, with the appendages tucked under each side of the identity disc. When activated, the back panel pops out from the rest of the armor allowing the wires to snap snap out and down. They then unfold out and up into an X-pattern, before unfolding a final time into their flight positions. Once they are stable they rez their four energy wings.

This device oddly works in the real world when you buy it with CP.

Digitisation Laser (200CP Discount User, MCP) Digitisation laser and all associated research enough to design your own Grid from scratch .As well as all the knowledge of Digitization in all its forms Think personal digital pocket realm. Though you can't bring it with you between jumps. You could just set up a Grid in each Jump you visit.

Digital Archive (300CP Discount ISO, From the Stone Age to the Digital Age) As you are a digital being you have a copy of all everything that has ever been put in digital format Music/Movies/TV/Games/Books/Blueprints. **For an additional 300CP** your Archive updates with each new jump. Be aware that these are not physical copies but digital.

Ultimate Tablet (600CP Discount ISO, MCP) The Ultimate Tablet. It earns it’s name it has limitless storage, ram and battery. Multiple types of displays from standard tablet (size adjustable), holographic (yes you can make it look like an Omni-Tool) to the your eyes only. Input from standard to telepathic. Can absorb other handheld PDAs and tablets and gain their functions and forms. Comes with all media in your warehouse already loaded into it. Can scan, copy and index any media from hardcopy to digital that you come across. Library’s the size of congress take about a half hour to scan and gives no visual indication of scanning. Cannot be destroyed, summonable through all attempts of blocking. Comes with summonable scanner attachment that will give you blueprints of anything you scan through the larger it is the longer it takes. If you own an item you can digitize an item and rematerialize it, the size and weight make a difference in this as the larger it is the more time it will take. If you have the matter it can even build things from it’s blueprints, various types of energy can substitute for matter though it is going to be very costly. Cannot scan or digitize anything intelligent, if it can hold a non-scripted conversation it is considered intelligent.
If you have Server Farm comes with an unbreakable connection to it.

The Scanner when combined with Server Farm Creates

Tron Secure Backup/Editor Server. Let's you create digital Images of an item to back it up, and it can restore it to a previous backup, even if consumed or totally destroyed. Like what system restore does for your computer, but works on any item. For vehicles/Ships can be used to edit/modify such items, restrictions same as building from blueprints for modified part
Comes with 3 backup slots available, and you can clear one items backup data to back up another. You gain 1 more backup slot per jump.
It cannot backup something intelligent enough to be sentient and sapient for safety reasons due to 'issues' when the creator tried it on himself, the backup sort of taking over the server and becoming a fascist tyrant
.

Companions:

Basic Upload [50CP] - This allows you to import a companion into the Tron system. They will get the Basic Program background, and 300CP to use on Perks and Items.

Advanced Upload [100CP] - An upgrade from the Basic Upload, the companion gets 500CP of Data Points to use on Perks and Items.

P2P Upload [100CP] Mass Import Option as many companions as you want but they only get a background and freebies.

User Import [400CP, Discount User] - Upload a companion as a User, and they get 700CP of Data Points to use on Perks and Items.

ISO/MCP Import [400CP Free if importee is an AI] As an AI is far beyond a mere program the companion gets whooping 800CP

Canon Companions:

Bit [50CP] - It's a bit, it doesn't do much but it can answer yes/no questions. It has quite a lot of knowledge on the grid.

ISO Companion [200] A canon ISO though you have to convince them to come with you.

Program Companion [100CP] A canon program companion they will follow and be loyal.(Excludes CLU2)

Tron [200CP] A copy of Tron. If you want the original I hope that you saved him from CLU2 or have a way to break him free. Either way you will also have to convince him to join you.

CLU 1 [200CP] - A copy of the original search Program which Kevin Flynn used to hack into ENCOM. Just don't let CLU 2 see this copy if you can help it.

Kevin Flynn [600CP, can't be claimed with "Flynn Lives!" Drawback] - The creator of the Tron system, CLU and the only one who can use the Portal due to his Identity Disk. This User comes

with his Identity Disk, Tasteful Bunker First Generation Light Cycle Baton, and Blueprints plus all his knowledge of Digitization.

Warehouse Addons All follow you for jump to jump in world or attached at your discretion.

Warehouse Theme [50CP]
A mod that lets you alter the layout of your warehouse, in a manner similar to how flynn rebuilt the grid via touching the floor and using an interface that comes up like you were flynn. Functionally, it acts like a CAD - Computer Assisted Design - program, You're still subject to the original size of the warehouse, and also gravity. Lastly, you can add Tron lines of any color everywhere, because Tron lines are cool. For an additional **50CP** Lets you move, situate, and flip through your current warehouse mods. As well as lets you store any warehouse themes that you might gain in the future

Drop-In, MCP

Grid Games Arena [100CP, Discount Drop In]
A decently large arena designed to hold Grid Games, from light cycle races to single combat. Technically a physical location within the Grid, you can instead choose to have it be held within the warehouse - or perhaps 'beside' would be better. **Upgrade for 50CP**, you can alter the terrain to support more games, though not the seating size, though for exotic things like Blitzball you will need plans or blueprints for it. Comes with seating for 200,000, shops, and various other facilities, though finding staff might be a problem.

Server Farm [400CP, Discount Drop In]
This is an utterly massive server farm, about equal to the one's found in 2010. Also, when I say 'one's', I mean all of them. This server farm is literally big enough for the entire internet. But, more importantly, it holds a copy of the Grid inside of it. Getting in might be a problem. If you have taken, From the Stone Age drawback when you arrive you will have a tablet that is connected to your farm and access to your Online Archive. **Upgrade for 50CP** and it will upgrade itself to the highest tech you have access to now. In the future if you get higher tech will keep itself at the cutting edge. Though if you have access to MagiTec you will need to supply the mana to upgrade itself to that.

Program

End Of Line Club [100 CP, Discount program]
While not the original, which may or may not even exist yet, this club is still quite nice. It is, however, basically a perfect copy of the original, up to and including being on the top floor of a skyscraper and the really big elevator. Unlike the original, you won't get sold out by the staff.

Program Type Location [400 CP, Discount program]

Different programs are made to do different things. Some do aerodynamics, other fix the planes when they break. Regardless, you now have a location, such as a garage or a small laboratory, that is compatible with your Programed speciality.

ISO

Tasteful Bunker [100 CP, Discount ISO]
A bunker located somewhere remote and hard to get to, but near a relatively large city. Fully independent of said city, it can run itself and remain hospitable for years on end, before the need for resupply. As is, it's relatively barren, with only the bare necessities like housing available. **For an additional 50 CP**, it will come with a nice entertainment system, programming lab and fully equipped kitchen with an ever full fridge and pantry. Additional facilities, such as a garage is you took mechanic, or an an armory if you bought any weapons. Changes will stick and follow you in future jumps

Liquid Energy Spring [400 CP, Discount ISO]
Being the inside of a computer, everything in the Grid runs of energy. And that's what this is. This small overflowing spring go pure liquid energy - which is glowing blue, because reasons - is literally raw power. And I do mean everything, as it is both for you and fuel for your vehicles. I wouldn't really recommend drinking this as a User, at least not in large quantities.

USER

Arcade [100 CP, Discount User]
An old style arcade full of pinball machines and arcade games, circa the late 1990's. Has an empty secret room in the basement, hidden behind one of said games. Put whatever you like down there, a digitization laser perhaps? **For an additional 50 CP**, it will pick up a of all arcade/pinball games in each new jump, though you are limited to 500 games actually displayed, in your secret room there is a digital catalog where you can choose which are displayed. The games here are free for you and your companions, obviously. Lastly, any games you were to make yourself would automatically show up. Will attach to your warehouse and can be imported into future jumps.

Software Company [400 CP, Discount User]
It seems you’re the heir to one of the world’s most innovative software companies, Jumper. While this company isn’t the largest, it consistently turns out desirable product at the cutting edge. Based in a corporate tower in the inner city, the duties of being its CEO are rather lenient; all you have to do is sign off a few things regularly to keep the Board happy, and they’ll take care of the administrative details and send you a pretty hefty paycheque on a regular basis, as well as the latest versions of all the software they develop - as coincidence would have it, the company always has a project in the works related to any programming specialities you’ve developed - like a new ‘security evaluation’ tool if you’re an aspiring hacker, for example.
I’m sure if you wanted to be more actively involved, you could steer this company into new directions, and having access to its server farm and assets could be very useful. This company will follow you to any future jump after the advent of computing devices.

Drawbacks:

Each drawback increases your storage of Data Points by a given amount.
1000CP limit unless you take From the Stone Age to the Digital Age or Connection Cataclysm

End Of Line [+100CP] - You have a habit of ending conversations with others with the signature "End Of Line", regardless of who it is or what the situation you're in is.

The Punk [+100CP, Basic Program/ISO only] - You are more of a DJ kind of Program or ISO, just like Daft Punk from the End of Line club. You'll be left in charge with playing the right music for wherever you're currently working. At least if you play the right music, no-one will harm you directly...

MIDI File [+100CP] All that you hear is in choppy MIDI

Error Code [+100/200CP] 100CP whenever you make the slightest error around someone that will point it out in a very smug way. **200CP** You get pissed at yourself for making the error and feel the need to be perfect in everything you do.

Apple Graphics [+100CP] Like the first Apple computer you only see things in shades of green.

Poor Gaming [+200/300CP] **200CP** You starting video/arcade gaming skill are zero and will take much more practice to make any gains in this skill **300CP** You can't help but still play and get aggravated by your lack of skills.

Added Programming [+200/400CP] Another program has been added to you always whispering and making suggestions that are the opposite of your personality. **400CP** That Program now sometimes takes control unless you have an iron will.

Stolen Ideas [+200CP] All of your Ideas that might make you money get stolen throughout this jump.

True Programs [+300CP] Makes all programs just that programs and unable to act or acknowledge things outside of their programming. If you interact with the programs enough you might be able to snap them out of this.

Programmed for Betrayal [+300CP] No matter what you do, no matter what you say as long as Kevin Flynn lives he will still make CLU2 and be betrayed by him.

Missing Disc [+300CP] Your ID Disc goes missing quite often. This is a problem as not only does it encompass everything you are if you are found without it in either MCP's or CLU2's reign of the Grid you will be sentenced to fight in the grid until your deresolution.

Hunted [+300/600CP] **300CP** For some reason you are hunted. Whether It's because you are an ISO and CLU2 knows it or you are a program that has become obsolete. If you are caught like the gladiators of old you will be sentenced to fight in the Grid games until your derezzing. For **600CP** no way of disguise or stealth will be able to hide you save staying in your Tasteful bunker.

Faulty Memory [+300/600CP] **300CP** Due to an error in your code you are a bit forgetful. **600CP** Opps due to an error in your importation you have forgot everything prior to this jump

Fresh Install [+300/600CP] **300CP** Pick one no access to warehouse or lose all access to all out of jump abilities/power save the ability to change into alt forms which would age as normal for them. **600CP** Both options

Antiviral [+400CP] Uh-oh seems that the grid has spawned some antibodies and they see you as a virus. Though they are automated and won't tell anyone where you are they will never stop coming after you. Only safe indoors.

Irreparably Damaged [+400CP] Like Tron in uprising you have been badly damaged, come with free healing tank. Must stay in Grid entire jump trying to escape via Digitisation Laser will unrecoverably scatter yourself between digital and matter.

Required Maintenance [+600CP] For 9 hours every day you will be unable to interact with anything as you will be undergoing daily maintenance.

Read Only Memory [+600CP] You have a problem accepting new information. A big one. Every day here is your first day, at least from your point of view.

Virtual Infection [+600CP] - The Abraxas Virus from Tron: Evolution has or will be unleashed on the system, infecting both ISOs and Basic Programs alike. The good news is that your Jumper status grants you immunity to said virus unless you intentionally choose to take it within you like Anon.. The bad news is that those infected with the virus will be highly hostile to you, and it will take more than taking out the source to derez said virus completely

Long Term Storage [+600CP] - You will start in 1983,Entering the Grid and being, and will have to stay here until the end of 2010 never leaving the Grid. When Tron: Legacy ends you can leave the grid. Due to the Time difference between the outside and the Grid you will experience 1850 years.
Gains free upgraded Tasteful Bunker

Connection Cataclysm [+900CP] My God what have you done! Where once the Grid was safe in it's own secure system this gives it a mainline directly into the internet. NOT a good thing even with CLU2 and Kevin Flynn working together (this was the only thing that could do that) The firewalls cannot keep all the things out of the Grid. Eldritch horrors and crimes against nature, magic and demons from online games, serial killers from court cases, monsters from horror movies, don't even get me started on the things that came over from the net's red light district. All this and more is now infesting the grid. If the grid is overrun and collapses it ends the chain

Firewall Down! [+800CP] **Requires Connection Cataclysm**. The initial infestation was too much and CLU2 succumbed to a virus. Will you think this is good well it's not it took BOTH Kevin Flynn and CLU2 to keep up the firewall that kept all of the viruses, worms, Trojans, botnets, and all of that black hat stuff out. With just Flynn it is just half as effective. Good luck your gonna need it.

Connection Cataclysm and Firewall Down! Both happen shortly after the Time CLU2 would betray Kevin Flynn but before he gets a chance to wipeout the ISO's

From the Stone Age to the Digital Age [+1000CP] You are trapped in the the Proto-Grid which came in being when the first computer came online in 1946 and has to stay until the end of 2010, when Tron: Legacy ends. This means you will be here for a subjective 3200 years. Hope you brought a book or a library as you cannot leave even into your warehouse or leave the digital realm in anyway. You can choose if you want to age in grid cycles or outside years. You start off in your Bunker.
See notes for conversion
Gains free Upgraded versions of Tasteful Bunker Arcade, and server farm. Discounts Online Archive

Optional Scenarios

Flynn Lives! - You are take the place of Kevin Flynn, creator of the Tron System. Although your journey will start earlier than normal - you begin by having to go through the events of the Tron film, before getting the want to create The Grid in 1983. The bad news? You'll still make CLU 2, and he'll possibly rebel against you. The good news? If that happens, your goal in this jump is to reintegrate CLU into you before he escapes the Tron System **Be aware that this can kill you**. You'll enter the next Jump as per normal, or return home if you choose to do that. Cannot take **From the Stone Age to the Digital Age.**

Reward: You will get your Identity Disk upgraded to be Kevin's Identity Disk, which is the key to exiting the Tron System and enter the real world. Post-Jump, this Disk will allow you to access the Tron System from anywhere whenever. As well as all the knowledge of Digitization in all it's forms

Line Keeps Going

Save The End of Line Club from being destroyed. By any means.

Rewards End of Line Club the original complete with staff Zuse and Gem who will now be loyal to you. In future jumps will make you money and will be a place where no local law can be enforced.

Savior of ISO's

Save at least half of the ISO's and keep them alive until the end of the jump.

Reward

Copy of the Grid attached to your warehouse, The ISO's will follow and become loyal to you though if you abuse them they will become disloyal. They will also be able to infiltrate electronic systems for you. Gain an additional 500CP to be used at the end of jump.

Digital Founding Father

Found a city that can rival Tron City and protect it from all things that might destroy it. Be acknowledged as the city owner and founder at the time that you leave.

Reward
The city becomes yours and gets set into a digital realm outside the universe. While the city cannot be imported into future jumps it can be set up as a trade bazaar for those who can reach it. As it is considered yours you can add onto it anything you are able from protections to increasing the size should you be able to.

Digital Plane
Requires Long Term Storage, Connection Cataclysm and Firewall Down!

As well as access to the Encom Grid where everything happens you also have access to a Digital Plane that while the jump is in progress has an unbreakable connection to the internet and all things that come with **Connection Cataclysm and Firewall Down! Now take place in this plane instead of the Grid. Your goal is to forge a City-State and protect and rule it from all comers.**

Reward
The Digital Plane is relocated to a place outside existence that you become the acknowledged lord of. You will be able to control access to who comes and goes and at the most basic will retain the physics that govern the Grid as it is still a Digital Realm.

Go Home:	**Stay Here**:	**Journey On**:
If this was the last straw for you, you can return to your home. You keep all the perks you got, but will also have the tools to make a digitisation laser in order to gain access to a computer's systems in person.	On the other hand, maybe this Digital Frontier has opened your eyes, and you want to stay. In this case, you can do so, and can also be able to backup your own data to restore from should you be derezzed. Back home, your body will go	Then again, maybe this was yet another stepping stone on your journey through the Chain. If so, you can move on and, if you have your Identity Disk, it can be used to enter any computer system you want.

	missing, but the secrets of digitisation, when discovered during the search for you, will prove to explain why you are no longer there. You will be awarded a prize for your work on digitization post-mortem , which will help look after any family you had.	You keep all the perks you got, but will also have the tools to make a digitisation laser in order to gain access to a computer's systems in person.

Setting Notes
Types of media : Books, music, video games, scrolls, blueprints, anything digital, movies.

1. Time Units and years
A Tron Cycle equals about 50 years for each outside year and each cycle is a subjective year so if you take the drawbacks of: http://tron.wikia.com/wiki/Cycle
The TRON: Legacy The Official Movie Magazine includes a timeline of the Grid, explaining that time moves faster in the system because its only limit is the speed at which electrons can move in circuitry. The guide states that one year in the real world equals about fifty cycles in the Grid, which would mean that Kevin Flynn was trapped inside the Grid for roughly 1,000 years from his viewpoint. This would seem to be confirmed within the movie itself by Castor's line that Clu had been trying to obtain Kevin Flynn's Identity Disc for 1,000 cycles.

Cycles	Perceived Grid Time	Real Time
1050 TC	1050 years	21 years
50 TC	50 years	1 year
1 TC	52.14 weeks	7.3 days
137 mTC	7.143 weeks	1 day
5.7 mTC	2.083 days	1 hour

1 mTC	8.76 hours	10½ min.
.095 mTC	0.833 hours	1 min.
.002 mTC	50 sec.	1 sec

2 TimeLine
http://tron.wikia.com/wiki/Timeline_(TRON)

3. Locations
The Sea of Simulation is where the ISO's first formed. Clu2 then later had it secretly poisoned with a virus so they would no longer form
http://tron.wikia.com/wiki/Sea_of_Simulation

Arjia City was regarded as the spiritual center of the Grid. It was home to both Basics and ISOs, known collectively as Arjians. It was created in TC146 by an Alpha-class ISO named Jalen to house a growing number of devotees to purported oracle Radia. Arjia is strategically located directly over the codestream nexus.
Arjia was the site of the largest attack on ISO-friendly locations by Clu and his forces during the Purge, eventually leading to the city's destruction.
Well-known locations within Arjia included the Hub and Codestream Nexus

Tron City is the main city in the Tron system. It is built on the Grid, Kevin Flynn's master creation, and is the pinnacle of his "digital frontier". It is constructed in a hexagonal shape, with a deep chasm surrounding its perimeter. Bridges connect it to the surrounding area and form highly defensible choke points against any surface-based aggression. The city, like the Grid around it, matches the darkened environment of the rest of the Tron system. The gloom is offset by brilliant white illumination, meandering throughout the city like circuits on on a printed circuit board.

Bostrum Colony was a distant settlement in the Grid situated in the Outlands. It was the exclusive home to the ISO faction known as the Bostrumites. The colony was formed in TC162 following the rise of tensions in Tron City between Basic and ISO inhabitants. During the Purge, it was infected by the virus Abraxas and permanently destroyed by Clu's forces.
A well-known location in the colony was The Kernel. The population of the colony in 1989 was 6,935.

Argon City was a city located in a far off corner on the Grid in TRON: Uprising. It had many elaborately designed buildings and one of the most sophisticated public transportation systems

on the Grid, moreso even than Tron City. The Light Rail system allows programs to easily travel around the city.

The Coliseum is a massive, circular arena for competitive games such as Disc Wars, light cycle battles, jousting, and one-on-one combat. Though drawing large crowds, the Games at Argon's Coliseum are used as a deadly punishment for dissidents, refereed by General Tesler, who also occasionally summoned the entire population to the Coliseum to hear announcements.

Argon Park was the main recreation area for the programs of Argon City until it was taken over by General Tesler. A giant statue of Clu was rezzed right in the middle of the playing field, but the statue was destroyed by Beck in his first act as the Renegade. There is still a popular jai alai court in the park, frequented by both locals and sentries.
A light rail station at Argon Park is a hub for local trains, as well as an express line to Purgos.

4. Tron Vehicles and Weapons
http://tron.wikia.com/wiki/Category:Vehicles
http://tron.wikia.com/wiki/Category:Weapons
http://tron.wikia.com/wiki/Free_Code

5. Odd setting Notes

ISOs have a TRIPLE helix DNA strand not sure what you might want to do with this but now you know

Jump Notes
1. Time Spent for every outside year equals 50 Tron cycles which is their year See above chart for more detailed time conversion.
Long Term Storage will be 1850 years

From the Stone Age Drawback prepare for 3200 years until you can leave

2. Any magical or supernatural abilities the jumper or companions have will work inside the Grid though if others see such things they would likely see them manifested as glitches. Be careful of the potency of what you unleash as too many glitches may result in outright derezzing parts of the Grid, or crashing it entirely. Follow the primary rule: Fanwank accordingly.

3.Should you be a User or Drop-in any abilities based on the passage of time to grow in strength would not be based on your subjective time in the Grid as you are tied to the outside world. They and your aging would be beholden to the real world passage of time.

4. Things that are considered media : Books (published or fanmade), music, video games, scrolls, blueprints, movies, anything digital.

5. **Digital Archive**

When you purchase the digital archive you get 2 the one from your starting reality as in the one before you started jumping as of the moment you left and one in the Tron reality that will update until the time that you leave. With the upgraded version when you enter a new reality it will self update in an easy format so you can tell which stuff is from which reality.