Reboot

Jumpchain

I come from the Net...Through systems, cities, and peoples, to this place. Mainframe.
My format: Guardian. To mend and defend.

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This is Cyberspace, the digital domains, where programs live within Systems linked by the Net. The Guardian Collective tirelessly works to keep the Net in good working order, protecting people from viruses and system errors.

Alongside the Net there is the Web, a chaotic realm of howling storms and horrific beasts live that consume the energy and code of any program unlucky enough to cross their path. The same godlike, inscrutable Users that created cyberspace and all within it also unleash viruses to corrupt and destroy, infecting sprites and stealing their free will. The Users take their leisure by dropping game cubes into Systems, and every program caught within must play to win or be nullified, reduced to a mindless, energy-leeching slug. Everything else the cube envelops, down to the lethal energy sea, is destroyed if the User wins. If enough games are lost, the entire System can crash.

And this is supposed to be a kid's show...

Did you crawl up from the depths of the web? Are you a newly-compiled sprite, or a Virus created and set loose on the Net, yet another example of the User's inscrutable motivations?

Whatever you are, wherever you begin your journey here, you will arrive at the beginning of the series. Bob, Guardian 452, has recently taken up residence in Mainframe after the destruction of that system's unnamed twin city, following the trail of a Virus that deleted his partner. Although young and perhaps a little naive, he will one day prove himself a true Guardian and be instrumental in saving the entire Net on at least one occasion.

Along the way, enjoy computer puns in abundance, cutting-edge graphics (for the time) monobreasts, and a truly obnoxious level of editorial interference.

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While some programs seem to age or have what appears to have a biological sex, this is not universally true. You may freely choose your apparent age and sex.

And before I forget, take +1000cp to compile yourself.

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Location

You may choose your starting location from the options below.

Supercomputer

The largest, most advanced and well-equipped system in the entire Net, the Supercomputer is the home of the Guardian collective. Cadets are trained here, and the only viruses ever present are those brought here for study before deletion. Viruses may not choose to begin here.

Mainframe

The home of the setting's main characters, the majority of events within the series will either begin or be resolved here. It's a nice place to live, outside of the sector controlled by the Virus Megabyte and the infected binomes under his control. You should also avoid the ruins of Mainframe's twin city, now named Lost Angles, the home of an insane Virus of enormous power named Hexadecimal. Starting here will make it easy to ingratiate yourself with several important characters, derail the plot, or possibly doom the entire Net. Do be careful.

Web

Coming here isn't a terribly wise idea, even if you're a search engine. Not having a way to leave would make it downright suicidal. Hostile web creatures and constant data storms make this a very dangerous place to be. But if you're daring or desperate, know that it is utterly impossible to track anyone in the Web from outside of it. Systems can be accessed from the Web if you know their web address, and few Systems expect or are equipped to keep out intruders from that direction.

Unnamed systems

You may choose instead to begin in any other System shown within the series. Some are quite unusual in structure, sparsely populated (if at all) or inhabited by non-standard program formats. If you choose this option, there will be a small, one-use net-access portal only you and your companions can use to leave in case you've chosen a System that is otherwise closed off.

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Backgrounds

Any of these backgrounds may be taken as a drop-in.

Sprite

Human-shaped (almost always) Sprites live and perform a wide variety of functions within cyberspace. Some systems have more of them, but in most they are a minority. For an extra +100cp, you may instead choose to become a Binome. You'll have a choice of being a '1' a stack of three cubes with arms and legs, or a '0' a small sphere with arms and legs. While still capable in some areas, Binomes are physically far less able than Sprites.

Guardian

To mend and defend. Recruiting exclusively from Sprites, you are a fully-fledged member of the Guardian Collective. The Net is vast and continues to grow, becoming more and more difficult to monitor, so unless you're given a long-term assignment to a specific system expect your duties to take you across the Net and back again. The Guardians are aided in their duties by a limited number of Key Tools, complex and mysterious programs that are believed to be gifts from the User to help them in their duties. Key tools are intelligent, and choose their own partners.

Virus

Among the most dangerous and destructive entities in Cyberspace, everyone knows where Viruses come from. The User, who compiles and unleashes them to trouble the Net for reasons unknown.

All manifest an obsession with particular form of mayhem. Domination. Spreading chaos. Apocalyptic destruction. An individual Virus is far more powerful than a single Sprite, and most have potent abilities never seen among other program formats.

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Perks

For the matching background, 100cp perks are free and the others are discounted 50%.

Undiscounted

200cp – Hacker

Call it timing, luck, or an eye for flaws in the system or the people that guard them, but you've got a natural talent for getting into (and back out of) places you're not supposed to be in without being seen. You're nowhere near Mouse's level, but you could be...if you can stay compiled long enough to get the skills and experience that separates a talented amateur from a seasoned professional.

200cp – Search Engine

Designed to travel the Net, your code makes you an exceptional navigator no matter the terrain or dimension you find yourself in. You are a second-generation Search Engine, having the ability to stabilize tears into portals and travel through the Web without your code degrading, but beware of the creatures and hazards within. Whatever your appearance, this is just a projection. Your true form is the vehicle you ride, a single-person transport like a flying surfboard or motorcycle. For an extra 200cp this vehicle is larger, able to transport a dozen people comfortably and extend protection against Web-exposure over them all. Either choice becomes an alt-form post-jump, and you'll have a vastly increased resistance to toxic or corruptive environments..

Free/600cp – Reboot!

Sprites would be almost completely helpless in the Games without the ability to Reboot, gaining equipment, powers, skills, or even vehicles from the function. Even if you don't have a formatted Icon, you'll be an anomaly still able to Reboot for your time here. You must pay 600cp to keep this ability post-jump, allowing you to Reboot to temporarily gain new abilities, skills and equipment to help you solve problems and overcome difficult situations. Whatever you gain is temporary and will vanish when the task is done, and you'll be a middleweight at best in the skills and equipment you gain, relative to the local standards.

Sprite

100cp – Business binome

Besides knowing the basics of running a business, you've got a grasp of the numerical that would do Dot proud. Keeping track of finances and doing math comes easy to you, and you'll never mix up sums and figures when you need to juggle a lot of numbers together in your head.

100cp – Basic, do you speak it?

Cyberspace is programs all the way down. You've learned the most common programming languages in current use, and can recite all of their earlier versions. Post-jump, whenever you learn a new language you'll automatically learn all of its closely-related dialects.

200cp – Come pong with me

You are someone that people feel that they can bring their problems to, and you know how to get the stubborn ones to open up. You hear what they say and get a grasp of what they can't or won't, and know the right way to respond so that your advice won't be misunderstood.

200cp – Kombat Koding
Through long training or just surviving enough Games you've picked up a decent amount of experience with a wide assortment of skills. Brawling, piloting, gunnery, even a bit of puzzle-solving and platforming. But where you really shine is picking out the attack patterns of Game Sprites. After seeing a fixed, scripted movement a few times you'll never get surprised or choose the wrong reaction to it again. These skills stack with whatever you gain from Rebooting, making you able to handle the average Game Sprite with ease and have better odds than most of tackling a User one-on-one.

400cp – Designated leader
When trouble starts and people look for guidance, they look to you. When a position of leadership opens, anyone without strong feelings towards another candidate will default to nominating you. A natural charisma and air of competence means that people tend to view you as the 'go-to guy' in everyday life, and those above you in a hierarchy won't mind if you take on more authority or start using more power than your position normally allows, so long as it's purely for the sake of solving a problem and not for your own ends. It's just good delegation, really.

400cp – Datasmith
You know the ins and outs of the Net's 'technology.' You know how to build everything from flying cars and zip boards, to the more advanced weaponry and shielding that protects the principle office. This includes how to program the computers-within-the-computer that drives these machines. While this perk offers some small insight into the true nature of Cyberspace, games, and Key Tools, the inner workings of such complex things are currently far beyond you.

600cp – Codemaster
Though feared for their skills in combat, the name of that infamous order is well-earned. More than anything else, Codemasters work to understand the underlying structure of Cyberspace and your capacity to recognize and decipher patterns of all kinds is beyond belief. Listening to a complex conversation is enough to perfectly grasp the grammar of a new language, a single program, the syntax. Dissect a few similar organisms, and you'll be well on your way to deciphering their genome. Observing sociological trends and other more abstract systems can teach you a lot, but like everything else you'll need ways to experiment and points of reference to begin working off of. But the more data you have, the faster your understanding progresses.

Guardian

100cp – This is bad, very bad
Sometimes when a problem arises you need to make sure everyone understands the gravity of the situation. Your warnings instill a suitable sense of just how serious things are, and all but the most impossibly thick-headed will be filled with a equal sense of urgency.

100cp – That was easy enough
In and out of games, a lot of dangerous things get thrown a Guardian's way. You survive by having some incredibly quick reflexes, to the point of ducking an attack or diving for cover almost before you realize that you're in danger.

200cp – To mend and defend
The duties of a Guardian are many, but most boil down to 'see problem, fix problem.' Thankfully for the systems you watch over, you're excellent at the very important unspoken step in that process. You can look at a situation and bash together a halfway decent plan in seconds. It won't be a perfect plan, but sometimes a good plan now is better than a perfect plan when it might be too late.

200cp – Collective bargaining
Guardians are fine upstanding Sprites. The programs and viruses they cross paths with, not so much. Maybe a bit of your code rubbed off on them, but now other people, even the types who aren't normally, are just a little more honorable when dealing with you. How much depends entirely on how you've treated them. Saving the life of a hated enemy could compel them to spare yours...just once. Act as a peacemaker, and even a bitter feud might cool just enough that you have a chance to work out a permanent resolution.

400cp – I don't think so
You are a variable that others can never quite account for. When an enemy unveils their latest scheme, con, or battleplan, they'll find to their great dismay that they've once again failed to plan for all your actions, anticipated the wrong responses, or just plain underestimated you. It's impossible to perfectly foresee and account for your future actions, and even those that might be actually capable of such a feat seem plagued by bouts of bad luck that cause their 'perfect' plans to go awry.

400cp – Stay frosty
It wouldn't do for a Guardian to be seen panicking, and you can keep a calm head in even the most stressful and chaotic situations. This confidence is contagious and even a shut-in binome who has never been inside a game cube before will remain calm and focused on the task at hand when they know they've got a Guardian on their side. You can be sure that everyone who follows you into a game cube, battlefield or something less lethal but still stressful will be at the top of their game.

Free for Guardians/600cp – Integrated firewall
A Guardian, by the nature of their very code, cannot be infected by viral coding. Only a super-virus of singular power was able to overcome this, and even then code from a clean Guardian's Icon was able to purge the infection. Even by a virus on par with Daemon, it is impossible to infect you either physically, mentally, or spiritually. Outside forces might warp or damage you, but the core of your self is inviolate – anything that tries to invade and take root within your being, physical or spiritual, will find no purchase. As a Guardian you'll benefit from this perk whether you purchase it or not, but must pay the cost to keep it post-jump.

Virus

100cp – Seize him you fools!
Meddling interlopers can be quite the surprise when they appear to ruin your day. It's often enough to leave lesser programs staring slack-jawed when they should be doing their jobs. But minions know to heed your commands, even when surprised or dazed, and a few choice words can spur them into immediate action.

100cp – Hardened coding
Unlike softer Sprites you're made of tougher stuff. With fangs, claws, retractable arm blades or something similar, you're never unarmed. These can cut into sprites and weaker materials with ease, but not armor plating. You're also more durable than the average program, more able to take a hit and it would take a sharp blade with some muscle behind it to actually puncture your skin.

200cp – To corrupt...
You can infect objects and programs with fragments of your own code, taking control and shifting their loyalty towards you. The average Sprite or piece of machinery won't be able to resist you, but you cannot infect Guardians and there are anti-viral commands that can remove the infection and hardened systems that can resist your influence. Post-jump, Creatures and systems that are very robust, willful, or have defences against corruption/infection can resist your control.

200cp – ...And conquer
You're massively strong by the standards of the Net, only the strongest sprites can hope to approach you in sheer brute strength. You're also faster, able to pace an ABC on foot, scale walls as fast as a Sprite can run on flat ground, and make some very impressive leaps.

400cp – Higher energy functions
You've got some tricks. Not quite on Hex's level, but you can shape and expel stored energy in a variety of simple ways. You begin able to fly, create defensive shields and offensive blasts. With practice you could get a little more flexible, like lifting everything around you, manipulating objects at range, creating more complex shapes with your energy fields or turning a blast into a grenade or energy blade. Using these functions are draining, and while other programs may have similar functions it was Hexidecimal's trans-finite energy reserves that made her so terrifying.

400cp – Energy absorption
Your capacity to store energy is far beyond any other program in the Net, a needed function to make good use of your ability to passively absorb energy on contact. You're no Gigabyte and can still be damaged by energy weapons, but the hit will be softened as a fraction of the attack's energy is diverted to charge your reserves. Absorbing energy can charge you over your normal limits, but the farther you go the faster the excess power will dissipate. You can apply this perk selectively.

600cp – Viral fission
First there was Kilobyte, who was split into Megabyte and Hexadecimal at the moment of his upgrade. Each inherited half of his abilities, and when they rejoined the result was a virus of immense power. You have the unique ability to partition yourself at will, breaking off aspects of your power and investing them in duplicate selves which will continue to act as 'you.' You'll be reduced to baseline ability and lose access to the powers and skills you give up for the duration of the split, and this is an all-or-nothing process that works upon thematic lines. You could not divide 25% of your strength to create four new duplicates, you would have to invest all of your enhanced physicality or some other aspect of yourself into a single body. You can re-absorb a duplicate with a touch, and if they are destroyed you will slowly regain the abilities you split off, taking anywhere from 24 hours for 'peak human' to a year at most for powers and skills on the level of a deity.

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Items

For the matching background, 100cp items are free and the others are discounted 50%.

Free for all – Icon
Your PID registers you within a System, acting as personal identification both to the bureaucracy within and to the User outside. If you're a virus than you've got a hidden registry entry that will prevent system restores and User-initiated virus sweeps from wiping you from existence. Unlike other Icons, yours is hardened and others cannot steal and use it to control or manipulate your coding. Post-jump your Icon can absorb any valid ID, credit cards, etc. you acquire and be universally accepted in their place, and can be recalled to your hand at any time.

Sprite

100cp – Vidwindow
A business-card-sized white rectangle that you can call to hand whenever you wish, a thought will cause it to expand into a large display that allows for real-time audiovisual communication with

anyone you personally know. Range is unlimited, but they must be in the same dimension as you. After the first time, people will instinctively know how to block future calls from you if they wish.

100cp – Zip board
Two circular footrests joined by a flexible armature, this is a common method of personal transportation within the Net. This board has it's own internal power source, and none of the limitations of other Zip Boards. They fly about as fast as a fit sprite can run.

200cp – Car
You can choose between having a car similar to Bob's, a CPU cruiser, or a replica of one of Megabyte's ABCs. The car is an unarmed sport model, fast and comfortable with all the extras, while the cruiser an up-armored car with two forward-mounted machine guns. The Armored Binome Carrier is slow and drives like a brick, but has much heavier shielding and weaponry. You can choose to size up or down each vehicle to better fit Sprites or Binomes.

200cp – Energy shake
Programs need energy to run, and you have an unlimited supply of tasty, non-specific beverages to keep you going. Just reach out and a cup will appear in your hand filled with...whatever it is that programs drink in a random flavor. Post-jump, these will become nutritional shakes that can substitute for any mundane nutritional needs.

400cp – Blank game cube
User only knows how you got you hands on this. This small remote control can allow you to call down a game cube from the sky once per day, with the standard warning being heard and understood by everyone nearby. The Gamecube takes about three minutes to land. You may choose for the cube to carry any game depicted in the series, or you can provide it with one you possess. Anyone trapped within the cube gains the ability to Reboot and a basic understanding of their situation, how to clear the game, and the consequences of failure. Alternately you may create a sprite-sized cube at your location with the same provisions at any time, but 'death' in this case only results in the player being ejected from the mini-cube.

400cp – Jumper's Diner
You are the owner of a small but very successful business. Whatever service you provide, it will bring in a steady revenue stream and it almost runs itself. Your employees will find it a very comfortable and fulfilling place to work, and word-of-mouth means that networking from here is practically effortless. By the end of your first month in operation, you'll have the business contacts for pretty much any supplier, consumer, rival or potential partner in the city, and more over time.

600cp – Gibson coil pike
The signature weapon of the Codemasters, an orb-topped staff wrapped in wire. The pike allows its wielder to directly access the code that comprises everything within Cyberspace, and edit it on the fly or run scripts. To onlookers, he is effectively re-writing reality. What can be done with a pike is ultimately limited only by a Codemaster's own understanding of code. So long as the changes are kept small and specific, they will be ignored by passive System security and data integrity scans. Otherwise only active checks or User-initiated functions, like game cubes, will prevent the pike from functioning and undo any changes made through it. Post-jump, outside of Cyberspace, the Pike acts as an exceptional and universal focus for any kind of power the user can wield, channelling them with great subtlety and efficiency.

Guardian

100cp – Uniform
The standard blue uniform issued to the Guardian's rank and file, light and comfortable. It is also some of the best low-profile body armor in the Net, allowing Guardians to survive hits from both smaller energy weapons and the enhanced strength and claws of Viruses. Unlike Bob's, your suit will be good as new 24 hours after being lost or damaged.

100cp – Training manuals
Guardians do not actually know everything, but their cadets are educated on a huge range of topics. These text files are a rather dry read, but they cover the basic structure of the Net and Web and have information on common virus formats and system errors. And that's just the first two folders out of nearly a hundred. Post-jump, these files will update to provide an encyclopedic overview of the current setting, its peoples, geography and hazards.

200cp – Apartment
You have the keys to a Baudway apartment, paid up for the next ten years. It's cozy but space is tight, the garage is the largest room in the place. So long as there's some kind of rentable housing to be found, similar lodgings will be paid up and waiting for you whenever you travel between cities.

200cp – Game sprite mode
This alteration to your Icon will allow you to leave a System with a game, following it to a random System and avoiding being nullified if the game is lost. Post-jump, if you can get a physical hold on something that's about to be teleported by any method, you can let yourself be pulled along for the ride. You won't have any control over the transit, though.

400cp – Gun and targeting implant
A copy of Matrix's favorite weapon and mechanical eye, acquired at some point during his travels. Powerful for its size, the weapon can spray targeting locks that seek out and latch onto targets to either track or mark them for homing bullets. Gun can also float, fly back to your hand on command, stick to your body in absence of a holster and fire according to pre-set conditions. Gun is not intelligent and these functions depend on being linked to you through an artificial eye, which you may choose the appearance of. Post-jump, you may choose to retain the implant or gain a natural connection to the weapon. You may import a weapon to gain these qualities and a similar connection to it.

400cp – Web creature cladding
Harvested from dead Web creatures, this collection of scales and bones can be fashioned into a suit of armor to prevent the wearer's code from degrading to Web-exposure. Alternately you could apply them to the hull of a vehicle, granting protection to everyone inside. You can import a suit of armor or vehicle to gain these qualities. Post-jump, the cladding grants a greatly increased resistance to toxic environments and corrupting energies of all kinds.

600cp – Key tool
A format of sapient programs discovered in the Super Computer, they choose partners from among the Guardians and help to keep the Net safe. It is believed that there are only thirty-two in all, but you have a thirty-third. Key tools can assume a wide variety of shapes, project blasts and shields, and fulfill almost any function their bonded partner can imagine, and even act with limited independence when needed. They do need occasional recharging, and your Key tool will not merge with you as Bob did his without its consent and a very good reason for doing so. Key tools exchange bits of code with their partner, so it is technically a part of you. A Key tool initially counts as a follower, but can be imported into another jump as an item or companion.

Virus

100cp – White mask
Made in imitation of Hexadecimal's own mask/face, this plain white mask displays a faintly smiling androgynous face. With a thought you can chance the expression it displays, and it will be difficult for anyone to read your real feelings by any means while you wear it.

100cp – Megachair
You are the proud owner of an incredibly comfortable chair. The exact shape it takes is up to you, but it perfectly accents any lounging, looming, or however you want to present yourself while seated here. It also has a small built-in computer that can easily connect to other systems you own.

200cp – Minions
You'll begin with programs pressed into service, either a small swarm of Nulls or a squad of armed and infected Binomes. Nulls are small iridescent slugs, former Sprites and Binomes nullified after losing a Game. Incredibly resistant to purely physical damage, their touch is slightly corrosive and drains energy on contact. Binomes are loyal soldiers, armed and given basic training in piloting and gunnery. If you are not a Virus, you may opt to have them be uninfected CPU Binomes. Lost minions are replenished after 24 hours.

200cp – Unstable tear
Class twelve, normal pulse, above-average volatility. You have your own little system instability confined for the moment. The tear can be stabilized to become a portal, or be tapped for energy if you have the right equipment. If destroyed, depleted, or mended, you can create another 24 hours later. Post-jump it's still a big, horribly unstable ball of whatever energy is most prevalent at whatever location you summon it. Thermal, electrical, magical...and always very, very touchy.

400cp – Looking glass
No one knows how Hex acquired her mirror, but now you have a copy of it. It allows the user to observe distant locations and even other realms. It can also act as a portal to those locations. Hex could enter the Supercomputer whenever she wished, and a Web creature once ambushed her through it. Post-jump, it will take time and effort to find whatever you seek, and you'll need to contend with any active defences against such intrusion.

400cp – Lair
You have a sprawling complex to call your own, as large as Lost Angles or the Silicon Tor. You may choose its nature and appearance, but it does not come with minions or equipment. You may enhance one aspect of it, making as confusing to get around in as Lost Angles or have the blast shields and reinforced armor of the Tor.

600cp – Paint program
This seemingly-simple program allows you to make massive and sweeping changes to a System. At the very least, you can freely change the coloration, size, dimensions and position of almost anything within. Only objects with an extremely high energy density, like the shielding and core of the principle office or viruses on par with Gigabyte and Daemon will be unaffected. This is only a trial version, so the changes will be purely cosmetic. Making something larger will not make it stronger or more durable. Post-jump, the program is dependant on your own power to create changes. You can't move a creature with this if you couldn't before somehow, change its color or shape unless you overcome any resistances it has, and appropriate powers can counter this program.

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Companions

X00cp – Companion Import
For 100cp, you may import a companion. They gain a background and 600cp to spend. For every additional 100cp you spend, you may double this number, to a maximum of eight.

100cp – Companion creation
You may create a new companion or bring along an 'average' program you've met within Cyberspace. They'll have all the freebies and the 100cp and 200cp perks of their background, along with 200cp to spend.

400cp – Canon Companion
You can bring along any canon character you can convince to leave with you, which may be very difficult in some cases. They'll have all the freebies they're entitled to, and the 100cp, 200cp, and 400cp perks of their background. Characters like Mouse and Ray will have the appropriate undiscounted perks to represent their skillset. While you can companion a Codemaster, their training and pike will be nowhere near the level of the CP-backed purchases.

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Drawbacks

You may take a maximum of +600cp worth of drawbacks.

+0cp – High definition
While top-of-the-line for its time and improving as the series progressed, the software used to make Reboot is now rather dated. Motion isn't very smooth, the colors are limited, textures are pretty much non-existent, and there's only so many shapes and special effects to go around. Also, you know, solid hair. You may take this option to advance the local graphical quality, all the way up to the best of today's almost-but-not-quite real CGI while still keeping everything recognizable.

+100cp – You can't talk in these things
Circumstances will conspire to muffle and distort your voice. Poorly-fitting helmets, static in a vidwindow, sudden echoes and background noises... It'll be a common annoyance for your time here, and you'll be repeating yourself often.

+100cp – Wait at the bar
Every so often people's opinion of you will tank. Friends will be distant, minions will be disrespectful, and there'll be lots of little snubs from everyone else. You'll be left feeling down for the duration, until people start wondering why you look so down. They will apologize (eventually) and then everything is back to normal. Until the next time.

+100cp – Mike the TV!
You've attracted to attention of the one, the only, Mike the TV! He'll pop up often with his special brand of...TV-ness. You'll never be able to permanently get rid of him, and he'll always find a way to find you and pop back into your life if you try to flee or hide away.

+200cp – Low resolution
Taking this drawback will give this a major graphical downgrade. Polygons instead of curves, limbs and torsos being separate objects, and only sixteen colors to go around. Voices will also become obviously artificial, less human speech and more a collection of noises trying to imitate it.

This also applies to you, but you'll never quite get used to working in such a world. Expect lots of awkwardness when trying to most everything.
Cannot take with 'High definition.'

+200cp – Game corruption
Games that land on you (and you won't be able to avoid all of them) will be different from what you remember. Some might be mashed together with elements of other games or previous jumps, or things might only look similar but act in very different ways. While the overall difficulty of the games won't increase, this will throw a lot of curveballs your way while you're busy fighting for your life. Every game will be unique. If you flee to the Web or another area where games don't fall, expect hazards that weren't there before, or new twists to existing ones.

+200cp – I can't go against my code
You have...quirks...as determined by your format. Search Engines can be flighty, Hackers have a lot of trouble respecting boundaries, and Guardians will do their best to find peaceful solutions and avoid deleting anyone unless there is absolutely no other option. Sprites and Binomes can get rather neurotic over certain things. All Viruses have destructive or violent tenancies that manifest in different ways for each. These issues aren't all-consuming, but they will heavily influence you.

+300cp – This isn't the Supercomputer
All powers, perks, and items from outside of this jump or beyond the means of the average Sprite or Virus will have restrictions placed upon them. Choose one of the following three options.

Mask
Your powers are linked to your mood. You must be confident to be super-strong, furious to wield destructive powers, thoughtful to sense or think in ways beyond what a Sprite is normally capable of, etc. But you're slightly nuts now, suffering from mood swings and clever or perceptive individuals may be able to confuse and manipulate you.

Key tool
All of your powers and perks are contained within something like a Key Tool. You must have it on you and command it to provide what you need. The Pseudo-tool has a limited battery, and the more powerful or complex the powers you access through it, the faster the charge will run down. Recharging from empty to full will take 24 hours.

Reboot
When you need to complete a task, you may Reboot to regain a limited selection of perks that will allow you to accomplish it. You're not guaranteed to get the specific perks you want, so you may be forced to find an alternate approach to solving your problems. You'll be unable to Reboot again to shuffle your perks until the task is done or otherwise impossible to complete.

+300cp – BSnP
This...is going to suck. Imagine a committee of the most inane, nonsensical, loopy-minded censors. Got it? Now give them godlike authority to alter or ban words, actions, or anything else they don't like for whatever reason from this universe. While you won't get poofed out of existence just for being a bad person, you may find your vocabulary, appearance, or equipment altered to be more 'morally acceptable' along with your companions. Some actions may be impossible to perform, the changes coming so swift and sudden that you could easily be left stuck in a dangerous situation with all of the obvious solutions inexplicably blocked off. Sadly there's no third season network switch to make things more bearable during your time here.

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NOTES

You cannot absorb forms of energy that you have no way to store.

When trying to decide how well programs that manipulate other programs while inside a computer act while outside of it...fanwank responsibly.