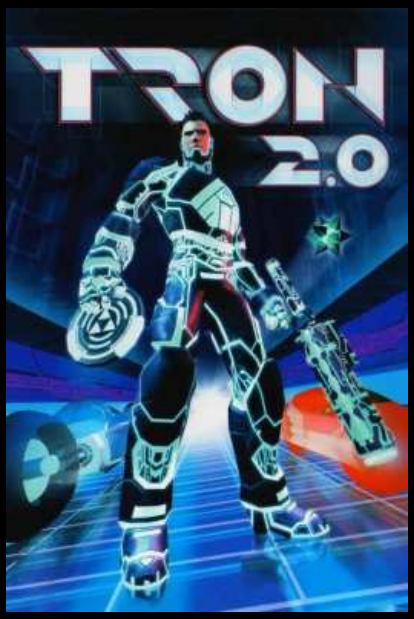


Tron 2.0 Jump
By Fallout10mm
Version 1.0

The year is 2003, and Encom just has been taken over by rival corporation Future Control Industries (Fcon), and Encom's top computer programer Alan Bradly has been kidnapped by Fcon execs in an attempt to gain access to Encom's AI MA3A and the Correction Algorithms required to safely digitize a human being into the digital realm. Fcon already attempted to do so without the algorithms using Encom's Chief of Security, Throne, who was corrupted during the transfer and has become a major threat to the stability of the system. Jet Bradly, Alan's son, will shortly be digitized by MA3A herself as a last ditch plan to save herself and keep the Algorithms safe.

Here's 1000BP (Build Points) to get you started, Good Luck, Jumper.

Location:

You may freely choose your starting location (unless you took the Scenario, in which starts you in the Encom Server) or choose to roll for a random starting location for an additional 100BP.

1. Encom's Lobby: The only real world location, you start in the lobby, just as a group of shady looking executives push past you and head deeper into the building.

2. Encom Server: The beating digital heart of Encom's systems,

3. EN12-81: Encom's old servers, normally powered down and offline. Tron and Alan stored some important data as a backup here. For whatever reason, they've been reactivated upon your arrival, probably saving Jet some effort getting them online. Just be advised, the server is from the 80s and might have trouble keeping multiple Users active at a time due to the large amount of Resource Hogs in the system.

4. Thorne's Corrupted Server: The origin of the virus that's corrupting Encom's main server and threatening to spread beyond into the internet, this place is not safe and is filled with Z-Lots (Corrupted programs) as well as Throne himself, a user who was digitized without the correction algorithms and became the source of the Corruption.

5. Fcon Server: Future Control Industries state of the art server, where they plan on using the digitalization system and correction algorithms they will shortly acquire in a hostile takeover of Encom to produce an army of digitized hackers called Datawrathes. Somewhere in the server is the Mobile Server, a massive program that acts like a digital aircraft carrier and promises Fcon's domination of the Grid if successfully launched.

6. The Net: The world wide web, a limitless expanse of the digital world where you can find anything you could desire. You appear just outside the popular digital nightclub, The Progress Bar.

7. Free Choice! Pick any of the above or any real world location, though the entire plot is confined to Encom HQ, Fcon's HQ and the Grid.

Origins:

There are no origins, but you may choose to have memories and a history in the world as a User or as a Program.

Perks:

Perks that share the same name as available subroutines (marked with an asterisk *) in the game stack with said subroutines but are available in the real world and do not require to be slotted in active memory.

Hud (Free): On the edges of your vision, easily readable if you give it a moment's notice, are bars that denote your health, energy, active weapon and a crosshair for aiming assistance. Toggleable.

Profiler* (Free/50BP): For Free you have the alpha version of Profiler, adding the target's name and health to your hud. The purchased version adds information to your hud showing enemy name, health, energy, armor and inventory. Toggleable.

Port* (50BP): Converts foreign subroutines or data into something you can use. Can be used on any kind of data, or media to convert it into a language you understand, with no translation errors. Toggleable.

Triangulate* (50BP): Great option for precision shots, though the weapon its used with can make all the difference. This subroutine lets you zoom in up to 20x magnification, and can be used by itself or sync with any weapon. Toggleable.

Y-Amp* (50BP): Add a little more height to your jumps with this perk. Significantly increases the height of your jumps by 50%. Toggleable.

Quick Adept (50BP): Most people would be very confused and disoriented when they suddenly arrive in the digital world without any notice, but you're not most people, are you? When thrust into unknown environments and situations you get your bearings quickly, and notice less obvious dangers.

Corrode* (100BP): Adds a corrosive effect to your attacks, dealing damage over time, at the cost of a small amount of energy. 15 second effect per hit for a 200% cost in energy. Effect damage is 10% damage of the attack each second. Toggleable.

Combat Algorithms (100BP): You have the combat training equal to a mid level security program, or the functional equivalent of a fully trained modern soldier and pick up combat related skills at a much higher rate.

Megahertz* (100BP): Increases the amount of any damage you inflict, for a corresponding larger cost in energy. Doubles the energy cost per attack but adds 60% more damage. Toggleable.

Primitive Charge* (100BP): Increased damage with the primitive type weapons, in other jumps this is a modest increase with the less advanced a weapon is for the setting the more damage it does in exchange. Caps out at 60% additional damage by itself. Does not cost additional energy. Toggleable.

Fuzzy Signature* (200BP): Quiet your footsteps, making it much easier to sneak around. 75% reduction to movement sound. Toggleable.

Power Block* (200BP): When you block an attack, say with your disc or a shield, it can be redirected to a nearby enemy and does increased damage. 150% damage boost to the deflected attack.

Active Memory(Free/200BP): You have several blocks of 'memory' where you can keep active programs based on the specs of the system you're currently in. For 200 BP you instead have your own personal memory in addition to the locally available, consisting of 12 blocks, 2 blocks of 3, 2 blocks of 3, and two blocks of 1. In other settings this acts as a small personal inventory that can hold roughly 500 pounds of items.

Log/Archive (200BP): you can record anything your senses experience to a digital log that you may relive at any time and can export it as audio/video/pictures to any digital device you are touching.

Core Dump (200BP): When you defeat a foe on the Grid, they leave behind a bit of health and energy that will slowly fade away unless absorbed. With this perk it lasts twice as long, and doubles the health and energy, and can be used in the real world too.

Defrag (Free for here, 200BP to Keep): Allows you to reorganize your own memory for quicker access and prevents/cures alzheimer's and other memory related diseases. If purchased you can use it on others via touch.

Virus Scan (Free for here, 400BP to Keep): You can detect and disinfect yourself and others in just a touch and a few moments, reversing any damage caused by disease or corruption. The more infected and corrupt the longer it takes. If purchased, this also works in the real world.

Overclock (400BP): You can modify machines and programs to work beyond their normal performance envelope, though they can only do so for so long before they begin to take damage. You can also apply this to things you normally wouldn't, such as weapons in the real world, trading more damage for increased wear and tear.

Virus Shield (400BP): Top of the line anti-virus tailored specifically for you! You are immune to any attempts to corrupt you or your equipment.

Backup (400BP): 1up perk. Once every 10 years (500 cycles) or new Jump, when you have been de-rezed or killed you will be restored to life, fully healed at the nearest safe location, or your warehouse, which you may choose upon your death.

Data Wrath (600BP): A user inside the system is thought to be a whole magnitude stronger then one outside. For you this holds true, your digital intrusions bypass normal security with ease, and if you were actually in the system like Jet you could gain access to the most secure files without anyone outside the wiser.

SEEK.EXE (600BP): Like FCon's Seeker engine, can track down anything so long as it still exists. Requires you to focus on what you want, the more specific the better and you will get a sense of where it is in relation to you.

Build Notes (600BP): Used by programmers to track changes they've made to programs, you'll find these scattered throughout the world now, though they only exist for you. When enough are collected, they allow you to enhance the physical attributes of yourself. These are available in the real world, and digital world, showing up more in the later and in greater quantities the more advanced the system.

Ingenuity (600BP): Did you know Alan manages to piece together a working computer out of a bunch of junk and a defunct video game system he finds in the closet he's been imprisoned in when Fcon took over? Not only did it work, he managed to upload a backup of Mercury with it and an old phone modem. You now share his genius when it comes to macgyvering solutions to your problems, whether its piecing together a tool out of scraps or Overclocking a decades old server to support additional users, you find there's always something you can do to further your goals.



Items:

All weapons here function using Energy.



Disc Primitive (Free): Standard issue to all basic programs, the disc can be used as a melee weapon, a shield or thrown. When thrown you can guide it in the air.



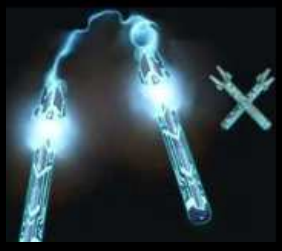
Sequencer (50BP, requires disk primitive): Rapid fire version of the basic disc that allows the user to have multiple disks in the air at once.



Cluster Disc (50BP, requires disk primitive): Disc that explodes like a digital frag grenade when it hits or is recalled.



Charger Disc (50BP, requires all other disk weapons): Utility upgrade that allows the user to pick up weapons and items from range, as well as acting like the base disc.



Rod Primitive (Free): Stealth melee weapon that electrocutes the target. Requires energy to use.



Suffusion Rod (50cp, requires Rod Primitive): Energy Shotgun, deals high damage but has very short range. Can be charged, which uses more energy but vastly increases the damage from each blast.



LOL Rifle (50cp, requires Rod Primitive): The Digital version of a sniper rifle, the LoL Rifle fires a precision energy beam with an impressive range and damage. Slight delay when firing and high energy usage.



Rod Rifles (50cp, requires all the other rod weapons): Breaking the rod in half and forming two weapons, the rod rifles are rapid fire heavy cannons, their only drawback is their heavy energy usage.



Ball Primitive (Free): Grenade like weapon used by Corrupted Programs, it explodes in a small burst of energy, damaging and corrupting anything in its blast radius



Ball Launcher (50cp, requires Ball Primitive): Long ranged version of the Ball primitive, acting like a grenade launcher. Same damage as the ball, but fires faster, better range and accuracy.



Drunken Dims (50cp, requires Ball Primitive): Fires multiple small Balls at once in a straight path rather then the arc of the ball and ball launcher.



Ballstorm (50cp, requires all the other ball weapons): Bigger version of the Ball Primitive, it has a much larger explosion radius and causes the enemy to decay, losing health over time, as well as impair their vision.



Mesh Primitive (Free): Rarely seen on the Grid, the Mesh primitive is a submachine gun primarily used by FCon's Data Wraths. Light damage but very light energy use.



Energy Claw (50cp, requires Mesh Primitive): This glove-like subroutine of the Mesh absorbs the health of the target and converts it into energy for the user. Stealthy and no energy used.



Prankster Bit (50 BP, requires Mesh Primitive): Rocket launcher like subroutine that fires a projectile that detonates into a vortex that sucks in and damages enemies. Highly damaging and heavy energy use.

Personal COW (100 BP): Your own personal code optimization warez, a program that resembles a pool cleaner and acts very much the same. When activated it will lightly graze on a program, or subroutine of your choice, enhancing the code, making it better in every way, more efficient and smaller system requirements. The more powerful and complex the program, the less efficient each additional use is. Your COW can be used up to 4 times every 137 millicycles (24 hours irl, about a week in the Grid).

Plate Swap (100 BP): This strange rod lets you instantly change the color and pattern on anything you touch with the end. You can even use it on yourself in the digital realm to change your Tron lines to a different color.

Super Light Cycle (100 BP): Faster and more dangerous version of the standard lightcycle, this vehicle has a toggleable light trail that can destroy anything that runs into it.

Protection Package (200 BP): A full set of digital armor. Reduces damage in digital environments by 77% and 25% in nondigital environments. Can be deployed/equipped outside the grid instantly but is very distinctive. Includes Submask (helmet), Truncate Plate (chest), Peripheral Seal (arms), Support Safeguard (legs), and Base Dampening (feet).

Personal Grid (200 BP): Your own digital playground, like a star trek holodeck but bigger. You can freely build anything you like here but nothing can be physically taken out without taking the Digitizer and Corrections Algorithms item. Warehouse attachment.

The Progress Bar (200 BP): Popular digital nightclub that's now yours. Has several floors, private rooms and never ending drinks on tap. In future settings you can insert it into an appropriate location or keep it as a warehouse attachment. Comes with NPC staff to keep it running.

Vehicle Rod (200/400 BP): This blank rod, when used on a vehicle you own, will digitize it into the rod, which can be compacted down to the size of a pencil. You may simply break the rod in the middle to summon the vehicle around you, placing you in the closest equivalent to the driver's seat. Any occupants in the vehicle when it is digitized will not be digitized, so caution is advised when using this in flight, space or at high speeds. For 200 BP the maximum size of the vehicle is roughly the dimensions and weight of a fully loaded semi truck and trailer, for an extra 200 BP it is effectively unlimited but cannot be used on space stations or anything that has enough mass to have its own gravitational field. You get one new per jump, and a one for each vehicle you have purchased keyed only for that vehicle.

Controller Programs (400 BP): Like the ones keeping Throne's Server from completely collapsing, these programs have been upgraded and when installed into a system prevent unauthorized access and any kind of corruption.

Recognizer Tram (400 BP): A repurposed machine program from encom's old servers, this vehicle acts like a large passenger and cargo train, except it hovers several meters off the ground and requires no rails. 4 cars long and can convert any of the cars from passenger accommodations of various qualities to cargo bays that hold a small warehouse worth of goods.

Digitization Beam and Correction Algorithms (400 BP): The holy grail, the next technological revolution, the ability to convert something from physical matter into digital and back. The larger and more complex the item the longer it takes to convert. Things that are magical take even longer.

Companions:

Companions may not purchase other companions. Unless stated otherwise companions come with 600BP to spend how they wish.

Import/Create (50/200BP): You may create new or import old companions with 600BP each for 50BP a person. For 200BP you may import 8.

Jethro 'Jet' Bradley (100cp): Son of programer Alan bradly, Jet was hired as a favor by his uncle Flynn and was assigned to Encom's video game division.

Personal Byte (50cp): A simple but intelligent utility program assigned to assist you in the Grid. You can choose its color and whether it is male, female or genderless sounding. You may choose the Byte that assists Jet in the game instead.

MA3A (400BP): The AI developed by Alan and his deceased wife, Lora, MA3A, short for Math Assistant 3 Audio, is very advanced but has trouble distinguishing the differences between users and programs, like when she calls Jet Alan-two.

Mercury (100BP): Secretly developed by Alan Bradly, Mercury was designed as a replacement for Tron in case someone came after MA3A and the correction Algorithms. She's a great fighter, driver and hacker.

Jumper's Ghost (400BP): A digital backup of you. They have all your perks and powers.



Drawbacks:

You may take as many drawbacks as you wish. Companions may also take any drawbacks except the 600BP ones.

Welcome back, User (+0BP): If you've been to the Tron universe before, you can import your own history and actions from there to here. Alternatively you can use this to integrate this jump into the Tron: Legacy timeline, though how that would work is a mystery.

Low Resolution (+100BP): ugh what's with these graphics? Everything looks and sounds like it was made to run on the OG Xbox at best.

Memory Leak (+100BP): Something is off about your powers and programs, each takes a quarter more energy to use then they normally do.

Permissions Required (+100BP): Why is everything locked? In either the digital or real world everything is more secure then it used to be, even the bathrooms require a code or key now. Doesn't stop you from hacking, picking or breaking down the door but you can't just walk in like you used to.

Resource Hog (+100BP): Something is causing your energy efficiency to drop drastically, causing you to use twice as much energy than normal. Hope you're good at the disk, since that's one of the few weapons that doesn't use energy.

Memory Wipe +(200BP): Your memory of this setting, and of this document is locked away till the end of the jump, leaving you without a clue how you ended up here or any of the plot.

MADCOW (+200BP): Something is wrong with the local COWs and they've upgraded their code, making them much more mobile and invisible at a distance, and once you get too close will attempt to shock you.

Early Access Beta (+200/400BP): You'll never find any gold level programs, and any you purchased will be reduced to beta status unless you get a COW to upgrade it to Gold. For an extra 200 BP this changes any program you find or purchase to Alpha instead.

Intrusion Detected (+400BP): Security really doesn't like you, both in the real world and digital. They'll quickly find you if you enter somewhere unauthorized or perform illegal actions.

Program Terminated (+400BP): You better be careful when you're inside the digital world because dying in there will mean you die for real, instead of getting booted back to the real world like Fcon's data Wraths. If you have any, 1 UPs still function as normal.

Anti-Cheat (+600BP): Your out of jump powers, items and warehouse, along with those of any companions, are sealed for the duration of your stay. Companions gain 200 BP each if you take this.

Jumper.Exe (+600BP): You remember the Jumper's Ghost Companion above? Well now they're corrupted and loose in the Grid. They think they're the real you and will stop at nothing to derez you and take your chain for themselves.

MCP (+600 BP): Somehow the MCP is back and better than ever. He's already conquered the EnCom servers and most of the employees personal electronics and will eventually spread himself over the internet in the next few weeks. If you don't stop him he'll eventually go full Skynet and trigger a global nuclear war.

Scenario: Tron 2.0 Killer App.

You take Jet's place, whether that means you become Jet or MA3A chose you to help her is up to you, but now you've been digitized and placed in the Encom Servers and must rescue MA3A before she's corrupted or erased by the eventual system format. After that you'll have to track down the Tron Legacy Code on the old Encom Servers, and compile the code somewhere. After Fcon captures MA3A you'll have to fight your way to Throne and deal with him to retrieve Fcon's server access. Then break into Fcon's servers, rescue MA3A again, destroy Fcon's mobile server and escape.

Rewards:
Free Companions: Byte, MA3A, Mercury

Perk Tron Legacy Code: Originally written by Alan Braddly for Tron or his successor, the legacy code enhances you immensely, granting enhanced speed, strength, and toughness. Think of it as the digital version of the Super Soldier Serum from Marvel.

Well after your time here, whether 10 years or competing the scenario, you have a choice to make:

Resume Program: Stay Here.
Next Line: Continue Jumping.
Exit Port: Return Home.

Notes:

I loved the Xbox version of the game, put something like 80 hours into it on the old xbox.

Build Notes perk: the parameters are max health max energy capacity, processor power, data transfer and weapon efficiency.

The first two are self explanatory, health is how much damage you can take before you de-rez (aka die), energy is your reserves for using most weapons, downloading programs/subtroutines/permssions from caches or core dumps. 100 health/energy is about the same as a normal healthy user has when they first enter the grid. Processor power affects how fast your powers work Data transfer speeds up how fast you can download or upload data (not sure how that would work irl) Weapon efficiency reduces the amount of energy each shot takes from the energy draining weapons. Would work in the real world with any energy weapons, though not projectile ones.

There is a missing mesh weapon called the Blast Cannon but the wiki says it only screwed with enemy vision and did no damage so I left it out. I may re-add it later.

I wanted to make a joke about Byte refusing to be considered Non-Binary but couldn't word it in a way that satisfied me.

The Tron Legacy Code in the game is pretty undefined, when compiled with Ma3a it drives her berserk and she goes on a rampage trying to destroy all users. Once Alan is digitized and gets ahold of her, he manages to recompile the code and Mercury comes out, implying Mercury is Alan's new version of Tron. Considering what it did to Ma3a I decided it should be like the super soldier serum in the MCU.

Version History
V.01: pre release version that sat in my drive for years
V1.0: First Public Release. Probably get updated once someone points out the numerous spelling and grammatical errors I always leave.

End Of Line.