

Tron System Jumpchain

Version 0.9

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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. As such, you will gain about **1 Terabyte storage of Data Points** to fill up in this Jump. That's a whopping **1,048,576 Meg, or 1,073,741,824 Bytes worth**. Not that you need to worry about the conversions much. All you need to know is that you have **1024GB** to play with. That's **24GB** extra than the CP you had got converted into Data Points. You will also be staying in the system for 500 Tron Cycles - or ten years of real world time. Also, you can keep your sex and be whatever age you want within reason.

Backgrounds:

Drop-In [Uses 24GB]

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 programme.

Programmes:

Basic Programme [Uses 124GB]

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 [Uses 224GB]

You weren't created by a User, as you are actually an Isomorphic Algorithm, or ISO for short. While able to adapt almost like a User can, you may encounter hostile intentions from Basic Programmes.

System Monitor [Uses 224GB]

You are not just a normal Programme, but, like both Tron and Anon, you were wrote to help to protect your local system. And now, you have gained access to The Grid, where your services may be requested.

User [Uses 224GB]

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.

Entry Points:

Note: This uses real world dates, and not Tron Cycles

Entry Time:

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.

1985-

1986-88 -

1989 -

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.

Entry Location:

ENCOM's Front Door [User Only]

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 [User Only]

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.

TRON City

The main city of the Grid, where most new Programs start off after entering the System. Depending on the timeframe, though, it may be a peaceful location, or a location which might be under threat from hostile programs.

The Portal

The only structure built in the Sea of Simulation, The Portal is the main exit of 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 that more people would go in and out. Sadly, the portal only works for eight hours after a User enters. Be aware that unless you have some way to cross it, the Sea of Simulation is pretty hazardous.

Perks:

When a Perk is listed in an Background Origin, it is discounted. If it's a 100GB Perk, then you can buy one of them of your Origin without using any Data Points.

Non-Discounted Perks:

Color Selection [Free, no Drop-In]

Why be boring, when with this perk your suit circuitry colors can be any color you want, whenever you want. This Perk only applies when you are in a Data System like the Tron System.

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. Also, 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 skills.

Digital Being [100GB Drop-in, Free ISO, Program, System Monitor]

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 [100GB]

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 can take this to the very edge of what the system can handle without it starting to glitch out, meaning you will have no problems attracting programs or ISO's of your preferred genders. This Perk only applies when you are in a Data System like the Tron System.

Mechanic [200GB]

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 Perks

Handshake Protocols [100GB]

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.

Glitch in the System [200CP per, 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, your glitchiness is tailored to a specific set of cheats. 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.

Each purchase allows you to get one of the following three packages:

- **Movement Glitch** - Allows you to walk through walls, which can allow access to various back doors. You might be able to walk out of the firewalls of the Arena with this, but the environmental corruptive damage might leave you crispy. This gives you about a minute or two of being able to move through walls like they were thin air, before needing fifteen minutes to recharge. Just... Make sure you're not inside a wall when it runs out.
- **Passive Scan Barrier** - Allows you to mask your digital presence so that it's barely a blip on the backdrop of the system noise and traffic, giving you protection from digital scrying and assessment, real scrying or other passive detection means, but not Active Scans, just as long as you keep your actions from being noticed. Once you are noticed, though, it takes about fifteen minutes before you can try using it again.
- **Glitchbug Swarm** - Allows you to summon a small cadre of about ten Glitchbugs for ten minutes, before having a half hour cooldown time. These bugs can be commanded to swarm any target which they can fly to in order to attack them, and their stings are notoriously painful to digital beings causing glitches and potentially enough damage to derez them.

Certified Data Wraith [400GB]

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.

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 [400GB]

As a virus can overload a defense system so can you. You have the ability to spawn three semi-autonomous different colored "sub-programs" once per jump: Green, Blue, and Red. Each one possessing a particularly goal oriented mindset reflective of yourself, and filled with the sum compliment of your programming ability, knowledge, talent, and skills. 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 [400GB]

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 analytical 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 a single 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 [600GB]

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 [600GB]

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 combine 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.

Programs

These Perks are discounted for Basic Programs and System Monitors

Glitch You! [100GB]

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 differing 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 [100GB]

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 [200GB]

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 Identity 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.

Subroutine [100GB per level, can buy multiple Subroutines]

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 up to 4 levels, from weakest to strongest: Alpha, Beta, Gamma, Omega. And the higher the level is, the more wear it takes on the user's 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. Milage of these perks to non-Programs may vary.

- **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 about only 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. Max Level: Alpha
- **Viral Shield:** Reduces chance of memory corruption from viruses by 25%. Max Level: Omega
- **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. Max Level: Alpha
- **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. The higher the level, the better the chance. Max Level: Gamma
- **Y-Amp:** Additional jump height and power. Max Level: Gamma
- **Profiler:** Displays information about a target. Higher levels gives more information. Max Level: Gamma
- **Virus Scan:** A HUD like implementation which shows any infected subroutines or part of one's 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 - with higher levels being more effective) 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 at Omega Level, one might even purge the Abraxas virus like Anon did from the Entire Grid and survive. Max Level: Omega

Esoteric Program [400GB]

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?

Freedom [600GB]

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.

System Monitor

Combat Overclock [100GB]

When in combat, some programs may take a few moments in order to decide what they want to do. But with this, you can react almost instantly while in a combat situation, although the longer you are in combat with this Perk active, the longer you'd have to cool down outside of combat before using it again. This ability can only be used inside a digital system, however.

Combat Analysis [100CP]

The original MCP spent a lot of time analyzing the way the people it forced to fight fought, which is something future System Monitors picked up on. You find this benefits you as your combat skill 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.

System Monitor Extraordinaire [200GB (after discounts) for System Monitors, 600GB otherwise.]

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 glitchproof 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. 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.

In the future you 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?

ISO

Renegade Protocols [100GB]

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 [100GB]

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 GB each, 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.

- **Hyper Text 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. You can't bring them with you between jumps, unless you have a spare Pod in your Warehouse or had paid for them with CP.
- **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 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 [600GB]

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 [600GB]

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!

User

Weapon Modification [100GB]

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 practice you could even start crafting new ones.

System Designer [100GB]

Even before your introduction to the Grid you were unhealthily obsessed with all kind 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 a 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: [200GB each, 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. And now, you can use one (or more) of these abilities.

- 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. They allow interactions with various machinery and artifices to be considered "legal" by the root algorithms of monitoring programs in a system. 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 Flynn 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 Grid 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 [400GB]

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 [600GB]

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. Note that this is not any form of brainwashing. When working towards 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 [600GB]

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.

Items

You have an extra 200GB to use on Items, Companions and Warehouse Addons. So use them well. Note that Batons and the like are not single-use items - 'breaking' them in half is how you activate the vehicle options.

5,000 Bits [1GB each]

The currency of the Tron System are Bits. You can buy as much as you like, and once you've bought at least 250,000 Bits, you will get a regular income of 1% of all the Bits you buy in this Jump every Tron Cycle. Outside this Jump, each 50GB you've spent gives you the equivalent of \$1,000 of the local currency each month.

Identity Disk [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."

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.

First Baton [One Free]

This very basic Baton comes built with a umbrella function, a Staff Weapon Mode, and a Fourth Generation Light Cycle when 'broken' in half.

Basic Baton, Transport [50GB, 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 [50GB]

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 [50GB, 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 [50GB]

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 abilities 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 [100GB Discount User] Used by Data Wraiths, 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 [100GB, 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 exactly what you put in here.

Data Cube [200GB, Discount Program or ISO]

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 [200GB]

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 skill 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.

Digital Archive (300GB, Discount ISO or with 'From the Stone Age to the Digital Age' Drawback)

As you are a digital being you have a copy of all everything that has ever been put in digital format, be it Music, Movies, TV, Games, Books or Blueprints. For an additional 300CP your Archive updates with each new jump. Be aware that these are not physical copies but digital.

Ultimate Tablet (600GB, Discount ISO)

The Ultimate Tablet. It earns its name as 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, but size and weight make a difference in this: 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 the Tron Secure Backup/Editor Server, which lets 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. This server 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.

Warehouse Addons

Warehouse Theme [50GB]

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 50GB, it 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

Grid Games Arena [100GB, 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. For an extra 50GB undiscounted, 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.

End Of Line Club [100GB, 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.

Tasteful Bunker [100GB, 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 50GB, it will come with a nice entertainment system, programing lab and fully equipped kitchen with an ever full fridge and pantry. Additional facilities, such as a garage is you took mechanic, or an a armory if you bought any weapons. Changes will stick and follow you in future jumps

Arcade [100GB, 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 50GB, 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.

Server Farm [400GB, Discount Drop In]

This is an utterly massive server farm, about equal to the ones found in 2010. Also, when I say 'ones', 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 however might be a problem. If you have taken the 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. For an extra 50GB, 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 mana upgrade itself to that.

Program Type Location [400GB, 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.

Liquid Energy Spring [400GB, 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 for you and fuel for your vehicles. I wouldn't really recommend drinking this as a User, at least not in large quantities.

Software Company [400GB, 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 pay cheque 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.

Companions:

Basic Upload [50GB]

This allows you to import a companion into the Tron system. They will get the Basic Programme background, and 300GB of Data Points to use on Perks and Items.

Advanced Upload [100GB]

An upgrade from the Basic Upload, the companion gets 500GB of Data Points to use on Perks and Items. Or, they can be uploaded as an ISO, but with only 400GB of Data Points.

P2P Upload [100GB]

Mass Import as many companions as you want, but they only get a background and freebies.

User Import [400GB, Discount User]

Upload a companion as a User, and they get 700GB of Data Points to use on Perks and Items.

ISO Import [400GB unless Importee is an AI, then free]

Upload a companion as an ISO who have a whopping 800GB of Data Points to use of Perks and Items.

Canon Companions:

Bit [50GB]

It's a bit programme. It doesn't do much but it can answer yes/no questions. It does has quite a lot of knowledge on the grid, though.

ISO Companion [200GB]

A canon ISO, though you have to convince them to come with you.

Program Companion [100GB]

A cannon program companion they will follow and be loyal.(Excludes Tron, CLU1 and CLU2)

Tron [200GB]

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 [200GB]

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!" Scenario] - 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.

Drawbacks:

Each drawback increases your storage of Data Points by a given amount. However, you can only get a maximum of 2TB worth of Data Point storage - meaning you can only get 1024GB extra from these Drawbacks..

End Of Line [+100GB]

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 [+100GB, Basic Programme/ISO only]

You are more of a DJ kind of Programme 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 [+100GB]

All that you hear is in choppy MIDI

Error Code [+100/200GB]

Whenever you make the slightest error around someone that will point it out in a very smug way. For 100GB more, you get pissed at yourself for making the error and feel the need to be perfect in everything you do.

Apple Graphics [+100GB]

Like the first Apple computer, you only see things in shades of green.

Poor Gaming [+200/300GB]

Your starting video/arcade gaming skill are zero and will take much more practice to make any gains in this skill. For an extra 100GB, you can't help but still play and get aggravated by your lack of skills.

Added Programming [+200/400GB]

Another program has been added to you always whispering and making suggestions that are the opposite of your personality. For another 200GB, that Program now sometimes takes control unless you have an iron will.

Stolen Ideas [+200GB]

All of your Ideas that might make you money get stolen throughout this jump.

True Programs [+300GB]

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 [+300GB]

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 [+300GB]

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 [+300/600GB]

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 600GB, no way of disguise or stealth will be able to hide you save staying in your Tasteful Bunker.

Faulty Memory [+300/600GB]

Due to an error in your code you are a bit forgetful. For 600GB, this fault has wiped all of your memories prior to this Jump.

Fresh Install [+300/600GB]

Choose either to have no access to your 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. If you want both, you get 600GB

Antiviral [+400GB] 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. You would only be safe indoors.

Irreparably Damaged [+400GB]

Like Tron in Uprising, you have been badly damaged. Thankfully, you have a free healing tank, but you have to stay in the Grid for the entire Jump, as trying to escape via Digitisation Laser will unrecoverably scatter yourself between digital and matter, which will cause your Chain to fail.

Required Maintenance [+600GB]

For 9 hours every day you will be unable to interact with anything as you will be undergoing daily maintenance.

Read Only Memory [+600GB]

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 [+600GB]

The Abarax Virus from Tron: Evolution has or will be unleashed on the system, infecting both ISOs and Basic Programmes alike. The good news is that your Jumper status grants you immunity to said virus, unless like Anon, you intentionally choose to take it inside of you. 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 [+600GB, can't be taken with From the Stone Age to the Digital Age]

You will start this Jump in 1983, entering the Grid when it was first formed, and will have to stay here until the end of 2010, when Tron: Legacy ends. Only then can you leave the Grid. Due to the Time difference between the outside and the Grid you will experience 1850 years. However, you get a free upgraded Tasteful Bunker.

Connection Cataclysm [+800GB, +800GB Max Data Storage]

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. This is NOT a good thing, even with CLU2 and Kevin Flynn working together - then again, 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! [+600GB]

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, you're gonna need it. Connection Cataclysm and Firewall Down! both happen shortly after the Time CLU2 would had betrayed Kevin Flynn but before he gets a chance to wipeout the ISO's.

From the Stone Age to the Digital Age [+800GB, +800GB Max Data Storage]

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 free Upgraded Tasteful Bunker, with the free attachment of an a Arcade to it.

Challenges

You may choose ONE of the following Challenges to take on, with a special reward if you manage to complete it.

Flynn Lives!

Objective: You take the role of one Kevin Flynn, the creator of the Tron System. You will start off by going through the events of the first Tron film, before getting the urge to create The Grid in around about 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 2 into you before he escapes the Tron System - which can kill you, but if it does, it doesn't count as a chain breaker. Rather, you can move on to the next world as per normal, or return home if you want to. If you either manage to survive, or if you somehow manage to prevent CLU 2 from rebelling against you, you still have to wait until the end of 2010 before you can return home.

Restrictions: Must be a User, Must take Long Term Storage.

Rewards: Your Identity Disk will be upgraded to 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 its forms.

Line Keeps Going

Objective: Save the End of Line Club from being destroyed... by any means.

Restrictions: Must have the Jump end at the end of 2010, either by taking the December 2000 entry time, the Long Term Storage drawback or the From the Stone Age to the Digital Age drawback.

Rewards: The original End of Line Club, which you had saved, is now yours, along with Zuse, Gem, Daft Punk and all the other staff who will be loyal to you. In future jumps, this place will earn you money, and will be a place where no local law can be enforced at all.

Savior of ISOs

Objective: Save at least 50% of the ISO population, and keep them alive until the end of the Jump.

Restrictions: Must have the Jump start before when CLU 2 would try and wipe out the ISO population.

Rewards: You get a copy of The Grid attached to your warehouse, and the surviving ISOs will follow you and will be loyal, just as long as you don't abuse them. They will also be able to infiltrate electronic systems for you, and grant you an extra 500GB worth of perks and items at the end of the Jump.

Digital Founding Father

Objective: 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.

Restrictions: None

Rewards: 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 an 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

Objective: 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. This Jump takes place in this plane instead of the Grid, and your goal is to forge a City-State and protect and rule it from all comers. Which is not easy, considering the required drawbacks...

Restrictions: Must take Long Term Storage, Connection Cataclysm and Firewall Down!

Rewards: 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.

Endgame

<p>Go Home: 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.</p>	<p>Stay Here: 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 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 post-mortemly be awarded a prize for your work on digitisation, which will help look after any family you had.</p>	<p>Journey On: 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. 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.</p>
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Jump Notes

1. Time Spent: Every outside year equals 50 Tron Cycles, which is their equivalent of a year.
2. Any magical or supernatural abilities that 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 sets, 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.