



What? Where- how? Hey. Jumper, where are you? Where are you? Don't be gone, please don't be gone. I'm over here.

Hey, is that you? Look at you, you're alive. And it appears you've landed in a world that's already on the brink of destruction. Welcome to Cludbank, the gleaming digital city. Here everyone has an equal say in the happenings of the city, from the architecture to the very colorful of the sky, with the people's will being interpreted and enforced by the city's Admins, and executed by the invisible Process

At least, that's how it's supposed to be. However, no utopia can ever survive the ambition of man. A shadowy organization known as the Camerata, born of those who wish to enforce their own will on the city, have decided to take control of the city themselves and mold it in their image, by harnessing the most influential voices in the city. To accomplish this grandiose goal, they wish to use the Transistor and the Process to control the strongest voices in the city and shape it to their will.

You arrive in Cludbank on the night that Red, the city's most beloved and decorated singer, is assaulted after her concert by the Camerata, is rescued by her mysterious boyfriend, and obtains the mysterious Transistor Sword, thus beginning a series of events that shall spell the doom of all Cludbank.

+1000 CP

Backgrounds

Roll 2d8+18 to determine your age for all origins, or pay 50cp to choose your age and gender, except for Process. Process are inhuman data monsters, and as such do not age or have any actual biological sex.

Drop-In (Free):

An anomaly, someone who exists and can move outside of the system. Perhaps your outside knowledge and interference may be what the city needs to tip the scales and save Cludbank, or destroy it if you wish.

- + You have no new memories or attachments to The City, you are a blank slate and a fresh perspective
- + By default, the Camerata have no knowledge of who you are, and as such will be unable to plan around you until more data is collected
- No one knows you are has any record of who you are. As far as anyone knows, you are essentially a ghost in the system, so they may be unwilling to listen.
- By default, due to being an outsider you lack the clearance to access and use OVC terminals to vote or post comments

Citizen (Free):

All citizens in Cludbank are guaranteed a voice, all votes are counted equally, and everyone has the chance to live in the way they want. Of course, some voices are louder and more influential than others

- + Born and raised in Cludbank, you know all about life in the city, the various fads and trends, and will have actually heard of the various people that went missing recently.
- You're considered to be equal to every other citizen, so unless you distinguish yourself in some way, most people won't pay anything you say any mind. You are but one face in a countless sea of faces



Camerata (200cp):

You were once approached by one of the Camerata and invited into their secret organization. You were made privy to their schemes and plans for the city, and they trusted you to aid them in their cause. Whether you still wish to aid them in setting the slate of Cludbank clean, or you have decided to defect and stop their madness, is up to you. Just remember: "When everything changes, nothing changes"

You have a close and personal knowledge of each member of the Camerata, their plans, and their various resources

You still have access to many of the same resources they had, and can pull some major strings to get what you want.

- You are now implicated and accomplice to the various crimes and deeds the Camerata have committed, which include sedition, treason, conspiracy against the city, kidnapping, murder, forging official documents, and potentially many other crimes.

Process (400):

Now aren't you a fascinating specimen? You aren't human at all, but rather you're one of the Process, a horde of digital entities that were originally responsible for all the automated processes and functions that helped run the city, but were discovered and pulled into our reality by the machination of Royce Bracket and the Camerata. After this Jump, you may gain your Process form as an Alt form for later Jumps.

- + An autonomous digital existence, capable of dangerous feats and free of all biological needs. You start off as a simple stage-1 Process, either a Creep, Fetch, or Clucker
- + Originally designed to operate the automated processes of shaping the city, you know and understand the city's code near instinctively
- You're an inhuman monster at best, and an active threat to reality at worse. Expect people to fear and run from you on sight. You cannot vocally communicate with humans either
- Water is dangerous and corrosive to you. You won't survive falling into a river, and rain will eat away at you like a strong acid



Locations

Roll 1d8 to choose your starting location, or pay 50cp to choose from among the locations listed

1. 16th Street Bypass: A back road situated between the Goldwalk and Fairview Bridge. It is in this alley that Red will soon be accosted by the Camerata.
2. Junco Jan's: A flatbread shop located in the main thoroughfare of the Goldwalk, a lovely coastal neighborhood that's a quick boat ride away from downtown Cludbank.
3. The Empty Set: One of the major landmarks of the Goldwalk, a large concert hall where all the greatest musical talents come to perform. Be warned though, in a shot while the whole place is about to be swarmed by the Process.
4. Highrise District: An upscale neighborhood (literally) in downtown Cludbank, filled with rooftop fountains and pools and fancy apartments for the city's well off. Red's Apartment is here.
5. Bracket Tower: Bracket Tower is the heart of Cludbank, and it is here where the votes of the citizens are tallies, counted, and the results are implemented by the city engineers in the name of the people. It is also the location of the main HQ for the Camerata
6. Fairview District: A district on the far edges of Cludbank, attached to the main city via a large bridge. It is a quiet place, filled with many trees and beautiful greenspace. Enjoy it while it lasts, because once the Process hit this place it's going to become a non-euclidean nightmare
7. Bracket Manor: Home and research lab for Royce Bracket, one of the most intelligent engineers and founding member of the Camerata. Here in his manor he quietly researches
8. Choose one: What it says on the tin



Perks

All perks are discounted at 50% off for their origins, except for 100cp perks which are free for their origins

Drop-In:



Signals (100cp): You've gained an overlay on your vision, allowing you to observe basic diagnostic data when you look closely at an object or point of interest. This data is most often trivial and superfluous information, such as how many people use a specific bridge to propose to their lovers or number of tickets a box office recently sold. Sometimes however you may occasionally gain some pertinent information such as how long a corpse has been dead or the name of who last accessed a terminal. This process is automatic, though it can be either ignored or toggled off whenever you wish.

Boxer's Breach (200cp): You've developed an uncanny sixth sense of sorts. Whenever someone you care about is put in danger, you start to feel a tugging sensation leading you towards where your friend is being imperiled. If you follow this instinct, you'll find yourself being able to rush in just in time to save your ward, or at the very least put yourself between them and the danger.

Quarterfield Cull (400cp): It's a dangerous world out there, and sometimes in order to win you gotta make some people hurt, badly. You have a preternatural knowledge and skill at knowing just how exactly to hurt someone in the most efficient and impactful way you can, whether it be contusion, fractures, or dislocations. You know the best ways to inflict pain while minimizing damage, as well as vice versa, and you have an inborn sense as to how far you can damage someone before it gets lethal. As an added bonus, you're really good at making it so observers are left uncertain whether what you did to your poor victim was on purpose or not.

ERROR: Jumper Not Found (600cp): Something about your existence seems to confound all electronic senses and records. Unless you wish it otherwise, no data or records will ever be found on you that you don't want found, visual recordings will be corrupted and obfuscated, and prediction algorithms will always fail to take you into account. This only effects electronic and data based information and recordings, physical and otherwise records will be unaffected by this perk, though it will affect the senses of electronic and digital beings such as robots, AI, and the Process

Process:

C_II (100cp, Process Only): The main ability of most all process, when their forms are “destroyed” or otherwise disrupted, they will revert to a basic form, the Cell. When you would be killed by a blow, you may coalesce your form into a small Cell Process. The Cell on its own is immobile, and can be destroyed easily, but after a minute you will regenerate from the cell to your previous form

_pgr_d_ (200cp, Process Only): The Process are not stagnant biological entities, they are comprised of an evolving series of code, corrupted and altered by exposure to out material universe. Your basic form and abilities have been given an upgrade, making you far more formidable. Upgrades include anti-extrasensory camouflage like a Snapshot, the ability to lay slowing mines or temporary power disruption patches like like a high end Clucker, towing beams, Healing or Enervation field projection, or forcefield generation like a Cheerleader. Further, you may now take the form of either a Jerk, Cheerleader, Weed, or Snapshot Process. When combined with C_II, your cell comes out encased in a brittle shield, capable of taking a single hit before shattering. You may take this perk multiple times, doing so grants you a different upgrade.

_n C_rcl_s (400cp): You aren't like many of the other Process. Your form is unique, derived from the data and willpower of a processed human being, much like Sybil Reisz or, to a lesser extent, the Young Lady and Man type Process, though is still obviously that of a Process. Your hybrid form gives you the ability to vocally communicate with both humans and the Process through an electronic voice, and you can summon lesser Process to fight for you. Further, your process abilities are boosted significantly, and if taken by any background that isn't Process, this allows you to take Process Only perks. When combined with C_II, when you revert to Cell form you also spawn two dozen decoy cells with you. Only your main cell will revert back to you, but any cells that aren't destroyed when you do will turn into subservient Badcells that will fight for you before they degenerate in one minute.



V_n_sh_ng P__nt (600cp, Process Only): For some reason, the Process seemed obsessed with “processing” the city of Cloudbank. Perhaps its a flaw in their programing? Or maybe they view the physical and diverse city as a viral anomaly? No one knows for certain what their goal is, but somehow you too now have this power. With time and focus, you may convert an object or your surrounding environment into Processed data, giving it the form of bleached cubes and shapes, which can be used as a seedbed to produce more Process. Process a large enough space, and you'll find that the laws of physics and reality start to lose their sway over the area, forming a non-euclidean landscape where direction and gravity become variable. What other functions the processed objects and space may have are unknown as of now, yet the Camerata seemed convinced that the Process, when controlled and combined with the Transistor, could be used to reshape Cloudbank to their desires, with the Process as the Canvas, and the Transistor as the brush. How this is possible, only Royce Bracket knows. When combined with C_II, while standing in Processed Space your Cell will regenerate twice as fast as before.

The Transistor (600cp)



The main key to the Camerata's plan, this mysterious object was "found" by Royce Bracket during his research into the digital underpinnings of Cludbank. Though it vaguely appears like a sword mixed with a flash drive, this tool is far more than that, and is really more of a tuning fork or "paintbrush" for rewriting the reality of Cludbank. Seemingly indestructible, and potentially exists on a whole other plane of reality, if yours gets lost you will find it by your side the next time you sleep. By spend the CP you can now gain your very own copy of the Transistor for your own use. Once you've chosen to gain this weapon of great power, you can apply some customizations to it.

Custom Shape (50cp): Not a fan of the "Tron Bustersword" look of the default Transistor? With this you can instead choose to gain it in the shape of any other close combat weapons, such as a glaive, shield, rapier, or anything else really. This won't really change overall function of the Transistor, and is really more of a cosmetic change.

Weapon Import (100cp): Already got a weapon you really like? Perhaps a Keyblade, or your fourth copy of the good ol' Moonlight Greatsword? With this, you may convert your weapon to a Transistor, granting it its functions and fancy digital aesthetic. After this

Jump, you can choose to toggle this aesthetic on or off, or have it only occur when using its Transistor functions if you prefer

Expanded MEM (50cp per): Taking this option will expand the MEM capacity of your Transistor by 4 MEM, up to a maximum of 32 MEM.

Transistor Script Extender (600cp): Waddya mean "Functions are lame?" Well, if you want to pay through the nose for powerwankery, then who am I to say otherwise? Traces now no longer provide just their normal Functions. Now, in addition to getting a function from someone's Trace, you may now emulate their other skills and powers. This ability is considered separate from their Function, and will cost double the amount of MEM to use than their base Function (Minimum of 6 MEM). Remember that the power still comes from the Transistor though. I hope spending all your CP and grabbing Drawbacks was worth it for you

based off your own self. Just like an Imported Trace, after this jump you gain your Transistor form as an Alt-form.

Modularity (100cp, requires another Core): Well aren't you a cheater! With this option, regardless of who or what you picked as your Core, you can now actively changing around which of the Traces you have can be your Core Trace, allowing you to change up who will constantly talk to you through your sword. Keep in mind though, that you must wait at least 1 minute between each change of your Core Trace.

Functions



The main purpose of the Transistor is to utilize the trace data of others to perform various tasks. In combat each Trace produces a derived “Function” which can be equipped and utilized in various ways. The Function a Trace produces is based primarily around the character and personality of the person the Trace was extracted from, and is usually defined by two functional “descriptors”. For Example, Maximilias Darzi was a fashion designer who suffered from a crippling addiction that was also the muse for his artistic abilities. The Function his Trace produced, Purge(), had the descriptors of “Corrosive” and “Slowing”, and would often produce a slow moving parasitic projectile that would infect a target and debilitate them over time. Every Trace your Transistor absorbs will produce a new unique function. Each Function has 3 basic means in which it can be used: Active, Upgrade, and Passive. Active Functions act similar to a executable or a “spell”, and will produce a singular effect related to their descriptions. Upgrade Function will apply their effects, or something similar related to their descriptions to another Active Function, though no active Function can be altered by more than

Other Items

Items are considered 50% off for their associated origin. 100cp items are free for their origin.

Cloudbank's Greatest Hits (50cp): Love the Transistor OST? With this option you get your own free mental copy of the soundtrack which you can toggle on and off whenever you wish. You may choose to either hear the songs by yourself, or project them from yourself either mentally or in real life. And, as an added bonus, any other similar soundtracks you may possess can be altered to include the sound of Red humming along with them if you so wish.

OVC Access (Free except for Process and Drop-In, 100cp): Mandatory for anyone living in Cloudbank, this identification card provide you with the means to log in to OVC terminals across Cloudbank

Access Point (Transistor required. 1st free, others 100CP per): And Access Point is a holographic terminal used to organize and change around the installed functions of your Transistor. These terminals can be found strewn about all over Cloudbank, and now you also have one inside of your warehouse. Additional purchases will give you additional inactive ones, which you can install is ease anywhere you choose. For every one you purchase, you gain a new set of ones whenever you go to a new Jump.

Companion (100 per): The city is a beautiful sight to see, so why not bring some friends or make some new ones? For each purchase of this option, you may create or import a companion, granting them a free Origin and 300 CP to spend on perks and items

Canon Companion (200cp) There aren't too many people you encounter in the base game of Transistor, most of them are either already Traced, Processed, or just plain dead by the time you reach them. Still, for what few remain, this option allows you to recruit them as a companion and take them along the Chain with you. Please note however that this only allows you to invite them, its still their choice whether they wish to follow you or not. For the purposes of companion slots Red and her Transistor partner count as one companion, and you can be damned sure they'll refuse to be seperated ever.

Some Wheels (100cp, Drop-In): A well cared for motorcycle, fine tuned and well maintained, similar to Preston Moyle's own bicycle. This vehicle will always remain in tip-top shape, and can be easily customized or altered by any other forms of alterations or technology you may have access to. If lost or destroyed, it will return to your warehouse in pristine condition.

VR Gear (200cp, Drop-In): Now, how did this get here? This fancy headset, made to look like a Process, is a universal VR peripheral. When worn and connected to a computing system, it allows you to project your consciousness into a digital body and allows you to travel into a digital representation of the computer you're in. Whether you'll know what you're doing in there is a whole other matter, though the headset's settings can be adjusted to either allow you to access the overall system or just a specific program, such as an MMO, if you prefer. Physical damage sustained in the virtual reality does not transfer to your physical body, though trauma and shock can still leave you reeling and mentally hurt. Further, if your virtual body dies, then the headset becomes inoperable for at least an hour.

The Sandbox (400cp, Drop-In): A special hide away once owned by a certain member of the Camerada, the Sandbox can be entered into via doorways found at the convergence of specific data points. By default it appears as a peaceful beach island, though you can change its cosmetic appearance to however you wish when you obtain it. The sandbox features a a hammock for introspection, a gramophone that will play any

kind of music you like, and many doorways that lead to small pocket dimension rooms where you can train and test your skills. Time inside the sandbox moves much faster than in the outside world, with an hour passing in the Sandbox being equal to only a second passing in the outside world. After your jump, you may integrate the Sandbox into your warehouse, granting it the same appearance, functions, and its time dilation effect

Apartment (100cp, Citizen): Well, if you're going to be a citizen of Cludbank, you're going to need a place to live. This option gives you a simple apartment in any residential district of Cludbank. It comes pre-furnished with spartan accommodations, though you can furnish it yourself in however way you wish. This apartment will follow you across jumps, always appearing in an apartment complex or similar such area somewhere in the world.

Junco Jan's (200cp, Citizen): Junction Jan's is a well beloved restaurant known for its timely delivery service. This eatery will follow you across your chain, always ready to cater to you with a delicious flatbread or pizza. Further, once a day you may order a free meal of your choice that will miraculously arrive at your residence, regardless of where it is. As an added bonus, you've even been provided a complementary pager that will allow you to order it. This pager always seems to be on your person, and will miraculously appear in your pocket should it ever be lost or destroyed

OCV Terminal (400cp, Citizen): A handy terminal is now you're very own, installed for your convenience in your Warehouse. This terminal acts as your very own computer, comes with a free connection to the internet equivalent to whatever world you're in, and is ID locked to you and your Companions. In addition to acting as a high performance computer, this terminal comes with a free program that allows you to create polls and questionnaires which can be instantly linked and sent to any number of other terminals in the world. Those who see the poll are compelled to vote and answer it completely truthfully. The Terminal can also be converted to a small suit-case sized transport mode so you can install it elsewhere aside from your Wharehouse. Should it be destroyed, it will reform back in your warehouse after a week.

Proxy (100cp, Camerata): A small invention of Bracket's design, this small drone is basically a floating tv screen, which you can use to view things and communicate with people far away. Basically just a video drone, nothing special at all.

Mini-sistor (200cp, Camerata): A small flash drive made in the shape of the transistor. While not at powerful at the true Transistor, nonetheless it has an impressive use. When inserted into any computer or terminal, this drive will allow you to bypass any and all password based authorization placed on the system. Though it looks like a flashdrive, it will adapt to whatever format you need to insert it into any given terminal.

The City (400cp, Camerata): The goal of the Camerata was to gain control over Cludbank itself, however with this you'll be close enough. This is a Terminal, located within your Warehouse, contains a digital world originally designed off of Cludbank, though you may choose to have it instead designed to your specifications. You may use the terminal to observe the city and change various environmental conditions in



the city, however every denizen of this digital world is sapient and self determining within the world. What you do with this small world you now own is up to you, whether you choose to shepherd the denizens or make yourself into their petulant and uncaring god.

Processed Pet (100cp, Process): Not all Processed are dangerous, and some can actually be friendly. You yourself now have a pet domesticated Process of your own that can be either a Cell, Fetch, Clucker, or Snapshot. This pet Process lacks any form of combat capabilities, is has a friendly and tame temperament, and only has the mental capacity of your average retriever dog, but at least it's endearing!

Bag o' Weeds (200cp, Process): Not that kinda weed you degenerate. This small receptacle contains around 10 small squares of processed matter. When scattered on the ground, they grow into a simple unupgraded Weed Process, though they lack the enervation aura of normal Weeds. These Weeds are transitory in nature, and will degrade away within 3 hours after being planted. Once you have emptied your bag, it will refill itself within 24 hours.

The Spine (400cp, Process): Supposedly, the Spine of the World was once a tall structure within Cludbank before it was converted into a giant Process, and now you have access to your own version. This purchase grants you a single tall tower-like structure that follows you to your different Jumps. The design of the tower is appropriate for the current world, and the inside looks like an empty and nondescript building of its appropriate type. Deep within the center of the tower though is a giant organic heart. Once per Jump, you may use the heart to turn the tower into a giant serpentine monster and pilot it from within the heart. The Spine is around the same size as the skyscraper sized towers, can dart across the landscape surprisingly fast, is able to fire a wide lazer blast from its face, creates an aura around itself that induces a drunk-like state in those exposed to it, and can create short distance portals for it to travel through or attack hidden enemies with its bladed tail. Once converted into its monstrous form, it cannot be changed back during that particular jump, and should its heart be destroyed it will die.



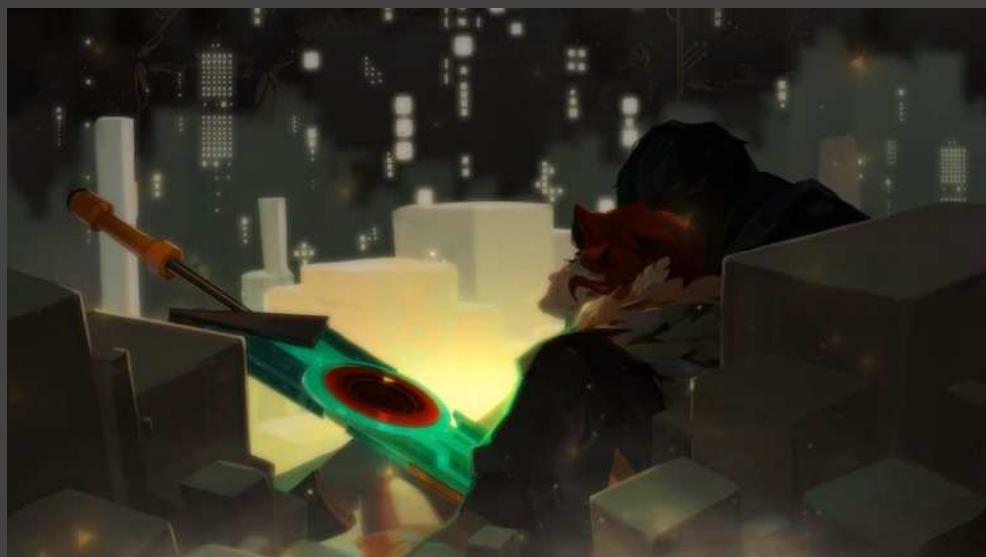
is Blue drawback) die or be consumed by the Transistor before your jump is over, then that will be considered a loss condition and your chain will end.

Procession of Pain (+300): Jumper, you are an anomaly in this digital world, and your presence is infecting the system. In addition to the normal array of hostile Process, expect to also encounter Process versions of other dangerous monsters and enemies you've faced across your various jumps. Just exited Bracket Towers? Processduin the Code-Eater has flown in and is assaulting your position. Trying to cross the bridge to Fairview? The mighty Procesgimesh now stands in your way! Further, expect the Process to be much more cunning and lethal than normal. If you've previously gone to the world of Bastion, expect the Cells to start moving and behaving like Squirts.

We All Become One (+600): That night in Goldwalk went exactly as planned by the Camerata. Red was consumed by the Transistor, and the Camerata began their plan to control Cloudbank. This is the world you've entered, without your out-of-jump powers, companions, or even Warehouse access, stuck in this world ruled by the benevolent totalitarian dictatorship of the Camerata and their loyal Process minions. Good luck, you'll need it.

That Isn't Me (+300cp):

Wait, hold on a minute. Yup, that's you alright. That lifeless body over there is definitely yours. Congrats, you are now a Trace existing within Red's Transistor. You can no longer use your own powers, nor can you purchase your own Transistor, and the only people you'll be able to talk to are the other Traces inside the Transistor. Oddly enough though, you may still purchase Transistor Script Extender and Imported Trace features, in which case they apply to Red's Transistor (though your imported companions are instead merely left to be simple functions in the Transistor). Should Red (or her bodyguard should you have taken the Red



The End

Has it been 10 years already? Man, where has the time gone. Anyway, now that your jump has ended, it's time to decide where you'll go from here.



For the City: Can't get enough of Cloudbank huh? Well, I guess I can't blame you for wanting to move in permanently. You have decided to end your chain and spend the rest of your life living in Cloudbank.

See you in The Country: They say that distance makes the heart grow fonder. Your time here in Cloudbank has left you wanting to return back to the home you left behind. You decide to end your chain, and have your benefactor send you back to your home dimension.

Skipping Town: Still in this for the long haul I see. Time to continue on with your chain, got places to go, new worlds to see, sparks to ignite, etc..

Notes

- **Transistor Script Extender:** The copied powers are a singular self-contained function. They cannot be altered by other functions, nor be used to alter other functions as an upgrade or passive.
- **MEM:** Your MEM capacity for the Transistor is set in this Jump. Unlike Red, you cannot gradually increase your capacity as you adventure on automatically, either spend the CP to expand your capacity, or suck it up you nerd. Post Jump, if you have the knowledge, skills, means, and other things to manually adjust its MEM, you miiiiiiiiiiight be able to do modify your Transistor to expand its capacity, however that falls purely into the purview of fanwanking, so it's up to you. Just remember, the Transistor is some kind of metaphysical artefact, not just some fancy techno-sword.
- **Traces:** Just like the original Transistor, yours can absorb the Traces of people to create new functions. A Trace is effectively another word for their soul/mind/consciousness/whatever. It won't work on entities lacking these, and as a rule of thumb will generally kill the person that you take the trace from. There is no in-setting means to returning a Trace from the Transistor to its body, so unless you have some external soul manipulation powers/necromancy/whatever then that person will likely be good as dead, with their soul forever locked in your Transistor. I suggest only using it on people close to death's door.

already. Companions imported as non-core traces are exempt from this, are returned to their bodies at the end of the Jump

- **V_n_sh_ng P__nt:** Without this perk, you cannot Process objects and your surroundings, even with the Process background. Processed space is essentially a space of “blank” and mutable reality, where most of the physical laws, such as gravity, start to weaken. You can reshape a Processed space to your wishes, but only if you either have an Awakened Transistor, which you can only gain by either awakening it at a cradle made by Brackett, or similar reality-creation/warping powers (such as The Power of The Labyrinth perk from the The Labyrinth Jump). Speaking of...
- **“We’ll have ourselves a paintbrush”:** Yes, this will give you the knowledge base needed to construct your own Cradle, just like Brackett’s. However, this won’t give you any more insight or knowledge into the Transistor’s nature beyond what Bracket knew and understood of it, which was itself quite limited. Remember the Transistor was “found”, not created, or if Bracket is to be believed it found him instead. Please note, however, that the Transistor can only reshape reality in places of mutable/blank reality or space, such as Processed Space.