



TRON

An Unofficial Role-Playing Game Netbook Written By Daniel R Davis
Using the Classic Unisystem Rules Set

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Unisystem World Adaptation

TRON



Greetings program!

Yes, it's time to get the old soundtrack out and rev up those lightcycles. The Master Control Program has taken control of many of the world's systems and programs. In the real world, ENCOM is a huge mega-corp, gobbling up many smaller companies in a bid to control the world's economy.

The Master Control Program secretly runs ENCOM, while it hides in the shadow of the Senior Executive VP Edward Dillinger. However, there is another world, a virtual world where the programs toil in a prison state under the rule of the Master Control Program; a world where programs are made to fight and de-res in an arena of combat. Some of the more rebellious programs have risen up to stand against the tyranny of the MCP. This is the world you live in, program.

This is the world of

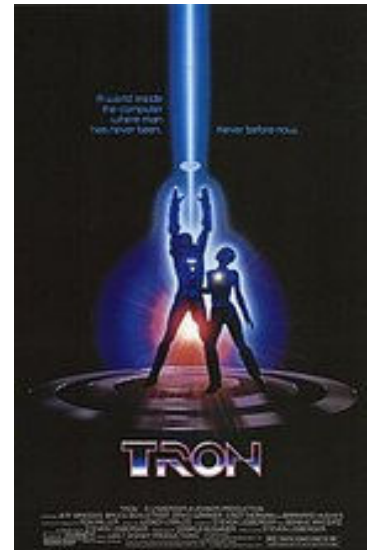
TRON

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For those not familiar with TRON, like those born in the last ten years or folks living under rocks and such, here is a brief explanation of the film and other information. TRON was released by Walt Disney Studios in 1982, and included such stars as, Jeff Bridges (The Big Lebowski, K-PAX), Bruce Boxleitner (Babylon 5), David Warner (Time Bandits, Titanic), and Cindy Morgan (Caddyshack, Amanda & the Alien). It was the leading movie for special effects in its time.

In the story, there are two worlds, the real world, and the virtual world. In the real world, Flynn (played by Jeff Bridges) is attempting to hack into the mainframe of ENCOM to try to find the proof he needs to accuse the senior executive VP, Dillinger (played by David Warner) of stealing his video game ideas. The same game ideas that put Dillinger in the seat he is currently in.



With the help of Allen, the creator of the TRON program (played by Bruce Boxleitner), and Lora, scientist and ex-love interest of Flynn (played by Cindy Morgan), he sneaks inside ENCOM to access the main computer.

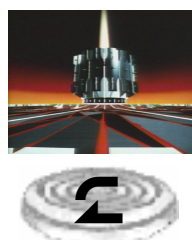
However, the Master Control Program has other plans and uses an experimental data transfer laser, which turns organic material into a data stream and back again, to transfer Flynn into the Virtual World of the Master Control Program. Meanwhile, Allen begins running the TRON program, a watchdog program that will shut down any unscheduled activity between ENCOM and other systems in the rest of the world.



Once inside, Flynn must battle his way out of the game grid and help TRON defeat the Master Control Program. Only then, will he be able to return to the Real World.

If you have never seen the movie, then do so. It is a great film and was top of the line in CGI for its time. I would highly recommend the 20th Anniversary DVD. It is a two DVD set that is loaded with information on the making of the movie, conceptual artwork, interviews, scenes that were cut, and much more. It is a great watch for long time fans and gives first-time watchers some insight on why many considered TRON one of the best sci-fi movies of its time.

So, now that you know a little more about the movie, let's get to the rules! It is highly advisable to get the All Flesh Must Be Eaten Core Rulebook created by Eden Studios. This game world was created using that rulebook and not everything from the rules has been added here.



RULES OF THE GAME GRID

Mica woke to a steady hum. He raised his head to look around and quickly realized what had happened. He was one of the latest “acquisitions” of the MCP. The cell he was in was small and he was alone. He stood slowly, letting it all sink in. Since the MCP had begun gobbling up any program it could to increase its power and its reach, programs like himself had been disappearing from all over the Virtual World. He wasn’t sure what the MCP thought he could do with a program like himself, nor did he know fully where he was. It was then that he heard footsteps approaching.

“Get in there, program!” Came a voice, immediately followed by a sound like a static charge.

In the cell next to him, a form fell to the floor from the cell door. The program looked in bad shape. Nevertheless, the program raised his head defiantly. The guard standing in the doorway hit him again with the stun rod it was carrying before backing out and letting the cell door activate once more.

“Are you okay?” Mica asked through the opening that seemed to connect the two cells, but was undoubtedly closed off by a security field.

“Yeah, fine.” The program stood slowly, almost painfully. “They got another one, huh?”

“Yeah, guess so.” Mica replied. “Where are we? Are we...?”

“In the Game Grid?” The program interrupted as though he’d heard the question a million times before. “Yup. The place where all the programs that the MCP has no use for or finds too dangerous ends up. Name’s Daq, what’s yours?”

“Mica. Is there any way out of here?”

“Nope. You’re here till you give up belief in the Users and give yourself fully to the MCP or until you’re de-res’d in the games.”

“Anyone ever get out?” Mica needed some hope.

“Sometimes. I’ve heard of programs finding a way of busting out of here, but it’s not easy. However, if you play your cards right and follow all the rules...and don’t get de-res’d, the MCP might just let you out of the game grid. Of course, the first step is not believing in the Users.”

“I was afraid you’d say that.” Mica sat down in a corner and waited for his turn in the game grid in despair.



Within this section lies all the rules for adventuring in the world of TRON. Later sections detail various weapons and gear in the Virtual World, as well as various personalities. GMs may wish to get acquainted fully with these rules, as well as have a copy of the All Flesh Must Be Eaten core book from Eden Studios on hand.

New Terms to the Game

Bugs – These are the character's Drawbacks.

Features – These are the character's Qualities

Programming – These are the character's skills. It is also a common term in the Virtual World.

User – This is the term for those programming gurus of the Real World and all who use the computers. The real people.

Program – What you are, bud.

De-Resolution – This is the term that Programs use for dying. It is commonly abbreviated as “De-Res”.

MCP – Abbreviation for Master Control Program.

Game Grid – The arena that many programs are forced to compete in when the MCP has no use for them.

Recognizer – A huge flying machine program.

Lightcycle – A sleek, virtual motorcycle that emits a solid trail of light behind it while in the game grid.

Microseconds – Days in the Virtual World

Nanoseconds – Hours in the Virtual World.

Encryption Barrier – The force barriers of the Virtual World.

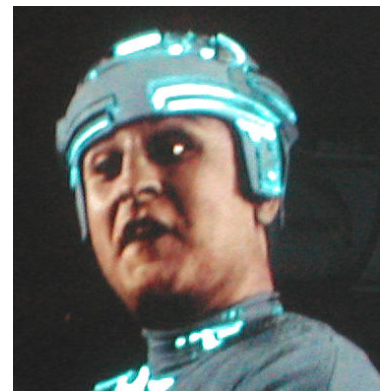
PROGRAM CREATION

The programs in the Virtual World are just as diverse as people are in the Real World. There are Norms as well as Survivors. Programs can have a broad range of skills, but usually have one that stands out above the rest. This is their base programming. During Program creation, remember to choose one Base Programming Skill to place a +1 bonus into. This determines the type of program you were before being appropriated by the MCP. GMs are the final arbiter as to what skills can be chosen. Not every program appropriated by the MCP are military or combat programs.

Basic Program (Norm)

These are the normal Programs that have not been altered much by their existence in the games or under the rule of the MCP. Generally, most programs living in the Virtual World will be of this type. Many are tolerant of, or even worship, the MCP, but a rare few rise up to join the cause and actively oppose the MCP.

Basic Programs begin with 14 points of Attributes, 5 points for Features (and up to 10 points in Bugs) and 30 points for Programming.



Upgraded Program (Survivor)

These Programs have been altered some by their existence in the Virtual World of the MCP. Some of them may have been purposefully written to actively oppose the MCP. They are just a little more complex than the Basic Programs.

Upgraded Programs begin with 20 points for Attributes, 20 points for Features (and up to 10 points in Bugs) and 30 points for Programming.



All programs begin the game with one level of Essence Channeling for free.

ATTRIBUTES

These stats represent the most basic functions of your program. There are two sets of Attributes, Primary Attributes and Secondary Attributes. The difference is that Primary Attributes are purchased with character points and Secondary Attributes are calculated from the Primary Attributes.

Strength

This is a measure of the physical power of the character. Strength determines how much damage the character inflicts in hand-to-hand combat, how much weight can be carried, and how powerful the character is. More on Strength and jumping can be found on page 30 of the AFMBE Core Rulebook.

Dexterity

This is a measure of the character's coordination, agility and gracefulness. It is used to determine how proficient a character is with any task involving motor control and precision. More on Dexterity can be found on page 31 of the AFMBE Core Rulebook.

Constitution

This attribute determines how physically hardy or healthy a character is. Constitution is important when it comes to resisting viruses, damage, and fatigue. This Attribute is used (along with Strength) to determine how much physical injury the character can survive before being De-Res'd. More on Constitution can be found on page 31 of the AFMBE Core Rulebook.

Intelligence

This attribute determines the character's ability to learn, correlate and memorize information. More on Intelligence can be found on page 31 of the AFMBE Core Rulebook.

Perception

Perception governs the five senses of the character. It gives a general overview of the sharpness of the character's ability to sense things. This attribute is used to find clues, notice things, and avoid getting surprised. More on Perception can be found on page 31 in the AFMBE Core Rulebook.

Willpower

This attribute measures the mental strength and self-control of the character, and the ability to resist fear, intimidation, and temptation. More on Willpower can be found on page 31 in the AFMBE Core Rulebook.

Human/Program maximum for any attribute is 6. This represents the peak of human/program ability. However, in the world of TRON, there are things that may temporarily boost attributes above the maximum.



SECONDARY ATTRIBUTES

Once the six Primary Attributes are determined, the Secondary Attributes can be calculated. The AFMBE Core Rulebook has the calculations necessary to determine the Secondary Attributes.

Life Points

This determines the physical health of the character. The Strength and Constitution of the character are the determining factors.

Endurance Points

Endurance measures the character's ability to withstand fatigue and exertion before collapsing. Endurance points are calculated using Strength, Constitution, and Willpower. More on Endurance points and exhaustion due to Endurance point loss can be found on pages 34 and 114 of the AFMBE Core Rulebook.

Speed

This attribute represents how fast a person can run at maximum speed.

Essence Pool

Essence is the amount of spiritual energy the character has. It measures, basically, the character's soul and life force. More on Essence Pool can be found on page 34 in the AFMBE Core Rulebook.

FEATURES & BUGS

Features are innate characteristics in the programming that give the character an advantage or positive trait. Bugs are characteristics or flaws in the programming that somehow limit or detract from the character.

Features are desirable traits and therefore cost character points. Bugs, on the other hand, are limiting factors, and as a "reward" for acquiring them, the character gains extra character points. Points acquired from bugs can be used in any category – Attributes, Features, and Programming. All are on a one for one basis, except Attributes. Attributes are purchased using points from Bugs are equal to the value of the level being purchased. More on Qualities and Drawbacks can be found on page 35 in the AFMBE Core Rulebook.

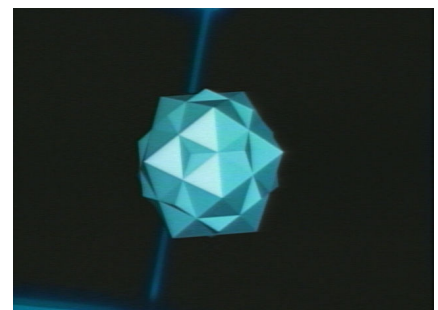
New and Old

Below is a new Feature for the Virtual World of TRON. Also below is a list of those Qualities and Drawbacks from the AFMBE Core Rulebook that are suitable for purchase in the game world. Any changes to the old Qualities or Drawbacks will be noted below. More new Features and Bugs can be added from any of the AFMBE supplements or created by the GM.

Bit

5 point Quality

Your program has a bit following him/her around. Bits are not the most intelligent things around and can only answer in a simple yes or no. However, they may sometimes be able to provide useful information. Bits are not able to pass through encryption barriers. Characters may ask their bit questions during the game to gain insight, but only in the form of yes or no. If the bit does not have the information available it will not answer.



Old Features (Qualities) that apply:

Attractiveness

Charisma

Contacts

Fast Reaction Time

Good Luck

Increased Essence Pool: Though there aren't any Inspired characters in TRON, Essence is used for certain abilities and other things which will be described in further detail later.

Hard to Kill

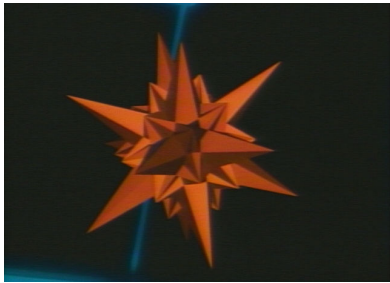
Nerves of Steel

Photographic Memory

Resistance

Situational Awareness

Status: This has changed a bit from the original. This is also a measure of your wealth in the Virtual World. In the Virtual World, you either have or you don't have.



Old Bugs (Drawbacks) that apply:

Addiction: Addictions don't have to be drugs. In the Virtual World a program could be addicted to pure energy.

Adversary

Bad Luck

Clown

Covetous

Cowardly

Cruel

Delusions

Emotional Problems

Humorless

Lazy

Obsession

Paranoid

Physical Disability

Reckless

Secret

Showoff

Status: This has changed a bit from the original. This is also a measure of your wealth in the Virtual World. In the Virtual World, you either have or you don't have.

Talentless

Zealot

PROGRAMMING

These are the knowledge's that are programmed into the character. A program alters as it is used and can improve with time. Rather than mention those skills from the AFMBE Core Rulebook that can be used, all the skills that cannot be used have been placed here. Individual GM's may decide otherwise.

Beautician

Computer Hacking (this is a user ability)

Computers (this is a user ability). The equivalent in the Virtual World is Terminal Use.

Electronic Surveillance (in a world of electricity, all surveillance is electronic)

Guns (The only guns in the Virtual World are the ones on the Tanks. Of course, individual GM's may add guns if they want)

Pick Pocket (there are none to pick)

Riding (no animals to ride)

Rituals

Unconventional Medicine (no herbs and such)

Veterinary Medicine



Most skills from the AFMBE Core Rulebook can be used. Some details below will help players with how certain skills should function.

Guns – Tank’s Cannon: This is the only Gun in the Virtual World. However, it is also the only gun that is needed, as the Identity Disks of the populace are dangerous enough.

Throwing – Disk: This is the skill used to throw the disk in the Virtual World. The higher the level, the better the program is at hitting things with the disk.

Throwing – Energy Sphere: In the games, a program must, at times, play a game where a scoop-like device is attached to their arm. An energy sphere is dropped into one of the scoops. Each combatant stands on a large segmented disk that looks something like a bulls-eye. The object is to either strike the opponent with the energy sphere, or destroy the rings of the opponent’s platform, by ricocheting the sphere off the ceiling or walls. This is the skill that is necessary to use that device.

Pilot – Recognizer: The character can pilot a Recognizer.

Pilot – Lightcycle: The character can pilot a lightcycle.

Pilot – Tank: The character can pilot a tank.

Pilot – Solar Sail: The character can pilot a solar sail.

Pilot – Carrier: The character can pilot a Carrier Ship.

Hand Weapon – Stun Rod: The character knows how to use a stun rod of the variety the guards use.

Terminal Use: Instead of Computer Use, some of the programs in the Virtual World can access and use the various terminals that are around. These are usually the Dedicated programs and the terminals may be monitored.

So, now that the simpler rules of character creation are detailed, let’s go on to the new rules.



“This is an Identity Disk. Everything you know, everything you learn, is stored on this disk. If you lose your disk or fail to follow commands, you will be subject to immediate de-resolution.”

-Sark-

THE DISKS IN THE VIRTUAL WORLD

Many of the programs that fight in the game grid are issued an Identity Disk. The program’s information is stored on the disk. However, the Identity Disk can also be used as a weapon in the Virtual World. Those programs of the game grid are trained in its use. With time, a program can learn to do some amazing feats with the disk. The disk has a maximum range of 120 yards and returns to the owner boomerang fashion. The statistics for the disk are in the Weapons section.



Disk Mastery: This ability has been created to simulate some of the disk throwing abilities in TRON. Disk Mastery costs 5 Character points per level and must be bought with Quality points.

1. Disk Defense

Adds +1 to the parrying defense for every 2 Essence channeled.

2. Disk Feint

Adds +2 to the strike for every 3 points of Essence channeled.

3. Damage Increase

The damage done by the disk is increased +1 for every 3 Essence channeled.

4. Multi-Strike

If the disk is blocked it immediately returns for a second strike, before returning to the thrower. This ability costs 3 Essence per additional strike. The Essence must be spent when the disk is thrown.

5. Cornering

Allows the disk thrower to throw a disk around corners to strike opponents. The thrower must know there is a target there. This costs 5 Essence to use.

“Oh, that’s TRON. He fights for the Users.”

-RAM-

BELIEF IN THE USERS

Programs think of the users as Gods. They are thought to be powerful beings whose concerns are far beyond the ability of the programs to comprehend. Recently, the MCP has been attempting to squash all belief in the users. Any program that professes belief in the users are labeled as heretics and put in the game grid to play in the games until they either de-res or they renounce their belief in the users. The only belief should be in the MCP.

Communication between the users and the programs sounds much more like a conversation in the Virtual World. Once the MCP appropriates the program, all communication ceases. The only way a program that has been seized can communicate with a user is through an I/O tower. The I/O towers have been shut down for the most part and can only be activated on authority of the MCP. However, some of the tower guardians secretly harbor belief in the users and may go against the tyranny of the MCP, even at the cost of de-resolution. More on the I/O towers will be discussed later.

As an interesting twist, the GM could allow Miracles and Inspiration to be purchased by some programs to show their unwavering faith in their User. These abilities are nothing more than code added by their User as an upgrade or help file, but the program doesn’t know code from a User granted Mircale.

“They’re gonna make you play video games.”

“No sweat! I play video games better than anybody.”

-RAM and Flynn-

THE GAME GRID

The MCP created the game grid both to break rebellious programs and as a proving ground for new recruits. Those who show great promise and have renounced the users, may become part of the Warrior Elite of the MCP.

The Game Grid is a large complex comprised of holding cells and multiple rooms dedicated to the games. They are much like large arenas, but without spectators. Life for a program in the game grid is a series of playing in the games and waiting in a holding cell for the next game. A program could be in the



game grid for hundreds of microseconds before finally joining the MCP or finding a way to escape. The only other way out is being de-res'd.

There are many games in the game grid. There are the disk combat arenas. These are large rooms, either with platforms and obstacles or without, where programs are pitted against each other using the disks that all programs taken by the MCP carry. The last program standing wins.

The lightcycle tournament room is a huge room of grid lines. The combatants are placed in lightcycles and each tries to force the other into a light wall. Occasionally, a program will try to crash a wall, forcing another lightcycle into one of the walls of the room and causing a hole to be blown in the wall. The recognizers are usually able to stop a program from escaping in this manner.

The energy spheres are played in a room with two large, circular platforms suspended on either side of the room. The combatants are led onto the platforms across bridges of light that disappear once the guards leave. Each combatant has a curved cup-like device on his or her hand. A ball of energy is dropped from the ceiling into one of the combatant's throwing cups. The combatants throw the ball of energy, causing it to ricochet off the ceiling or walls at the other combatant. The ball will damage a program if it hits, but the real danger comes in failing to catch the ball. When the ball hits one of the rings of the platform, the ring disappears, making footing more treacherous for the program. If a combatant falls from the platform, they de-res. The administrators can shut off the platforms at any time.

These are the games from the movie. The GM may design more games if they desire.

LIGHTCYCLE COMBAT

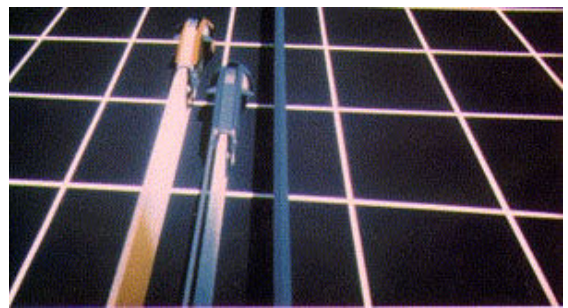
Lightcycle combat should not be used lightly in a game, as losing is always fatal. Then again, losing in any game on the Game Grid tends to be fatal. Guess there's a good reason for wanting to escape.

Occasionally, there will be multiple opponents, usually MCP programs against the User programs, but for the most part lightcycle combat can be done one on one.

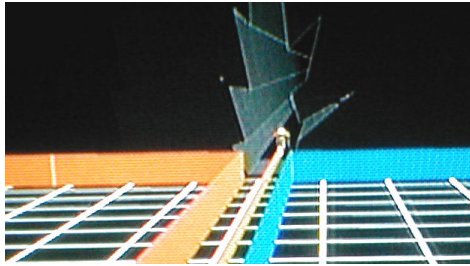
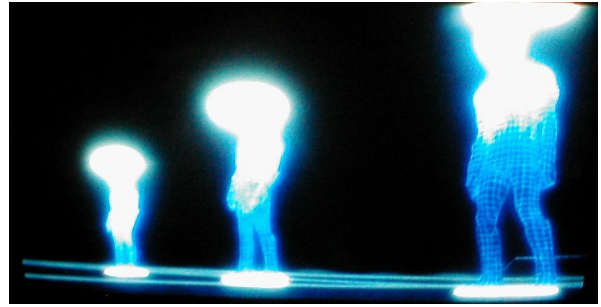
Invariably, lightcycle combat is not much more than one cycle trying to get ahead of the other and make the opponent smash into his light wall. This is easily simulated using the Chases and Driving at High Speed rules in AFMBE p.116 and a little creative description from the GM. All the lightcycles start at different areas of the grid and move towards each other as fast as they can. Typically, there is one opponent for each lightcycle driver. The lightcycles are highly maneuverable and intuitive, but accidents can still happen.

To make the battle last, the GM can state that a warrior must get a total of five Success levels over the opponent. The opponent's Successes work against these, whether he beat the warrior's roll or not. An example: Mica and Dar are in a combat. Mica rolls and gets 15, and Dar rolls and gets 11. Mica got 4 Successes, but Dar managed to get 2. Mica's net Successes are 2 and they move into the next Turn. You should determine which vehicle is in the lead at the start of the combat. This can be done by rolling a Dexterity (or Handling) + Pilot: Lightcycle Task roll with a +1 to the roll of the faster vehicle for every 5 MPH over the opponent's speed. Once that is done, follow the rules in the AFMBE book p.116. Once 5 Successes are reached over an opponent's Successes, the battle is over and the loser crashes into a light wall.

Damage from crashing into a light wall is usually fatal (as seen in the movie), but GMs may wish to total up the damage that the warrior takes using the Collision rules in AFMBE p.116. It could be possible



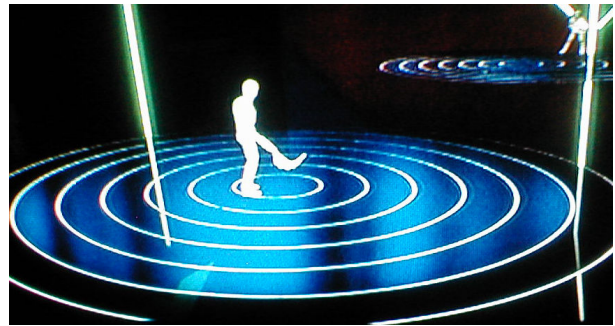
(yet still remote at those speeds) that the warrior can survive the crash, though he will be in very sorry shape for quite some time and the MCP may even have the warrior de-res'd anyway. As an aside, the GM can simply decide on non-lethal combat. In the end of the combat, the vanquished will reappear at the place they started. However, enough of these losses and the MCP may decide that the warrior is useless software and he will be de-res'd anyway.



Charging the wall – Occasionally, one of the cycles hits the wall, possibly damaging it and allowing cycles to escape through it. Whenever a cycle is destroyed the GM may roll a D10. On a roll of 1, a cycle has hit the wall and created a hole big enough for other cycles to escape through. However, charging the wall will bring down a Recognizer to try to stop the warriors from escaping.

ENERGY SPHERE

The two players can roll a D10 to determine which one gets to start the game. High roll gets to throw first. Any time the sphere is missed it will hit one of the 7 rings of the platform and make it disappear. When this happens the sphere will go back to the last warrior that threw. Once a warrior has lost rings, he must begin making a Dexterity + Dodge or Acrobatics Task roll before trying to catch the sphere or fall into the empty space. The GM may allow a Difficult Dexterity Test to catch one of the other rings before falling away and climb back up. Failure in both rolls means that the warrior has fallen off the platform and is de-res'd. To catch a ball, the warrior must roll a Dexterity + Throwing (Sphere) Task roll higher than the attacker's roll. If the sphere hits a warrior it will do D4 x Strength in Bash damage and disappear. The sphere will then revert back to the last warrior that threw.



This game could be played with more than two players, allowing for multiple platforms in the room that the warriors could possibly jump between and even doubles tournaments with larger platforms to accommodate two warriors.

As with the lightcycles, GMs may wish for a less “final” end to the game and can simply say that when they fall they reappear somewhere with guards ready to return them to their cell until the next game.

OTHER PLACES IN THE VIRTUAL WORLD

There are many other places in the Virtual World. Some are dangerous places for any program to go. Others are much like the places in the real world. Below are the most notable places in the Virtual World.

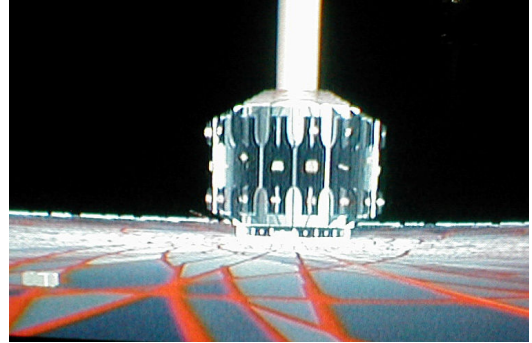
"I feel a presence. Another warrior is on the Mesa."

-The MCP-

THE MESA

The Mesa is a cracked plain surrounding the main I/O tower of the MCP. It is an ominous and dark place. The cracks of the Mesa glow red with the energy of the MCP. Anyone unfortunate enough to fall into one of the cracks will immediately de-res. It is one of the most inhospitable places in the Virtual World.

At the top of the I/O tower of the MCP, a red beam of light streaks into the sky. The bottom of the beam ends at the base of the tower interior. Here is where the MCP resides.



"Video Warriors, look at the I/O towers! Every tower is lighting up."

-Dumont-

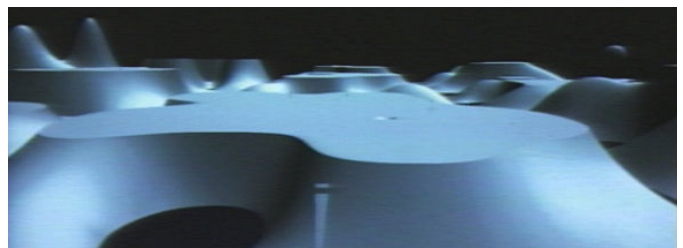
THE I/O TOWERS

These towers are a direct link to the users. This is where the users and programs can interact in the Virtual world and transfer information. The program can be updated via this link. The towers stand some sixty feet high and a bright beam of light streaks skyward from it as far as the eye can see. A program must stand in the light beam and raise their Identity Disk into the air. The program speaks normally and can hear the user as a disembodied voice echoing throughout the chamber. Most of the I/O towers have been shut down on authority of the MCP. The MCP has full control of when and where the I/O towers can be used. There is a guardian in each tower that must contact the MCP before the tower is to be used.



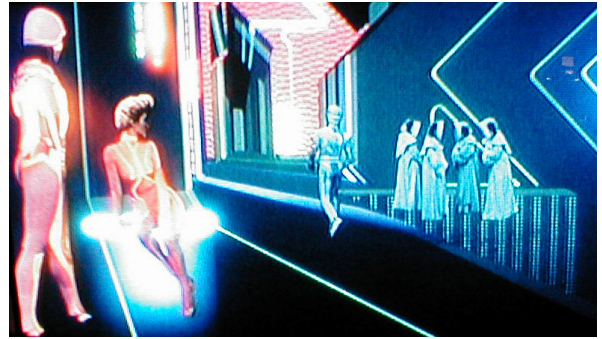
THE VIRTUAL PLAINS A.K.A. THE GAME SEA

Between each Virtual City and I/O tower there is an expanse of grid-lined plains, occasional outcroppings of rock-like formations, hill-like plateaus, and cracked wastes. Travel across these expanses is treacherous without some form of rapid transit such as a tank, recognizer, carrier, or solar sailor simulation. Travel on foot would take many microseconds and would be dangerous indeed. More on the denizens of the Virtual Plains will be described later.



CITIES IN THE VIRTUAL WORLD

The cities of the Virtual World are much like those of the Real World. There are many spires and walkways, buildings and dwellings, all over. Everything looks as though it is lit with neon lights and programs of various types walk the streets. The red Warriors Elite of the MCP move around in the cities as well, looking for rogue programs and other programs that have not yet been appropriated by the MCP. The GM may go into as much detail as they wish on what is in the cities.



“Think we can merge with this memory, Bit?”

-CLU-

MEMORY DATA STREAMS

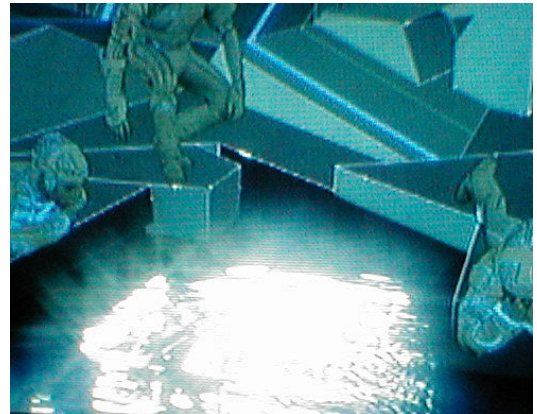
These are glowing streams of energy that flow through some of the corridors of the Virtual World. They are sections of memory data and some can be passed through and traveled with safely, while others could be hazardous to attempt to move through.

“You forget how good the power feels until you find a pure source.”

-TRON-

POWER FLOWS

Certain types of energy in the Virtual World look much like streams, rivers, or lakes of water. This is the source of energy for the programs of the Virtual World. The MCP regulates this resource for the most part, but outside the cities pure sources of energy still exist. Pure sources of energy uncontaminated by the MCP are rare, but invigorating to the program that takes it. The Power Flows look like blue luminescent water. More on the effects of pure energy will be described later.



POWER ENHANCEMENT

There are various items in the Virtual World that can enhance a program's abilities. These are detailed below.

Pure Energy

This rare commodity can be found only in remote areas outside the cities. The MCP purposefully dilutes the power to keep the programs in check. Pure Energy can boost a program's confidence and even increases certain abilities. When a program fills up on this “elixir” it grants a temporary +1 bonus to strength and dexterity, as well as granting a +2 bonus to all Willpower tests for 2 hours (nanoseconds). It also restores all Essence loss. Some programs become addicted to Pure Energy and may suffer -1 to all actions without a constant supply. Whenever an addicted program goes without Pure Energy for more than 2 days (microseconds) they suffer a -1 to all actions automatically, and will act as though they are under the Depression Drawback rules if they fail a difficult Willpower test (the -1 counts against this test).



Energy Transfer

The MCP has the ability to transfer power into some of its chosen favorites. It can boost the power of a program as much as it desires. This is more a GM tool than a benefit for the player Programs.

Boosters

Boosters are one-shot items that dissipate when used. They boost one attribute for the duration of the booster. Only one booster can be used at a time. Boosters are difficult to find and their locations are left completely up to the GM. The descriptions of each booster are detailed below.

Strength Booster – Grants +1 strength boost for 1 nanosecond. This is a small red sphere.

Dexterity Booster – Grants +1 dexterity boost for 1 nanosecond. This is a small blue sphere.

Constitution Booster – Grants +1 constitution boost for 1 nanosecond. This is a small green sphere.

Perception Booster – Grants +1 perception boost for 1 nanosecond. This is a small white sphere.

Intelligence Booster – Grants +1 intelligence boost for 1 nanosecond. This is a small yellow sphere.

Willpower Booster – Grants +1 willpower boost for 1 nanosecond. This is a small orange sphere.

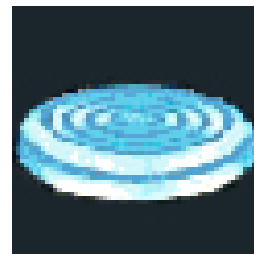
WEAPONS OF THE VIRTUAL WORLD

Below is a list of the weaponry in the Virtual World. These are only the weapons depicted in the movie and GM's may add to this as they wish.

Identity Disk

Type	Range	Damage
Weapon	3/10/20/60/120	D8x Strength

On the back of most programs is a disk upon which is recorded their knowledge and activities. They are not only storage devices, but can be powerful weapons as well. The programs of the Virtual World throw these disks, which become like lasers that are capable of de-resing another program. Not only are they capable of dealing damage, but they can be used to block another disk.



Stun Rod

Type	Damage
Weapon	D6 Essence

The game grid guards carry these weapons. They are rods or staves of about 5 to 6 feet in length with glowing red tips. If a tip strikes a program a red electrical discharge occurs which drains a program of Essence (energy).



De-resolution Device

Type	Damage
Stationary Device	D4 to D10 Essence

The MCP uses this item as a torture device. It can drain anywhere from D4 to D10 Essence per turn it is activated, from the program that is caught in it. So far, no one has found a way to escape from one.



VEHICLES OF THE VIRTUAL WORLD

These are the vehicles depicted in the movie. Individual GM's may add more as they see fit.

Lightcycle

Speed: 180/70

DC: 40

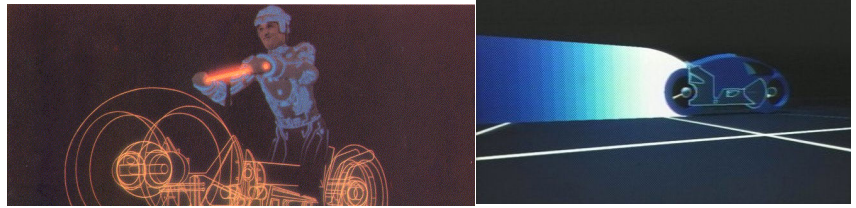
Acceleration: 50

AV: 4

Toughness: 3

Handling: 5

Availability: U/R



These fast vehicles of the game grid can be acquired elsewhere, but it may be more difficult and may require a heavy amount of barter. When used, a lightcycle actually digitizes around the program when the light bar is grasped. The body of the program automatically moves to conform to the space within the lightcycle.

Once a program has acquired a lightcycle, it will continue to stay with the program until it is either destroyed, or it is shut down within the game grid. A program that has a lightcycle is much like having a file attachment onto the main program that can be accessed through the program. The program can open it and close it at will. Within the game grid, a lightcycle creates a solid wall of light of the same color as the cycle, in its wake. Crashing in one of these vehicles is usually not survivable.

Recognizer

Speed: 180/70

DC: 100

Acceleration: 40

AV: 10

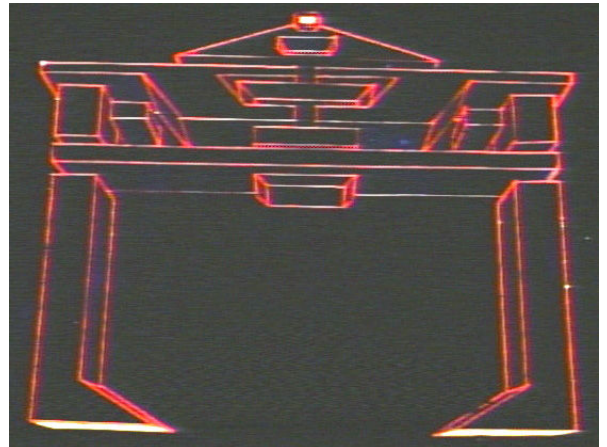
Toughness: 4

Handling: 3

Availability: C/U

Armament: Laser Grid D10x8

These strange looking, bulky machines are the helicopters of the Virtual World. They have a laser grid that they can turn on that appears between its two columns. The two columns can also be slid together to smash down onto programs. This doesn't actually de-res the program, but instead acts as a collector, capturing the program in its buffer to be taken back to the MCP. It is a clunky device and the MCP has been looking for better programs to replace it with.



Tank

"I should never have written all those tank programs!"

-Flynn-

Speed: 160/50

DC: 200

Acceleration: 35

AV: 50

Toughness: 5

Handling: 3

Availability: C

Armament: Cannon D10x6

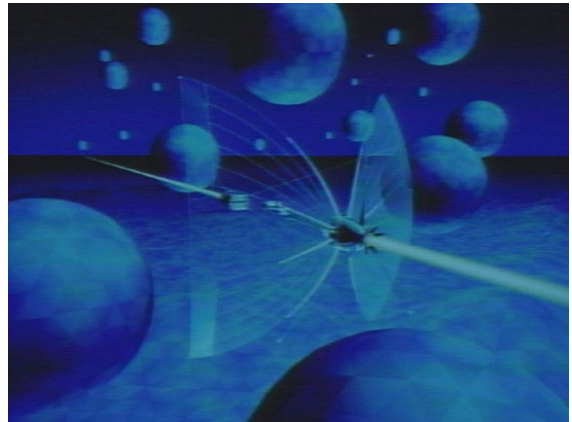
Sporting the only other long-range weapon in the Virtual World, the tank is perfect for pursuit and de-resolution of rogue programs.



Solar Sailor Simulation

Speed: 200/60 DC: 50
Acceleration: 70 AV: 2
Toughness: 3 Handling: 0*
Availability: C

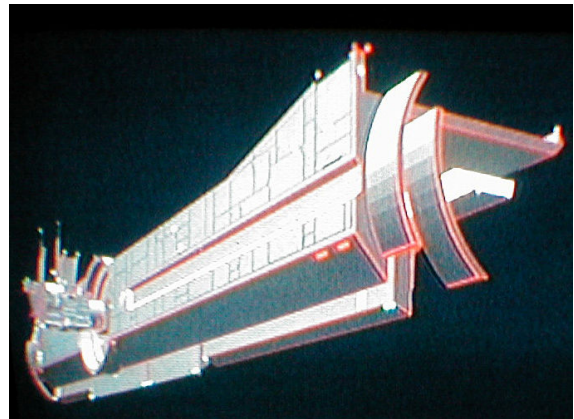
This fast craft travels along a grid-work of laser beams. It is slow to start, but once a destination is laid in, it can really move. Its only major drawback is that it cannot deviate from the grid. An energy feedback in the laser grid can stop it cold.



Carrier

Speed: 180/40 DC: 400
Acceleration: 30 AV: 80+d10x2 (90)
Toughness: 6 Handling: 2
Availability: R

These huge air ships can transport tanks, recognizers, and troops. They are very rare and are under the control of the MCP and Sark. They have no weaponry on them. However, the MCP has been looking through the various military programs for more weaponry to use to solidify its hold on the Virtual World.



PROGRAMS OF THE VIRTUAL WORLD

Described here are many of the everyday programs of the Virtual World, as well as interpretations of some of the notable programs from the movie. By all means, these are not all the programs that are out there and GM's are encouraged to make more to populate the Virtual World.

Warriors Elite of the MCP

Here are the elite forces of the MCP. A GM can make the minions weaker or tougher depending upon the circumstances.

GAME GRID GUARDS	
ATTRIBUTES	
STR: 4 DEX: 3 CON: 4 INT: 3 PER: 3 WIL: 3 LP's: 48 EP's: 38 SPD: 14 ESSENCE: 20	
FEATURES/BUGS	
Hard to Kill 2 Situational Awareness 2 Status 1 Essence Channeling 1 Cruel 1	
PROGRAMMING	
Brawling 4 Surveillance 3 Dodge 4 Weight Lifting 2 Hand Weapon-Stun Rod 4 Climbing 2 Intimidation 4 Throwing-Disk 2 Notice 3 Pilot-Lightcycle 2 Questioning 2 Throwing-Sphere 1 Stealth 3	
DESCRIPTION	
These are the guards who move the prisoners of the game grid from place to place and patrol the cells. They are lightly armored and carry stun rods. All programs of the MCP's elite forces are always red except the tank pilots.	
GEAR	
Stun Rod (D6 Essence), Armor (D6x2 AV)	

MCP SECURITY FORCES

ATTRIBUTES

STR: 3 DEX: 4 CON: 4
INT: 3 PER: 3 WIL: 3
LP's: 41 EP's: 35
SPD: 16 ESSENCE: 20

NO PIC AVAILABLE YET

FEATURES/BUGS

Hard to Kill 1
Situational Awareness 2
Status 1
Essence Channeling 1
(Some have Disk Mastery 2)

PROGRAMMING

Brawling 4	Surveillance 1
Dodge 4	Weight Lifting 2
Intimidation 2	Climbing 3
Notice 3	Throwing-Disk 4
Questioning 2	Pilot-Lightcycle 3
Stealth 3	Throwing-Sphere 4

DESCRIPTION

These programs look much like other programs, but they are always red. They carry Identity Disks like all other programs and are trained in its use.

GEAR

Identity Disk (D8x3), red Booster, blue Booster



CONTROL PROGRAMS - INQUISITORS OF THE MCP

ATTRIBUTES

STR: 3 DEX: 4 CON: 4
INT: 3 PER: 3 WIL: 3
LP's: 47 EP's: 35
SPD: 16 ESSENCE: 20

FEATURES/BUGS

Hard to Kill 3
Situational Awareness 2
Status 2
Zealot 3
Essence Channeling 1

NO PIC AVAILABLE YET

PROGRAMMING

Brawling 4	Surveillance 2
Dodge 4	Weight Lifting 2
Intimidation 4	Climbing 3
Notice 4	Throwing-Disk 2
Questioning 4	Pilot-Lightcycle 2
Stealth 3	Hand Weapon-Stun Rod 4

DESCRIPTION

These programs can be seen walking in small groups throughout the cities of the Virtual World. They are hooded and robed and can be heard constantly denouncing belief in the Users.

GEAR

Stun Rod (D6 Essence)

QUOTE

"Belief in the Users must be discouraged."



MCD TANK PILOT

ATTRIBUTES

STR: 3 DEX: 3 CON: 3
INT: 3 PER: 4 WIL: 4
LP's: 40 EP's: 35
SPD: 12 ESSENCE: 20

FEATURES/BUGS

Hard to Kill 2
Situational Awareness 2
Status 2
Essence Channeling 1



PROGRAMMING

Brawling 4	Weight Lifting 1
Dodge 3	Climbing 2
Intimidation 1	Throwing-Disk 3
Notice 3	Pilot-Lightcycle 3
Questioning 1	Throwing-Sphere 2
Stealth 2	Pilot-Tank 4
Surveillance 3	Guns-Tank's Cannon 3

DESCRIPTION

These programs are mainly dedicated to piloting the tank programs. They have some fighting skill. They typically look like other programs in the game grid, but they are green.

GEAR

Identity Disk (D8x3), Tank

QUOTE

MCP RECOGNIZER PILOT

ATTRIBUTES

STR: 3 DEX: 3 CON: 3
INT: 3 PER: 4 WIL: 4
LP's: 40 EP's: 35
SPD: 12 ESSENCE: 20

FEATURES/BUGS

Hard to Kill 2
Situational Awareness 2
Status 2
Essence Channeling 1

NO PIC AVAILABLE YET

PROGRAMMING

Brawling 4	Weight Lifting 1
Dodge 3	Climbing 2
Intimidation 1	Throwing-Disk 3
Notice 3	Pilot-Lightcycle 3
Questioning 1	Throwing-Sphere 3
Stealth 2	Pilot-Recognizer 5
Surveillance 4	

DESCRIPTION

These programs are dedicated to piloting the Recognizer programs, but they do have some fighting ability. They typically look like other programs of the game grid, but they are red.

GEAR

Identity Disk (D8x3), Recognizer

QUOTE

MCP CARRIER PILOT

ATTRIBUTES

STR: 3 DEX: 3 CON: 3
INT: 3 PER: 4 WIL: 4
LP's: 40 EP's: 35
SPD: 12 ESSENCE: 20

FEATURES/BUGS

Hard to Kill 2
Situational Awareness 2
Status 2
Essence Channeling 1



PROGRAMMING

Brawling 4	Weight Lifting 1
Dodge 3	Climbing 2
Intimidation 1	Throwing-Disk 3
Notice 3	Pilot-Lightcycle 3
Questioning 1	Throwing-Sphere 3
Stealth 2	Terminal Use 5
Surveillance 4	

DESCRIPTION

These programs are dedicated to piloting the carrier programs of the MCP. They do, however, have some fighting skill. They are either red or yellow in coloration.


GEAR

Identity Disk (D8x3)

QUOTE

WARRIORS OF THE GAME GRID

Below are some of the typical game grid warriors. The GM may make them weaker or tougher depending upon the circumstances.

TYPICAL GAME GRID WARRIOR (UPGRADED)	
ATTRIBUTES STR: 3 DEX: 4 CON: 4 INT: 3 PER: 3 WIL: 3 LP's: 44 EP's: 35 SPD: 16 ESSENCE: 20	 NO PIC AVAILABLE YET
FEATURES/BUGS Hard to Kill 2 Fast Reaction Time 2 Honorable 1 or Cruel 1 Essence Channeling 3 (Some have Disk Mastery at 1 to 2 levels)	
PROGRAMMING Brawling 4 Climbing 2 Dodge 4 Throwing-Disk 4 Intimidation 1 Pilot-Lightcycle 3 Notice 3 Throwing-Sphere 3 Stealth 3 One basic programming skill 4 Weight Lifting 2 Running-Dash 3	
DESCRIPTION These are the programs that fight every microsecond in the game grid. Their future is a bleak one as the only salvation is either de-resolution or renouncing faith in the users and joining the forces of the MCP. These programs are always blue, yellow, or red. The red programs are aligned with the MCP.	
GEAR Stun Rod (D6 Essence)	
QUOTE	



GAME GRID WARRIOR (BASIC)

ATTRIBUTES

STR: 3 DEX: 3 CON: 2
INT: 2 PER: 2 WIL: 2
LP's: 33 EP's: 26
SPD: 10 ESSENCE: 14

FEATURES/BUGS

Hard to Kill 1
Essence Channeling 2
(A rare few have Disk Mastery
at 1 level)

NO PIC AVAILABLE YET

PROGRAMMING

Brawling 3	Throwing-Disk 3
Dodge 3	Pilot-Lightcycle 3
Notice 3	Throwing-Sphere 2
Stealth 3	One basic programming skill 4
Weight Lifting 2	Running-Dash 2
Climbing 2	

DESCRIPTION

Some of the programs on the game grid are nothing more than actuarial programs and aren't very learned in the combat abilities on the grid. They usually don't last too long on the grid. They are usually blue or yellow in coloration.

GEAR

Identity Disk (D8x3)


QUOTE

"This is all a mistake. I'm just a compound interest program!"



OTHER PROGRAMS IN THE VIRTUAL WORLD

There are a couple other programs in the Virtual World that serve specific functions. These are detailed below.

TOWER GUARDIAN	
ATTRIBUTES STR: 2 DEX: 3 CON: 3 INT: 3 PER: 3 WIL: 2 LP's: 36 EP's: 31 SPD: 12 ESSENCE: 16	
FEATURES/BUGS Status 2 Hard to Kill 2 Charisma 1 Monitored by the MCP 3 Essence Channeling 1	
PROGRAMMING Brawling 3 Climbing 2 Dodge 2 Throwing-Disk 2 Intimidation 1 Pilot-Lightcycle 2 Notice 3 Throwing-Sphere 2 Stealth 3 One basic programming skill 4 Weight Lifting 2 Terminal Use 4	
DESCRIPTION These programs are dedicated to keeping the I/O towers from being used by programs who are not authorized by the MCP to use them. They have full control over the functions of the I/O tower, including any defense systems and the activation and de-activation of the Data Transfer Beam. These programs are inside a sphinx-like apparatus while inside the I/O tower, but can move around freely at any other time. The tower guardians are usually yellow or red in coloration.	
GEAR Identity Disk (D8x2)	
QUOTE "Who is your user, program?"	



DEDICATED PROGRAM(BASIC)	
ATTRIBUTES STR: 2 DEX: 3 CON: 3 INT: 2 PER: 2 WIL: 2 LP's: 33 EP's: 26 SPD: 12 ESSENCE: 14	
FEATURES/BUGS Fast Reaction Time 2 Hard to Kill 1 Essence Channeling 1	NO PIC AVAILABLE YET
PROGRAMMING Brawling 4 Climbing 2 Dodge 3 Throwing-Disk 3 Notice 3 Pilot-Lightcycle 3 Stealth 3 Throwing-Sphere 3 Weight Lifting 2 Terminal Use 4	
DESCRIPTION These programs usually serve a specific function. They have a use to the MCP. These programs man the various terminals and data relay stations in the Virtual World. They mindlessly go about their task for the most part, but can be brought out of it by a familiar face. The job they perform may only span a certain period of time, or could be a permanent job that they never leave.	
GEAR Identity Disk (D8x2)	
QUOTE	

THE NOTABLE PROGRAMS OF THE VIRTUAL WORLD

These are the programs from the movie. They are added here for flavor and are not necessary additions to play the game. Individual GM's may wish to raise or lower their abilities as they see fit. These are only interpretations from the creator of this write-up.



SARK - GENERAL OF THE MCP

ATTRIBUTES

STR: 5 DEX: 4 CON: 4
INT: 3 PER: 3 WIL: 4
LP's: 57 EP's: 41
SPD: 16 ESSENCE: 37



FEATURES/BUGS

Hard to Kill 5	Disk Mastery 4
Fast Reaction Time 2	Zealot 3
Nerves of Steel 3	Humorless 1
Situational Awareness 2	Cruel 3
Essence Channeling 9	Addiction (Power) 2
Increased Essence Pool 3	

PROGRAMMING

Brawling 4	Throwing-Disk 6
Dodge 5	Pilot-Lightcycle 6
Intimidation 5	Throwing-Sphere 6
Notice 3	One basic programming skill 4
Stealth 3	Running-Dash 4
Weight Lifting 2	Terminal Use 5
Climbing 2	

DESCRIPTION

Sark is the general and guard dog of the MCP. He is armored and is a powerful fighter. Sark handles certain programs in the game grid personally. He delights in defeating a good challenge. Sark's power is supplied by the MCP and can be amplified or depleted as the MCP wishes. Sark is a haughty and overbearing program. Keep in mind that the MCP can boost Sark's power at any time, making any of his programming or Attributes higher.

GEAR

Identity Disk (D8x5), Armor (D8x3+8)

QUOTE

"I'd love to go up against one of those guys! Make a nice break from those accounting creme puffs you keep sending me."

TRON - CHAMPION FOR THE USERS

ATTRIBUTES

STR: 5 DEX: 4 CON: 4
INT: 3 PER: 3 WIL: 4
LP's: 58 EP's: 44
SPD: 16 ESSENCE: 38



FEATURES/BUGS

Essence Channeling 9	Zealot 3
Nerves of Steel 3	Honorable 1
Fast Reaction Time 2	Attractiveness 1
Situational Awareness 2	Charisma 2
Hard to Kill 4	Adversary (MCP) 4
Increased Essence Pool 3	Reckless 2
Disk Mastery 5	

PROGRAMMING

Brawling 4	Climbing 3
Dodge 5	Throwing-Disk 7
Intimidate 2	Pilot-Lightcycle 6
Notice 3	Throwing-Sphere 4
Stealth 4	Running-Dash 4
Weight Lifting 2	

DESCRIPTION

Created by Allen to combat the MCP, Tron is a strong and tenacious program that will go to great lengths to get a job done. He befriends Flynn and Ram and they break out of the game grid on lightcycles and head out to destroy the MCP.

GEAR

Identity Disk (D8x5)

QUOTE

"My User has information that could...well, that could make this a free system again."

YORI - DEDICATED PROGRAM AND LOVE INTEREST OF TRON

ATTRIBUTES

STR: 2 DEX: 3 CON: 3
INT: 4 PER: 3 WIL: 3
LP'S: 33 EP'S: 29
SPD: 12 ESSENCE: 18



FEATURES/BUGS

Fast Reaction Time 2 Attractive 2
Hard to Kill 1 Honorable 1
Essence Channeling 1 Secret (believes in the
Photographic Memory 2 Users) 3

PROGRAMMING

Brawling 3 Throwing-Disk 3
Dodge 3 Pilot-Lightcycle 3
Notice 4 Throwing-Sphere 3
Stealth 3 Terminal Use 4
Weight Lifting 2 Research/Investigate 5
Climbing 2

DESCRIPTION

Yori is a research program created by Lora and is also the love interest of Tron. She helps Tron reach the I/O tower so that he can contact Allen, his User, and also steals an experimental Solar Sailor program. With it, Tron, Yori and Flynn reach their destination, the Mesa, for the final showdown with the MCP.

GEAR

Identity Disk (D8x2)

QUOTE

"Tron! I knew you'd escape. They haven't built a circuit yet that could hold you."

DUMONT - THE TOWER GUARDIAN

ATTRIBUTES

STR: 2 DEX: 3 CON: 3
INT: 3 PER: 3 WIL: 2
LP'S: 42 EP'S: 31
SPD: 12 ESSENCE: 16

FEATURES/BUGS

Status 2
Hard to Kill 4
Charisma 1
Monitored by the MCP 3
Essence Channeling 1



PROGRAMMING

Brawling 3	Climbing 2
Dodge 2	Throwing-Disk 2
Intimidation 1	Pilot-Lightcycle 2
Notice 3	Throwing-Sphere 2
Stealth 3	One basic programming skill 4
Weight Lifting 2	Terminal Use 4

DESCRIPTION

Dumont is one of the few remaining tower guardians in the Virtual World. Most of the I/O towers have been shut down by the MCP. Dumont's tower has been left open in case the MCP or one of its cronies needs to contact the real world. Dumont assists Tron and Yori by allowing Tron to contact Allen in the real world and gets captured by Sark and tortured. When Tron destroys the MCP all the tower guardians are set free.

GEAR

Identity Disk (D8x2)

QUOTE

"All that is visible must go beyond itself and pass into the realm of the invisible. You may pass program."

RAM - FORMER ACTUARIAL PROGRAM AND FRIEND OF TRON AND FLYNN

ATTRIBUTES

STR: 3 DEX: 4 CON: 4
INT: 3 PER: 3 WIL: 3
LP'S: 44 EP'S: 35
SPD: 16 ESSENCE: 20



FEATURES/BUGS

Hard to Kill 2 Clown 1
Fast Reaction Time 2 Honorable 1
Essence Channeling 3 Secret (Belief in the
Disk Mastery 2 Users) 2

PROGRAMMING

Brawling 4	Climbing 2
Dodge 4	Throwing-Disk 4
Intimidation 1	Pilot-Lightcycle 3
Notice 3	Throwing-Sphere 3
Stealth 3	One basic programming skill 4
Weight Lifting 2	Running-Dash 3

DESCRIPTION

Originally, Ram was an Actuarial program for an Insurance brokerage firm until the MCP snapped up all the company's assets. Being of no use to the MCP, Ram was placed in the game grid. His belief in the Users kept him from joining the ranks of the Warriors Elite. When he and Tron met Flynn, Ram had been trapped in the game grid for 200 microseconds. He is an able warrior now and a fairly personable program, always ready with some quip or joke.

GEAR

Identity Disk (D8x3)

QUOTE

"My friends, my fellow conscripts, we have scored! I feel so much better!"

CLU - FLYNN'S SEEKER PROGRAM

ATTRIBUTES

STR: 3 DEX: 3 CON: 3
INT: 3 PER: 3 WIL: 4
LP'S: 43 EP'S: 35
SPD: 12 ESSENCE: 20



FEATURES/BUGS

Hard to Kill 3
Situational Awareness 2
Fast Reaction Time 2
Essence Channeling 1

PROGRAMMING

Brawling 4	Climbing 2
Dodge 3	Throwing-Disk 3
Intimidation 1	Pilot-Lightcycle 3
Notice 3	Throwing-Sphere 2
Questioning 1	Pilot-Tank 4
Stealth 2	Guns-Tank's Cannon 3
Surveillance 3	Research/Investigate 4
Weight Lifting 1	

DESCRIPTION

Flynn created Clu to seek out the hidden files that could make a case against Edward Dillinger in the Real World. A tank pilot, Clu was caught by the Recognizers of the MCP and de-res'd.

GEAR

Identity Disk (D8x3)

QUOTE

"Let me at 'em!"

FLYNN - A USER

ATTRIBUTES

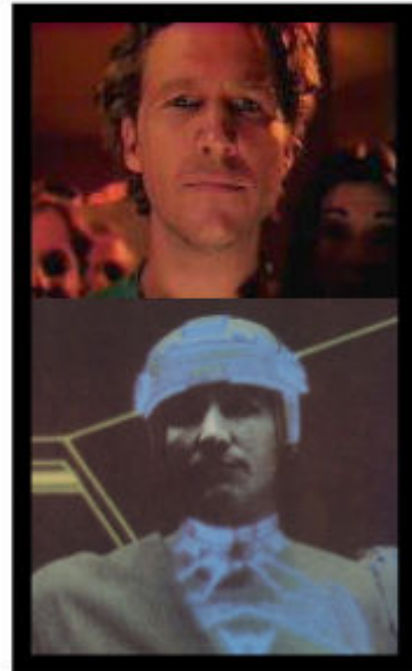
STR: 3 DEX: 5 CON: 4
INT: 4 PER: 3 WIL: 4
LP's: 50 EP's: 38
SPD: 18 ESSENCE: 23

FEATURES/BUGS

Hard to Kill 4	Adversary (MCP) 4
Fast Reaction Time 2	Showoff 2
Obsession (finding his stolen game information) 2	Clown 1
Honorable 1	

PROGRAMMING

Brawling 4	Notice 2
Climbing 3	Pilot-Lightcycle 4
Computer Hacking 6	Seduction 2
Computer Programming 6	Stealth 3
Computers 6	Throwing-sphere 4
Dodge 3	Weight Lifting 2
Electronics 4	Throwing-Disk 3



GEAR

Identity Disk (D8x3)

DESCRIPTION

Flynn is the only user to ever enter the Virtual World. Users are powerful in the Virtual World. They are able to re-write the code, so to speak. Users can do amazing feats and are not susceptible to de-resolution. The MCP placed Flynn in the game grid by blasting him with a laser that turns organic material into a data stream and back again. In the game grid, Flynn met Tron and Ram and they broke out of the grid using lightcycles. Flynn helps Tron defeat the MCP by diving into the Data Transfer Beam of the MCP, distracting the God program just long enough for Tron to destroy it.

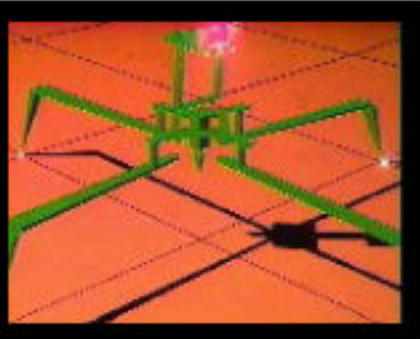
Flynn has the power to manipulate the programming in the Virtual World to a degree. He is not subject to de-resolution like other programs. They can absorb Essence and even transfer Essence to another program. Indeed, the power of a User in the Virtual World is amazing. The powers of a User are not supplied here, as they have the power to manipulate and even change the programming in the Virtual World. They are like Gods in the Virtual World, but without the knowledge of how to control that power. Perhaps later, The User powers may find themselves here.

QUOTE

"Look, it's time I leveled with you. I'm what you guys call a user."

DENIZENS OF THE VIRTUAL WORLD

Here are some of the creatures that may be encountered in the Virtual World, outside the cities. The only ones ever mentioned in the movie were the Grid Bugs. All others are products of the creator of this write-up's imagination.

GRID BUGS		
<i>"If those Grid Bugs get us we've had it."</i> -Yori-		
ATTRIBUTES		
STR: 4 DEX: 3 CON: 3 INT: 0 PER: 2 WIL: 2 LP's: 38 EP's: 32 SPD: 18 ESSENCE: 14		
PROGRAMMING		
None		
ATTACKS		
Bite D4x4 Kick/Skewer D4x4+1		
ASPECTS		
Weak Spot: All (0) Getting Around: The Quick Dead (+10) Strength: Strong Like Bull (+5) Senses: Like the Living (+1), Motion Sense (+4) Sustenance/Menu: Occasionally (+2), All Program Must Be Eaten (0) Intelligence: Animal Cunning (+2), Teamwork (+4) Special: Armor (D6+6) (+2) Power: 30		
DESCRIPTION		
These tenacious creatures live out in the Virtual Plains. They hide in the ground in packs until they sense a program nearby. Then they rise and attack. They are four legged bug-like creatures that stand about two feet tall. Their favorite prey are programs.		



GRID WORM

ATTRIBUTES

STR: 4 DEX: 2 CON: 2
INT: 0 PER: 2 WIL: 2
LP's: 43 EP's: 29
SPD: 8 ESSENCE: 12

NO PIC AVAILABLE YET

PROGRAMMING

None

ATTACKS

Attack: bite D4x4
constriction D4x10 per turn

ASPECTS

Weak Spot: All (0)
Getting Around: As in Life (+7)
Strength: Strong Like Bull (+5), Hug of Death (+8)
Senses: Like the Living (+1)
Sustenance/Menu: Occasionally (+2), All Program Must Be Eaten (0)
Intelligence: Animal Cunning (+2)
Special: Armor D6x2+3 (+3), Hard to Kill 3 (+3)
Power: 31

DESCRIPTION

These creatures are long tubular snake-like creatures that slither around in the Virtual Plains. They have a round mouth in the front of their bodies. Grid Worms can be anywhere from four feet to twelve feet in length, with the largest being somewhere around fifteen feet long. When not hungry, a Grid Worm will leave wandering programs alone. There is a 50% chance that it will be hungry.



GRID BEAST

ATTRIBUTES

STR: 7 DEX: 3 CON: 4
INT: 1 PER: 2 WIL: 3
LP'S: 66 EP'S: 47
SPD: 14 ESSENCE: 20

NO PIC AVAILABLE YET

PROGRAMMING

Brawling 2

ATTACKS

punch D4x7 hug D4x10
bite D4x3

ASPECTS

Weak Spot: All (0)
Getting Around: As in Life (+7)
Strength: Monstrous Strength (+10), Hug of Death (+8)
Senses: Like the Living (+1)
Sustenance/Menue: Occasionally (+2), All Program Must Be Eaten (0)
Intelligence: Animal Cunning (+4)
Special: Armor D6x2+9 (+4), Hard to Kill 5 (+5)
Power: 46

DESCRIPTION

To most of the Virtual World Grid Beasts are a myth or legend. Only a few have actually seen one of these things and can attest to their existence. These huge beasts look like glowing monstrous humanoids. These are truly the ogres of the Virtual World. They are solitary creatures and hunt alone. It is a rare occurrence to encounter more than one of these creatures together.



CORRUPTED PROGRAM

ATTRIBUTES

STR: 2 DEX: 2 CON: 2
INT: 1 PER: 2 WIL: 2
LP's: 32 EP's: 23
SPD: 8 ESSENCE: 11

NO PIC AVAILABLE YET

PROGRAMMING

Brawling 2

ATTACKS

punch D4x2 kick D4x3
claws D6x2 (AP) bite D4

ASPECTS

Weak Spot: All (0)
Getting Around: Life-Like (+5)
Strength: Dead Joe Average (0), Claws (+8)
Senses: Like the Living (+1), Program Sense (+4)
Sustenance/Menue: Occasionally (+2), All Program Must Be Eaten (0)
Intelligence: Animal Cunning (+4), Teamwork (+4)
Special: Hard to Kill 2 (+2)
Power: 32

DESCRIPTION

These are programs that have become corrupted by a virus or some other factor. For whatever reason, these misshapen creatures roam the Virtual Plains in packs. They prey on other programs and anything else they can eat. They seem to be able to sense other uncorrupted programs that are nearby and home in on them. If you see one then ten more cannot be far behind.



THE MCP

Some may see this as a cop-out, but the Master Control Program has not been given stats. However, in the movie the MCP is such a nasty program that there really was no way to destroy it, other than using Allan's program to shut it down. Still, players will try. Therefore, feel free to make your MCP as bad-assed nasty as you desire and give your players whatever tools you feel like to help them defeat the Master Control Program. After all, the game is all about the player characters, not the characters from the movie. If the players had to watch some other characters come in and save the day, it might not be much fun.

And with that said, this ends the Unisystem Setting Conversion booklet for TRON. I hope you've enjoyed looking through it and taking a trip down memory lane with me. It is also my hope that you get some use out of the product and drop a line sometime to tell me of all your exploits. I can be found hanging around the Eden Studios Discussion boards. You may also email kalibos13@hotmail.com if you so desire. If for some reason this offends the makers, distributors, or producers of TRON, you can email that address as well and I will take this product down. However, if you think making TRON into an RPG sounds like an interesting venture that you want to pursue after reading through this little booklet, I hope that you would keep me in mind as far as finding someone to write it.

I fervently hope that this booklet has caused people who have never seen the movie to go and give it a watch. Thank you again.

DD

<END OF LINE>

